

CuRsED caTAn suggestions

These are only some *slight* modifications to the game. Any questions you have I encourage you to figure out yourself.

- Build settlements on the edge between tiles (on top of roads) so that you can only access two hexes.
Alternatively, build settlements in the middle of a tile, but you must build a road from any of the six edges to the middle (treat the middle of the tile like another junction)
- You may stack cities and settlements into megacities as long as the structure is stable. A mega-city produces as many resources as whatever buildings that make it up (if it is made up of 2 cities and 1 settlement you produce 5 resources)
 - The base piece must have its tip touching the hex (so the top is the bottom). If, during rolls, the tip is not touching, the entire structure does not produce resources.
- You trade anything you border or own for anything else, provided that all players affected agree to the transaction (if a tile or token is being traded, any other player who has a settlement/city adjacent to that tile must agree).
 - With permission, any trade (excluding the sea border pieces) is valid.
- Whoever settles next to (or on top of) the desert first becomes the thief lord, and can move the robber once per their turn or when the 7 is rolled.
- Each player draws a development card immediately after placing their second road. If you feel like you have too many development cards, you can trade in 2 to build a settlement and 4 to build a city.

The more cursed the better.