Klaus Teuber

CATAN ®

— COLLECTORS EDITION —

ANCIENT EGYPT

ALMANAC

For Reiner Müller,
with a heartfelt thank you for
all that he has done for Catan.

Dear Readers!

This limited collector's edition is meant for all those who like to play "The Settlers of Catan" and, at the same time, want to experience some historical flair. Unlike in the original game, you do not settle a fictitious island; instead, you assume the role of an ancient Egyptian and build settlements on the fertile banks of the mighty Nile River, upgrade your settlements to temple cities, and expand your trade routes by means of oxcarts. If, in the process, the desert sand tickles your nose, you feel Africa's scorching sun on your skin, and you are touched by the 5000 years old Egyptian civilization—it's all thanks to our illustrator Michael Menzel.

If you already know the original "The Settlers of Catan" game or have already played "Ancient Egypt," you can help the pharaoh build his great pyramid. The pharaoh is capricious, though. If you measure up to his expectations, you can be sure of his blessing, but if you don't, all you can hope for is to have the ancient Egyptians' gods on your side.

For all those who are interested in one of the most important cradles of our civilization, below I have written a brief outline of Ancient Egypt's history.

Have fun reading and playing!

Yours,

Klaus Teuber

– A BRIEF HISTORY OF ANCIENT EGYPT –

Ancient Egypt is one of humankind's oldest advanced civilizations. As early as 5000 B.C., people began to farm the land and raise livestock on the fertile lands along the banks of the Nile. Soon, **settlements** developed. They consisted of houses built with air-dried clay **bricks** that were made from the mud of the **alluvial lands** of the Nile.

The ancient Egyptians had many different deities, most of which date back to the beginnings of their civilization. In the Egyptian story of creation, **Atum** ("finisher of the world") was the god of light who created himself from primordial waters. He became lonely, so he created other deities who represented the air, humidity, the celestial vault, the earth, and time.

Around 3000 B.C. two kingdoms had formed: Lower Egypt in the Nile Delta to the north, and Upper Egypt in the Nile Valley to the south. The mythological pharaoh Menes is credited as the founder of the 1st dynasty; he and his successors united Upper and Lower Egypt.

The Old Kingdom began with the 3rd dynasty around 2700 B.C. and ended approximately 500 years later with the 6th dynasty. During the times of the Old Kingdom, Egyptian **architecture** boomed. Around 2700 B.C. pharaoh Djoser was the first pharaoh to be buried in a burial chamber under a finished pyramid, the so-called **Djoser Step Pyramid**.

We know about Djoser because of the Egyptian **writing system**, the hieroglyphics, whose messages carved in stone survived for millennia. The Egyptians believed that the god **Thoth** had given them the hieroglyphics, which initially was a purely pictographic writing system. Over time, consonants and other signs were added, and the writing system was developed further.

Located in the Nile Delta, Memphis was the capital of the Old Kingdom. In Memphis, and later in the entire kingdom, people worshipped **Bastet**. Bastet was a goddess of fertility and love, who was represented as a cat.

Horus was the god of the sky and of war, and the ancient Egyptians believed the **pharaoh** to be his earthly incarnation. As such, the pharaoh was seen as the representative or emissary of the gods, who not only waged wars but also enacted laws which he had to design according to the principles represented by the goddess Maat.

Maat personified justice, truth, cosmic order, and law. **Mercenaries** made sure people adhered to the laws. Small disputes were dealt with by public servants in local courts. More severe cases were handled by the high court, presided over by the **vizier**. The vizier was the second most powerful man in Ancient Egypt; he acted as a liaison officer between pharaoh and public servants and was regarded as the highest court official.

During the decades around 2250 B.C., the imposing Pyramids of Giza were constructed. The highest of them, the Cheops Pyramid, stands 453 ft. high. It was built from approximately 2.3 million square **stone blocks**, each of them weighing at least 2.5 tons. The blocks were cut in nearby **quarries** and transported in boats or rafts either up or down the Nile River to the construction site.

This was also the time when the approximately 63 ft. high and 241 ft. long **Sphinx** of Giza was built. This monumental statue features a lion's body with a human head. Its function remains unexplained. Some believe that the Sphinx served as a guard to the Giza area.

After the end of the 6th dynasty, the Old Kingdom broke up into various centers of power that competed against each other. One of the most important centers of power was the city of Thebes. To justify their claim to all of Egypt, the rulers of Thebes adopted **Amun**, the god of the wind, as the deity of their city. They began the construction of the Temple of Karnak, where the priesthood worshipped Amun. Over two millennia, the temple was further expanded, until the Roman era. Amun

was regarded as the god of fertility for livestock—**cattle** for example. Cattle were highly regarded in Ancient Egypt, and they grazed the **pastures** along the banks of the Nile.

In approximately 2137 B.C., inspired by their faith in Amun, Thebes was able to reunite the kingdom. This marked the beginning of the Middle Kingdom, which lasted for approximately 350 years.

Throne succession disputes and the invasion of the Hyksos, a people from the Middle East, put an end to the Middle Kingdom. An intermediate period began that lasted for various centuries, during which the Hyksos ruled over Lower Egypt and its fertile Nile Delta while the Egyptian pharaohs retreated to Upper Egypt.

The Hyksos introduced the previously uncommon horse and the **chariot** to Egypt. The initial military superiority of the conquerors was probably owed to the chariot. The Egyptians adopted the chariot and used it during the liberation of Lower Egypt. Around 1530 B.C., Ahmose I, the founder of the 18th dynasty, completed the expulsion of the Hyksos. This marked the beginning of the New Kingdom—a period of flourishing crafts, trade, and prosperity, during which Ancient Egypt reached its greatest expanse.

Artisans and craftsmen contributed substantially to Ancient Egypt's prosperity. Under the protection of their patron god **Ptha**, they crafted everyday objects, jewelry, paintings, reliefs, and sculptures. One of the most famous surviving pieces of Egyptian **art** is the bust of Queen Nefertiti, who lived in Egypt in the 14th century B.C.

Trade was basically carried out via the Nile River, the artery of Ancient Egypt. Since wood had to be imported at high prices, **papyrus boats** were used to transport goods and commodities. **Oxcarts** and donkey carts were used for transporting cargo along overland **trade routes**.

The fertile **fields** of the alluvial lands of the Nile were the economic basis of prosperity. Through an elaborate system of canals, the ancient Egyptians were able to increase the **grain** production of those fields even further. The annual flooding of the Nile that fertilized the land was represented by the god **Hapi**, who had to be propitiated so that the vital flooding wouldn't fail to appear.

Osiris was the god of the underworld and the judge of the dead. His spouse **Isis** was revered as the goddess of birth, rebirth, and also of the dead.

The ancient Egyptians believed in life after death, and that they needed their mortal remains for the afterlife. Based on this belief, they developed **mummification**, a process during which the internal organs and the brain of a dead person were removed and the remaining body was preserved by means of special procedures. Pharaoh Tutankhamun, who ruled approximately from 1332 to 1323 B.C., became known for his mummy, buried in a magnificent, gilded sarcophagus.

Thanks to the anatomical knowledge gained through mummification, ancient Egyptian **medicine** was very advanced for its time and strongly influenced the European medicine of later times. The highly respected physicians recorded the descriptions of diseases and the treatment methods for them on scrolls. The scrolls that have survived until today testify to a large knowledge in many areas of medicine.

The fibrous pith inside the stem of the **papyrus plant** was used to make paper scrolls. The approximately 10-16 ft. high plant grew in **papyrus groves** along the banks of the Nile and was a very important raw material for the ancient Egyptians. Papyrus pith was not the only part of the plant that had uses; its roots served as fuel for fires, and its stalks were used to build boats.

Paper made from papyrus was widely used in Ancient Egypt as early as 3000 B.C. Papyrus paper and the hand mirror, which was made from a polished copper plate with a handle, are each regarded as an Egyptian **invention**.

One of the most important pharaohs of the New Kingdom was Ramesses II, who ruled over Egypt from 1279 until 1213 B.C. – that is, for a total of 66 years. Owing to his diplomacy, the Egyptians could enjoy peace with the powerful Hittite empire next door. It was the first peace treaty in the history of mankind, and the peace lasted until the Hittite empire collapsed. Under Ramesses II's reign, a massive building program was carried out. The **temples of Abu Simbel** are arguably Ramesses II's most famous legacy.

The glamorous period of the New Kingdom ended around 1070 B.C., when various royal dynasties established themselves and entered into a power struggle. Later on, the Libyans, Nubians, and Persians occupied and ruled over Ancient Egypt. Finally, before Ancient Egypt became a Roman province, the land of the Nile was ruled by the Ptolemies, who were of Greek descent. They converted Alexandria into one of the ancient world's centers of culture and science. The **Temple of Edfu**, one of the best-preserved temple complexes throughout Egypt, was built during the reign of the Ptolemies.

GAME COMPONENTS:

5 Die-cut Sheets with:
    19 Terrain Hexes (tiles):
         - Fields (4)
         - Papyrus Grove (4)
         - Alluvial land (3)
         - Quarry (3)
         - Pasture (4)
         - Desert (1)
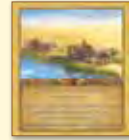   6 Frame Pieces with 9 Harbors / Oases
    2 Special Cards:
         - Longest Trade Route,
         - Largest Mercenary Army
    18 Number Tokens
    4 "Building Costs" Cards (double-sided)

Ancient Egypt Costs

The Great Pyramid Costs

1 Deck of 95 Resource Cards:
    Brick: from Alluvial Land (19)
    Cattle: from Pasture (19)
    Papyrus: from Papyrus Groves (19)
    Grain: from Fields (19)
    Stone: from Quarries (19)

2 Decks of Other Cards (39):
    1 Development Card Deck (25)
         - Mercenary (14)
         - Progress (6)
         - Victory Point (5)
    1 "Help from the Gods" Deck (14)
         - God Cards (10)
         - God Power Summary Cards (4)
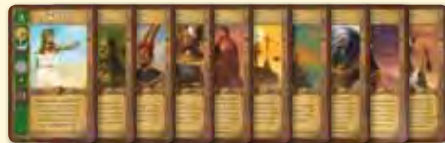
2 Card Holders

Game Pieces (in four colors):
    16 Temple Cities of 4 different types:
    Temple of Edfu, the Rock Temples of Abu Simbel,
    Djoser Pyramid, and a Sphinx
    (one of each per player)
    20 Settlements (5 per player)
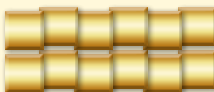   60 Oxcarts (15 per player)
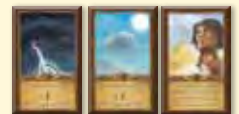 1 Robber (Gray Chariot)
 2 Dice

Temple Cities

Settlements

Oxcarts

Components for "The Great Pyramid" Scenario:
12 Papyrus Boat game pieces (3 per player)
1 Die-cut Sheet with:
    1 Pyramid Building Site
    4 "Pharaoh's Curse / Pharaoh's Blessing" Cards
    1 "Vizier's Favor" Card
    60 Pyramid Blocks
        (12 for the Pharaoh + 12 per player)

Pharaoh's Pyramid Blocks

Players' Pyramid Blocks

KEYWORDS & EXAMPLES:

This almanac contains detailed, alphabetical entries and examples for Catan Egypt. These are not the game rules! You do not have to read this material prior to your first game. Instead, use the game rules. Then read this to enjoy the complete experience. Words marked with an ankh "⚿" (the Egyptian hieroglyphic symbol also known as the key of life), are keywords that are defined in other entries of the almanac.

> The keywords and examples that only apply to "**The Great Pyramid**" scenario are highlighted with this sandy color.

B

Build

You may build on your turn after you have rolled for resource production and finished trading. To build, you must pay certain combinations of resource cards (see building costs card). Return the resource cards to the supply stacks. You can build as many items and buy as many development cards as you desire – as long as you have enough resources to "pay" for them and they are still available in the supply (see Settlements ⚿, Temple Cities ⚿, Oxcarts ⚿, Development Cards ⚿). Each player has a supply of 15 oxcarts, 5 settlements, and 4 temple cities. When you upgrade a settlement to a temple city, the settlement piece becomes available again, and you can immediately use it to build another settlement. Oxcarts and temple cities, however, remain on the board until the end of the game once they are built.

Your turn is over after "building" (unless you want to play a development card). Play continues with the player to your left.

Rule Variant: see Combined Trade/Build Phase ⚿.

> In the "The Great Pyramid" scenario, you can also build papyrus boats ⚿ and pyramid blocks ⚿. Each player begins with **3 papyrus boats** and **12 pyramid blocks**.

C

Coast

When a terrain hex borders on a frame piece depicting sea, it is called a "coast." You can build a trade route along a coast. You can build settlements and upgrade settlements to temple cities on intersections along the coast. For settlements and temple cities on the coast, you only receive resources from 1 or 2 terrain

hexes. However, coastal settlements and temple cities often lie at harbors, which allow you to use foreign trade ⚲ to trade resources at a more favorable rate. Settlements on coastal intersections without harbors do not give you any trade advantages. The same applies to the oases along the desert margin ⚲.

Combined Trade / Build Phase
We recommend experienced players ignore the separation of the trade and build phases. That way, after rolling for production you can trade and build in any order. For example, you can trade, build, trade again and build again—as long as the cards in your hand allow it. You can even use a harbor or an oasis on the same turn you built a settlement there.

D

Desert
The desert is the only terrain hex that does not produce resources. The robber ⚲ is native to the desert, and he starts the game there. Keep in mind that if you build a settlement ⚲ or temple city ⚲ adjacent to the desert, you can only receive resources from 2 terrain hexes.

Desert Margin
When a terrain hex borders on a frame piece depicting desert, it is called a "desert margin." You can build an oxcart on the desert margin. You can build settlements and upgrade settlements to temple cities on intersections along the desert margin. For settlements and temple cities on the desert margin, you only receive resources from 1 or 2 terrain hexes. However, settlements and temple cities on the desert margin often lie at oases, which allow you to use foreign trade ⚲ to trade resources at a more favorable rate. Settlements on the desert margin without oases do not give you any trade advantages.

Development Cards
There are 3 different types of development cards: mercenaries ⚲, progress ⚲, and victory points ⚲. When you buy a development card, draw the top card of the face-down

development card stack into your hand. Keep your development cards secret until you play them.

You cannot trade or give away development cards.

You may play the card at any time on your turn, **before or after you "roll and resolve the production dice."** You may only play 1 development card during your turn—either 1 mercenary card or 1 progress card. You may not, however, play a development card that you bought during the same turn.

Exception: If you buy a card and it is a victory point card ⚲ that brings you to 10 points, you may immediately reveal this card (and may reveal all victory point cards you have, as an exception to the "1 per turn" rule) and win the game.

You only reveal victory point cards when the game is over—once you or an opponent reaches 10 victory points and declares victory.

Note: If you are robbed (see "Rolling a 7" and Activating the Robber"), your opponent may only steal a resource card from your hand, not a development card. Therefore, before the opponent draws from your hand you should put your development cards down or keep them elsewhere.

E

End of the Game
If you reach 10 VPs on your turn, the game ends immediately and you win.
Example: Benny has 2 settlements (2 VP), the Longest Road special card (2 VP), 2 temple cities (4 VP), and 2 victory point cards (2 VP). He reveals his 2 victory point cards, giving him the 10 victory points needed to win.

In the Great Pyramid scenario, you must reach 11 points to win the game.

G

God Cards
(Further explanations of some god cards)
Atum: If you take Atum, you may use his ability immediately after the next resource production.
Hapi: You may only use mercenary cards you have played.

Horus: You must demand the same resource from both opponents. If you don't receive any resources or if you receive a resource from only one of the two players, the card is nevertheless considered played, and you must turn it over or return it to the display of god cards beside the game board.

Isis: Unlike the other god cards, you **must** play Isis when the next "7" is rolled. If you have "7" or fewer cards, you don't use the protection power, instead you draw 1 card. This new card doesn't count towards your limit. In the Great Pyramid scenario, the "7" on Isis is actually "The number revealed on the pharaoh's pyramid block."

Osiris: Your oxcart is considered as "**open**" if only one of its two ends is connected to another one of your oxcarts, papyrus boats, or settlements / temple cities. You may remove your open oxcart even if one of your settlements or temple cities thereby remains without an oxcart. Osiris cannot move papyrus boats.

Important: You cannot voluntarily return an unused god card to the display, in exchange for a "better" card. This also applies if you have turned a god card so that its "B" side is face up, in order to use the card for a second time.

H

Harbors / Oases

Harbors and oases both have the same function. You can find them on the frame parts—the harbors are located by the sea, the oases in the desert. They allow you to trade resources more favorably. To control a harbor (or an oasis), you must build a settlement on the coast ♀ or on the desert margin ♀ —that is, on one of the two intersections ♀ that border a harbor (or an oasis). See also "Foreign Trade" ♀ .

Important: If you have just built a settlement at a harbor/oasis, you can't use the trade function of that harbor/oasis until the trade phase of your next turn (unless you are playing with the Combined Trade/Build Phase rule).

I

Intersections

Each terrain hex has 6 corners; each corner touches either 2 other terrain hexes or 1 other terrain hex and the frame or only the frame. These corners are called intersections. You may build settlements ♀ only on intersections.

L

Longest Trade Route

+ You can break an opponent's trade route by building a settlement on an unoccupied intersection along his trade route! (*As always, you must observe the distance rule.*)

Example: Gray has the "Longest Trade Route," composed of 7 oxcarts. Purple builds the settlement marked with a black circle, thus interrupting Gray's trade route. Now Purple owns the "Longest Trade Route" (consisting of 6 oxcarts) and, therefore, the corresponding 2 victory points.

Please note: Your own settlements / temple cities do not break your trade route!

+ If, **after a longest trade route is broken**, multiple players have trade routes of equal length (they are tied), apply the following rule: If you are the current owner of the "Longest Trade Route" special card and are one of the tied players, you keep the special card. If the owner of the "Longest Trade Route" special card is not among the tied players, set the card aside. It comes into play again when only 1 player has the "Longest Trade Route."

Note: You also set the card aside if, after a longest trade route is broken, no player has a continuous chain of 5 or more oxcarts (i.e., a "Longest Trade Route" no longer exists).

M

Mercenary Cards

If you play a "mercenary" card during your turn (**before or after you roll and resolve the dice**), you must immediately move the robber ♀.

- You must move the robber away from his current location to any other terrain hex of your choice.
- Then you steal 1 resource card from a player who has a settlement or temple city adjacent to that terrain hex. If there are two or more such players, you may choose your victim.
- The player you elect to rob keeps his cards face down while you take 1 of his cards at random.
- If you are the first player to have 3 mercenary cards face up in front of yourself, you take the "Largest Mercenary Army" special card. This special card is worth 2 victory points.
- As soon as another player has one face-up mercenary card more than you, he takes this special card from you and the 2 victory points that go with it.

Example: It is Sara's turn, and she plays a mercenary card. To obstruct Red (who is in the lead), Sara moves the robber to the fields hex marked with a red "6." Now Sara chooses which player she will take 1 random card from, Red (A) or Turquoise (B).
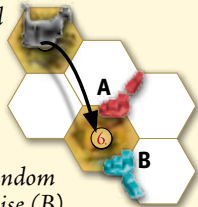
Important: If anyone plays a mercenary card, you don't have to check whether your hand contains more than 7 cards. You only do this when someone rolls a "7".

- **If, after discarding a mercenary to use Hapi**, multiple players have mercenary armies of equal size (of 3 mercenaries or more), apply the following rule:
  If you are the current owner of the "Largest Mercenary Army" special card and are one of the tied players, you keep the special card.
  If the owner of the "Largest Mercenary Army" special card is not among the tied players, set the card aside. It comes into play again when only 1 player has the "Largest Mercenary Army."

  Note: You also set the special card aside if, no player has a army of 3 or more mercenaries (i.e., a "Largest Mercenary Army" no longer exists).

N

Number Tokens

The size of the numbers on these tokens indicates the probability with which the terrain hex you placed the number token on produces resources. The taller the depicted number, the more likely that number is to be rolled. Finally, the "6" and the "8" number tokens are printed in red to further indicate that their numbers have the highest probability of being rolled. For example, a terrain hex with a "6" or an "8" is likely to be much more productive than a terrain hex with a "2" or a "12."

O

Oases

See the description for Harbors/Oases on page 9.

Oxcarts

You build oxcarts on paths. Various oxcarts in a row form a "trade route" that connects settlements and temple cities.

In "The Great Pyramid" scenario, you may only build papyrus boats ♀, not oxcarts, on paths across the Nile.

P

Papyrus Boats

You may build papyrus boats across the Nile but not on normal paths. You may only participate in the construction of the great pyramid if you have built a papyrus boat. Since you have 3 papyrus boats, you should consider carefully in which direction to spread out. Your boats only allow you to cross the Nile 3 times, so you might reach a dead end that prevents you from advancing in the desired direction.

Paths

Paths are defined as the edges where two hexes, or a hex and a frame piece, meet. Therefore, paths run along the border between terrain hexes or between terrain hexes and frame pieces depicting sea or between terrain hexes and frame pieces depicting desert. Only 1 oxcart ⚲ can be built on any path. Each path leads to an intersection ⚲ where you might be able to build a settlement ⚲.

In "The Great Pyramid" scenario, you may only build papyrus boats ⚲, not oxcarts, on paths across the Nile.

Pharaoh Card

If you have contributed the fewest pyramid blocks for the construction of the great pyramid, you must turn your pharaoh card so that its "Pharaoh's Curse" side is face up. Now you have 1 victory point less. If you are tied for contributing the fewest building blocks, all of you are affected by "Pharaoh's Curse." So, if all players have contributed the same number of pyramid blocks, all players must turn their pharaoh cards so that their "Pharaoh's Curse" sides are face up.

Progress Cards

Progress cards are a type of development card ⚲. You may only play 1 progress card on your turn. There are 2 progress cards each, of 3 varieties:

- **Route Builder:** If you play this card, you may immediately place 2 oxcarts for free (according to the normal building rules).
- **Invention:** If you play this card, you may immediately take any 2 resource cards of your choice from the supply stacks. If you have yet to conduct your build phase, you may use these resource cards to build.
- **Pharaoh's Monopoly:** If you play this card, you must name 1 type of resource. All the other players must give you all of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, he does not have to give you anything. If you have yet to conduct your build phase, you may use these resource cards to build.

R

Robber

The robber begins the game in the desert ⚲. You only move him if you have rolled a "7" ⚲ or if you reveal a mercenary card ⚲. If you move the robber to a terrain hex, he prevents that hex from producing resources. Players with settlements and/or temple cities adjacent to the robber's new hex receive no resources from this hex as long as the robber occupies it.

Rolling a "7" and Activating the Robber

If you roll a "7" for resource production, none of the players receive resources. Instead:

1. Each player counts his/her resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must select and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, discard 4 of them).
   Example: Ahmed rolls a "7." He has only 6 resource cards in his hand. Sara has 8 cards and Wolfgang has 11. Sara must discard 4 cards and Wolfgang 5 (rounding down).
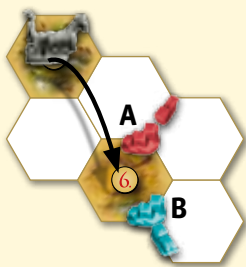
2. Then you (the player who rolled the "7") must move the robber ⚲ to any other terrain hex of your choice. This blocks the resource production of this hex.

3. After moving the robber, you also steal 1 resource card at random from a player who has a settlement or temple city adjacent to this hex. If 2 or more players have settlements or temple cities there, you may choose from which one to steal.
   Afterwards, your turn continues with the trade phase.

In "The Great Pyramid" scenario, when you roll a "7," reveal one of the pharaoh's pyramid blocks before placing it on the pyramid building site. The number on the back indicates the maximum number of resources each player may have in their hand without having to discard half of their resource cards.

Example: Ahmed rolls a "7" on his turn. He must move the robber. Ahmed moves the robber from the pasture hex to the fields hex with a "6" number token. He may steal a resource card from either player who have a settlement adjacent to this hex, Red (A) or Turquoise (B). Ahmed steals the card at random from the player he chooses. If a "6" is rolled on subsequent turns, Red and Turquoise receive no resource cards from this hex. This continues until a player rolls another "7" or plays a mercenary card and thus moves the robber.

Note: If you moved the robber, you should remember that you are supposed to steal a card if possible. However, any players affected by the robber are not forced to remind you of this fact.

See also Mercenary Cards ♀.

S

Settlements

A settlement is worth 1 victory point. If you own a settlement, you may receive resource production from all its adjacent terrain hexes. If you have built your 5 settlements and want to build another settlement, you first must upgrade one of your settlements to a temple city. Return that settlement to your supply and replace it with a temple city. Now you can build a new settlement using the returned settlement.
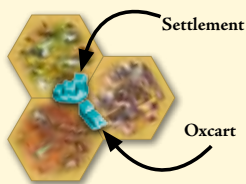
Important: You must observe **the distance rule** *when building a settlement—none of the 3 adjacent intersections may be occupied by any of the players' settlement or temple city (not even yours).*

Set-up Phase

Begin the "set-up phase" after you build the game map (Set-up, Variable ♀).

- Each player chooses a color and receives the corresponding game pieces: 5 settlements, 4 temple cities, 15 oxcarts, and 1 building costs card ("Ancient Egypt" side up).

- Sort the resource cards into 5 stacks and put them face up into the two card holders. Place the card holders beside the game board.
- Shuffle the development cards ♀ and place them face-down in a stack beside the card holders.
- Place the 2 special cards and the dice beside the board.
- Place the robber in the desert.

The set-up phase has 2 rounds. Each player builds 1 settlement and 1 oxcart per round.

Round One: Each player rolls 2 dice. If you roll highest, you are the starting player and begin the game.

Place 1 of your settlements on an unoccupied intersection ♀ of your choice. Place 1 of your oxcarts on any path ♀ directly adjacent to this settlement. The other players then follow in clockwise order. Everyone places 1 settlement and 1 adjoining oxcart.

Important: When placing settlements, the distance rule always applies!

Round 2: Once all players have built their first settlements, the player who placed a settlement last in the first round places first for round two. If this is you, build your second settlement and its adjacent oxcart.

Important: After you build, the other players follow in **counterclockwise** *order. That way, the starting player in round one places his second settlement last in round 2.*

You can place your second settlement on any unoccupied intersection, as long as the distance rule is observed. Your second oxcart must be adjacent to your second settlement, but that oxcart doesn't have to connect to your first oxcart.

You receive your starting resources immediately after building your second settlement; for each terrain hex adjacent to your second settlement, you take a corresponding resource card from the supply. The starting player (the last to place his second settlement) begins the game: he rolls both dice for resource production. You can find helpful hints about the set-up phase under "Tactics" ♀.

Set-up, Variable

1. a) For the base game, place the 6 frame pieces so that the **dark numbers** depicted on the joints are **face up**. Assemble the frame by placing identical numbers next to each other.
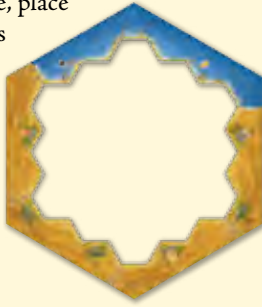
1. b) For the scenario "**The Great Pyramid**," place all frame pieces so that the **white numbers** depicted on the joints are **face up**. Assemble the frame pieces as described under 1. a).

2. a) For the **base game**, place all terrain hexes in front of yourself. If you see hexes depicting a section of the Nile, turn them over so that their Nile sides are face down.

Place the hexes in a stack, then turn the stack over and shuffle it. From the top of the face-down stack, take the terrain hexes and place them one by one inside the frame. Begin on one side of the frame and continue until you have placed all hexes and the entire frame is filled.
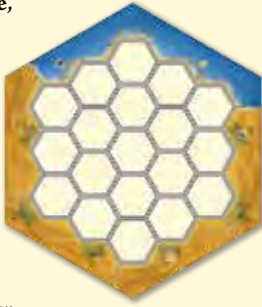
2. b) Do the same for "**The Great Pyramid**" scenario. However, the 7 terrain hexes with sections of the Nile must be visible (Nile side face up). Select the hex that depicts the Nile Delta and place it at its designated location (A). Shuffle the remaining 6 Nile hexes and randomly place these into river spaces (B) to complete the entire river from the coast to the Nile section depicted on the frame. All river sections must connect. Place the remaining terrain hexes as described under 2. a). The desert hex should be placed with the "pyramid under construction" side face up. It is still considered to be a desert hex, even though the artwork is different.

3. **Placing the Number Tokens:**
   + Place the number tokens beside the game board, letter side up.
   + Place the number tokens on the terrain hexes in alphabetical order. Start on any **corner hex** and place all other number tokens **counter-clockwise** toward the center. **Important:** The desert never gets a number token. Skip over it and continue to place the number tokens in alphabetical order, as shown in this illustration.
   + After you have placed all number tokens, turn them so that their number sides are face up.

Next: "Set-up Phase" ☥.

T

Tactics

Since you play "Catan – Ancient Egypt" with a variable map, the tactical considerations are different in each game. There are, nevertheless, some common points you should consider:

1. Brick and cattle are the most important resources at the beginning of the game. You need both to build oxcarts and settlements. You should try to place at least 1 of your first settlements adjacent to a good alluvial land (brick) or pasture (cattle).
2. Do not underestimate the value of harbors and oases. For instance, if you have settlements or temple cities adjacent to good fields hexes, you should try to build a settlement at the "grain" harbor.
3. Make sure to leave enough room to expand when placing your first 2 settlements. It's dangerous to build both settlements in the center of the game map, because your opponents can easily block the paths.
4. The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the player whose turn it is!
5. In the scenario "The Great Pyramid," you should use the different god cards frequently. And make sure not to miss the boat in regards to pyramid building! Having the Vizier's Favor can be very helpful.
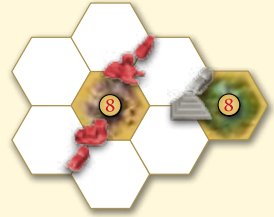
Temple Cities

Each temple city is symbolized by one of four famous monuments of Ancient Egypt (Temple of Edfu, Rock Temples of Abu Simbel, Djoser Pyramid, and Sphinx). Each player has all four different temple cities. Despite their varied appearance, there is no difference in the way you use the temple cities in the game.

You can only upgrade an existing settlement to a temple city. Each temple city is worth 2 VP. For a temple city you own, you receive double resource production (2 resource cards) from the adjacent terrain hexes whenever their numbers are rolled.

When you upgrade a settlement to a temple city, the settlement piece becomes available again, and you can use it to build another settlement.

Example: An "8" was rolled. Red receives 3 stone cards: 1 for his settlement and 2 for his temple city. Gray receives 2 papyrus for his temple city.

Hint: It is extremely difficult to win the game without upgrading settlements to temple cities (each worth 2 victory points). Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.

Trade

After you roll for production, you may trade resources with the other players (Domestic Trade ⚲) or with the supply (Foreign Trade ⚲). On your turn, you may trade as long as you have resource cards in your hand.

Trade, Domestic (Trade with Opponents)

On your turn, you may trade resource cards with your opponents (after you have rolled for production). You and your opponents negotiate the terms of your trades—such as which cards, and how many will be exchanged. You are not allowed to give away cards ("trade" 0 cards for 1 or more cards).

Important: While it is your turn, you must be a part of all trades; the other players may not trade among themselves.

Example: It is Jasmin's turn. She needs 1 brick to build an oxcart. She has 2 cattle and 3 stone. Jasmin asks aloud: "Who will give me 1 brick for 1 stone?" Chris answers, "I'll give you 1 brick if you give me 3 stone." Randy interjects, "I'll give you 1 brick if you give me 1 cattle and 1 stone." Jasmin accepts Randy's offer and trades 1 cattle and 1 stone for 1 brick.

Important: In the example above, Chris is not allowed to trade with Randy, since it's Jasmin's turn.

Trade, Foreign

During the trade phase of your turn, you can trade resources without involving other players by using what is called *foreign trade*.

- **Without harbor/oasis:** The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 resource cards of the same type to the supply in exchange for the (1) resource card of your choice. You do not need a harbor / an oasis ☥ (settlement at a harbor or an oasis) to trade at 4:1.

  Example: Jasmin returns 4 stone cards to the corresponding supply stack and takes 1 cattle card in exchange. Of course, it would make more sense for her to first try a more favorable trade with her opponents (domestic trade).

- **With harbor/oasis:** If you have built a settlement or temple city at a harbor ☥ or at an oasis ☥, you can trade more effectively. There are 2 different types of harbor/oasis:

  1. **Generic harbor/oasis (3:1):** During your turn's trade phase, you may exchange 3 resource cards of the same type for any 1 other resource card of your choice.

     Example: Ahmed places 3 stone cards on the stone cards supply stack and takes 1 cattle card in exchange.

  2. **Special harbor/oasis (2:1):** There is 1 special harbor and 1 oasis for each type of resource. The favorable exchange rate of 2:1 applies only to the resource shown on the special harbor/special oasis.
     Please note: A special harbor/special oasis does not entitle you to trade the other resource types at a 3:1 rate!

     Example: Chris has a settlement (or temple city) at the special harbor for cattle. He may exchange 2 cattle cards for any 1 other resource card of his choice. He can also trade 4 cattle cards for any 2 other cards, and so on.

     Important: You are only allowed to conduct foreign trade on your turn!

Trade Routes

Trade routes connect your settlements and temple cities. You create trade routes by building oxcarts on paths ☥. You may only build one oxcart on each path (also on the coast or along the desert margin). You build an oxcart either adjacent to an intersection occupied by one of your settlements or temple cities or adjacent to an unoccupied (free) intersection that borders on one of your oxcarts. You cannot build new settlements without building new trade routes. Trade routes only provide victory points if you hold the Longest Trade Route ☥ special card.

*Note: If you are playing "**The Great Pyramid**" scenario, a papyrus boat ☥ is also part of a trade route. You may build an oxcart or papyrus boat adjacent to a free intersection that borders one of your oxcarts or papyrus boats.*

V

Victory Points (VPs)

If you are the first player to reach 10 VP on your turn, you win the game. You receive VPs for the following:

1 settlement	1 VP
1 temple city	2 VPs
Longest Trade Route	2 VPs
Largest Mercenary Army	2 VPs
Victory point card	1 VP

Note: Since you begin the game with 2 settlements, you begin the game with 2 VPs. Therefore, you only need to earn 8 more VPs to win the game!

In "The Great Pyramid" scenario, if you reach 11 VPs on your turn you win the game. You receive 1 additional victory point if the "Pharaoh's Blessing" side of your pharaoh card ☥ is face up. If the "Pharaoh's Curse" side is face up, you must subtract 1 victory point; i.e. you only begin the game with 1 VP instead of the usual 2 VP.

Victory Point Cards (VP cards)

VP cards are development cards ♀, therefore you can "buy" them.

VP cards represent important cultural achievements. Each VP card is worth 1 VP. Keep your victory point cards secret. If you reach 10 VP (including your victory point cards) on your turn, reveal your VP cards to declare victory.

Hint: Always store your victory point cards in such a way that your opponents are unable to draw any conclusions. If you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.

Vizier's Favor

For 1 stone and 1 cattle, you may place one of your pyramid blocks on an empty space in the pyramid building site and take the "Vizier's Favor" card. You may use this card's ability until another player builds a pyramid block and takes the card from you.

Example: Sara is the first player to build a pyramid block. She turns her pharaoh card so that its "Pharaoh's Blessing" side is face up and receives the "Vizier's Favor" card. She immediately trades 1 brick for 1 cattle. The next player rolls a "7" and reveals the number on the back of one of the pharaoh's building blocks. It is an "8." This means that each player who has more than 8 resource cards loses half of them. Although Sara's hand contains 9 resource cards, she can keep all of them, because the Vizier's Favor protects her. On the next turn, Chris pays a cattle and a stone and places a pyramid block on the pyramid. Chris immediately takes the "Vizier's Favor" card from Sara. Now Chris may use the card's abilities.

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