

Colonist Rush - Tabletop Rules

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Colonist Rush is a real-time variant of The Settlers of Catan. It removes turns - everyone plays at once, and the dice roll on a fixed clock. All standard Catan rules apply unless changed below.

What You Need

- A standard Settlers of Catan set (3-4 players; works with extensions)
 - The Colonist Rush timer app: **colonist.io/timer** - it rolls the dice, tracks rounds, and handles pauses.
 - One phone or tablet placed where everyone can see and hear it
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The Golden Rule

After setup, it is always everyone's turn.

At any moment, any player may:

- Trade with the bank or with other players
- Build roads, settlements, and cities
- Buy development cards
- Play development cards (with the timing restriction below)

You do not wait. You do not pass. You act.

Setup

Setup is unchanged from standard Catan:

1. Build the board and place number tokens as usual.
2. Determine player order by dice roll.
3. Open [Colonist.io/timer](https://colonist.io/timer) on the phone, tablet or laptop.
4. Setup “+New”
 - a. Select game mode
 - b. Order player colors

- c. Pick timer setup (30 sec, 1min etc.)
5. Place starting settlements and roads in the normal snake order (1-2-3-4, then 4-3-2-1).
6. Collect starting resources from your second settlement.

Once the last starting road is placed, start the clock. The game is now live.

The Clock

- The app rolls the dice **every 30 seconds (Standart**, feel free to adjust the timer on preference).
- Each roll starts a new **round**.
- When the dice rolls, every player immediately collects resources for the number rolled - all players at once, from all their settlements and cities.
- Between rolls, everyone builds, trades, and plays freely.
- **Fast-forward:** if all players agree nothing more will happen this round (common early game), anyone may hit **Next Roll** to advance immediately.

Recommended timings

	Seconds per round	Best for
Learning	45	First Colonist Rush game
Standard	30	Default
Veteran	20	Experienced groups

Resource Collection

- On each roll, all players collect simultaneously. Call out your number and take your cards.
 - For 3+ players, split the resource bank into two supply piles at opposite ends of the table so nobody has to reach across.
 - If the bank runs out of a resource, standard Catan shortage rules apply: if more than one player is owed that resource, nobody gets it; if only one player is owed it, they take what remains.
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Trading

- Bank trades (4:1) and port trades (3:1, 2:1) can happen at any time.
 - Player trades can happen at any time. Just do your offer.
 - **The clock never stops for trading.**
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Building

- Build at any time by paying the cost and placing the piece.
 - All standard placement rules apply (distance rule, roads must connect, etc.).
 - Physical placement is the timestamp. The piece touching the board first wins a contested spot (see Conflicts below).
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Development Cards

- Buy at any time.
 - **You can not play a development card during the round you bought it.** Wait for the next dice roll, then it's live.
 - You may play **one development card per round**.
 - **Knight:** playing a Knight pauses the clock while the robber moves and a card is stolen. Knights count toward the Largest Army as usual.
 - **Monopoly: (Suggested)** Stop the timer, announce the resource; all players hand over that resource before play resumes.
 - **Year of Plenty / Road Building:** no pause. Take your resources or place your roads and keep moving.
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The Robber (Rolling a 7)

When the app rolls a 7, **the clock pauses automatically**. Resolve in this order:

1. **Discard:** every player holding more than 7 cards discards half (rounded down).
2. **Move the robber:** the robber-mover rotates in seating order. The starting player moves it on the first 7, the next player on the second 7, and so on around the table. The app tracks whose robber it is.
3. **Steal:** the robber-mover steals one random card from a player adjacent to the robber's new hex.

Resume the clock. Nobody should take any other action while the clock is paused.

When the Clock Pauses

The clock pauses for any action that **requires another player to respond** - otherwise they could stall you. Pause for:

- A 7 is rolled (discards + robber)
- A Knight is played (robber + steal)
- Verifying Longest Road or Largest Army claims
- Verifying a win
- Any rules dispute

The clock does **not** pause for trading, building, or buying cards. While paused, no other actions are allowed.

Conflicts

Two players grab the same spot at the same time? It's rarer than you'd think - it's almost always clear whose piece landed first.

1. **First on the board wins.** Physical placement decides.
 2. **Genuinely can't agree?** Coin toss.
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Longest Road & Largest Army

- Both work exactly as in standard Catan (5+ road segments, 3+ knights played).
 - Claim them **out loud** the moment you qualify. Pause the clock to verify, hand over the card, resume.
 - If someone ties your Longest Road, you keep the card - they must exceed it to take it, same as standard rules.
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Winning

- First player to reach **10 victory points** and **announce it** wins immediately.
 - Pause the clock and verify together. Hidden Victory Point cards are revealed now.
 - The game ends the moment a valid win is announced - other players do not get to finish the round.
 - False alarm? Resume play.
 - Optional house rule for repeat offenders: discard a resource card of your choice per miscount.
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Hints

- **Wheat and dev cards climb in value.** With no turn structure, tempo is everything - Knights and Road Building at the right second swing games.
 - **Early rounds feel slow. That's normal.** Use Next Roll liberally in the first few rounds. The intensity builds every round as hands grow.
 - **Late game gets frantic.** You will have more to do than time to do it. Prioritize. That pressure is the game.
 - **Watch the leader.** Tracking opponents is harder without turns. Glance at the board between your own actions.
 - **Assign a banker.** For 5-6 players, one person dealing on each roll keeps things smooth.
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FAQ

Q: What if two players want to build on the same spot? First piece physically placed wins. If truly simultaneous, coin toss.

Q: Can I hold resources over from round to round? Yes. There's no hand limit except the discard rule on 7s.

Q: Can I trade during a pause? No. No actions of any kind while the clock is paused.

Q: Someone plays slowly and blocks the resource pile. Help? Split the bank into two piles and add a banker. Physical logistics matter more in Colonist Rush than in regular Catan.

Q: Does this work with expansions? These rules cover base Catan. Seafarers works with no extra changes. Cities & Knights needs extra pause rules for barbarians and progress cards - see the variant sheet.

Q: What if I miss collecting my resources on a roll? Claim them before the next roll or lose them. The dice wait for no one.

Play Colonist Rush online at colonist.io - free, no download, games in under 10 minutes.