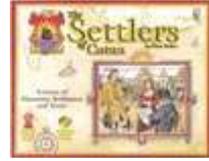
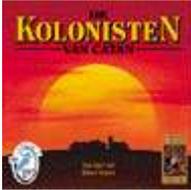


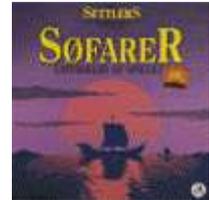
Catan



World Championships 2004



Tournament Rules



Rules of the 2004 CATAN - World Championship Tournament:

The Catan World Championships are presented by:

All games are played with the American Catan version. The official tournament language is English.

Four rounds are played with all participants. The top 16 players reach the semifinals on Sunday. To determine the 16 top players the number of victories are counted. In a case of a tie on the number of victories, the following tie breaking mechanisms will be used (in the order listed below):



MSN Games

- Total of Victory Points (VPs) from four games
- Percentage VP points.

Example for Percentage VP points:



Mayfair Games

Player A and B both win 3 games and lose once. Both achieve 38 victory points in total. This results in a draw according to the rules using only the first tie breaking mechanism. The percentages of the victory points of the tables at which the players played are now calculated.

Player A:

Game 1: Player A achieves 10 VPs, there were in total 32 VPs achieved at the table, therefore, his share is: 31.25%.

Game 2: Player A achieves 8 VPs, there were in total 30 VPs at the table, therefore, his share is: 26.67%.

Game 3: Player A achieves 10 VPs, there were in total 36 VPs at the table, therefore, his share is: 27.78%.

Game 4: Player A achieves 10 VPs, there were in total 32 VPs achieved at the table, therefore, his share is: 31.25%.

The sum of the above adds up to: 116.95 %.



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Player B:

Game 1: Player B achieves 10 VPs, there were in total 30 VPs at the table, therefore, his share is: 33.33%.

Game 2: Player B achieves 10 VPs, there were in total 33 VPs at the table, therefore, his share is: 30.30%.

Game 3: Player B achieves 8 VPs, there were in total 36 VPs at the table, therefore, his share is: 22.22%.

Game 4: Player B achieves 10 VPs, there were in total 30 VPs at the table, therefore, his share is: 33.33%.

The sum of the above is 119,18%.

Therefore player B is placed higher than player A.



999 Games BV

For 3 player games, which will be avoided if possible, the sum of the victory points on this table will be raised for the calculation by the average victory points achieved in this game. If this were not done, playing 3 player games would be advantageous.

Example:

Player A: 10 Victory points, player B: 9 Victory points, player C: 5 Victory points.
Total: 24 Victory points, the average is 8 victory points.

Therefore the new total used during the calculation is 32 victory points.

So the percentages for this game are:

Player A: $100 * 10/32 = 31.25$, player B: $100 * 9/32 = 28.13$, player C: $100 * 5/32 = 15.63$.

Which players play at which table and the starting positions in the first four rounds are decided by a prefixed schedule. Every player plays every starting position once in the first four rounds. If possible no player will play twice against another player.



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Following the first four rounds, the best 16 players reach the semi-finals. They are placed at the four semifinal-tables according to their ranking after the first four rounds. Players ranked 1,8,9,16 are placed at table 1, players ranked 2,7,10,15 are placed at table 2, players ranked 3,6,11,14 are placed at table 3, the rest is placed at table 4. In the semi-finals one basic settlers game is played. The winners move on to the final game. In the semifinals the players choose their starting position in accordance to their rank after the first four rounds (beginning with the player ranked highest) before the board is set up.

In the case of a tie on VP in the semifinals the ranking after the first four rounds is used as a tie-breaker to determine the exact ranking in the semifinal (this is important for the overall ranking).

In the overall ranking the players who finished the semifinals on second place will take places 5-8, the players finishing third will take places 9-12 and the players finishing fourth will take places 13-16. To determine who of the second placed players in the semifinals takes which place the ranking of the first four rounds is used. The same is done for players finishing the semifinals on place three or four.



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After the semifinals only the four winners reach the final game. This is again a basic Settlers of Catan game. The winner of this game is the official Catan World Champion 2004.

If there are ties in the VPs during the final, the ranking after the first four rounds is used as a tie-breaker to determine place 2-4. In the final the players again choose their starting position in accordance to their rank after the first four rounds (beginning with the player ranked highest) before the board is set up.

In all rounds, the organiser can introduce time regulation. This regulation provides the possibility to limit the time the players have to end their turn to three minutes. The organiser is not allowed to end games before one player reaches 10 victory points (VPs).



K.E. Mathiasen

During all games (with the exception of the final, where a referee does this), the start player manages the resource and development cards. Only he receives used resource and development cards and only he hands out resource and development cards to the other players from the stock. He always describes (clearly audible for all players) his own actions, and shows the used cards to the other players before he puts them in the stock. All of the game materials always remains on the table, visible for all players. In particular this applies to resource cards and development cards which may be held in the hand. However they must always be above the table and newly received development cards must be held separated from other

development cards. If a player doesn't follow this rule, he forfeits the possibility of playing development cards for this turn.

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Supplementary rules and rule explanations:

Your turn begins with rolling the dice but playing development cards before rolling the dice is permitted. A road must not be built past a settlement of another player. There is no distinction between the building and trading phase! E.g. it is allowed to build, trade and build again. **It is allowed to build an harbour and use it to trade in the same turn.** It is possible to upgrade a settlement in the same turn as that in which it was built. This is not permitted if the player already has 5 settlements on the board!

It is not allowed to play more than one development card per turn. The only exception are the victory point cards. It is allowed to play any amount of victory point cards per turn. Players can keep their victory point cards secret until the end of game. Even if another player wins, these cards count to the total number of victory points. If a player draws a victory point card which is his 10th victory point, he may immediately uncover it and consequently win the game. A player only wins if he has 10 victory points and it is his turn. If he doesn't realise that he has won, he must wait until his next turn to win the game.

For the set-up, the coincidental Set-Up Rules provided in the Settlers Almanach are used. This is done separately at every table, so every table plays with a different board.

Have a lot of fun and good luck at the
3rd Catan World Championships 2004!