



# CATAN<sup>TM</sup>

## SCENARIOS

### FRENEMIES

A Scenario for 3-4 Players by Benjamin Teuber

## THE STORY

We live in a time of altruism on Catan. We give away resources to help lagging players. We move the robber to isolated locations to ensure the safety of our fellows. We even go out of our way to connect our roads with our neighbors' networks. Has everyone gone nuts?

Ah! Catan's guilds reward such noble-minded behavior by handing out "favor tokens" (FTs). Favor tokens grant us different advantages: road building for free, development cards, random resources, preferential trades, or even Victory Points.

Sigh... If goodwill really exists... it's not part of this scenario.

## SCENARIO RULES

Except where noted here, use *The Settlers of Catan*® rules.

## NEW COMPONENTS

You will need all the components included in *The Settlers of Catan* (SOC) game. *Catan Frenemies*™ contains the following components:

- ✱ 1 Guild Hall Board (with 5 Guild Halls)
- ✱ 8 Victory Point (VP) Markers
- ✱ 58 Favor Tokens (FTs) (remove the dotted FTs w/ 3 players)
  - 8 Trader Guild FTs (Wagons)
  - 8 Merchant Guild FTs (Ships)
  - 8 Road Builder Guild FTs (Shovels)
  - 17 Scholar Guild FTs (Books)
  - 17 Master Builder Guild FTs (Compasses)



Trader



Merchant



Road Builder



Scholar



Master Builder

## SET-UP

Set up *The Settlers of Catan* as normal.  
Place the guild hall board next to the island.



In a 3-player game, remove all favor tokens with a dot on their face from the game. In a 4-player game, use all of the favor tokens.

Create an "supply" of favor tokens. Place all favor tokens face down and mix them thoroughly. Alternatively, place them in an opaque bag or cup.

## EARNING FAVOR TOKENS

You earn favor tokens in one of 3 ways:

- ✱ **Move the robber** (harmlessly).
- ✱ **Give away a resource card** (to another player).
- ✱ **Connect networks** (yours to another player's).

If you earn a favor token, draw it randomly from the face-down (or hidden) supply.

*NOTE: You may not give away FTs. You may not trade FTs with other players.*

### 1. Move the Robber Harmlessly

You earn 1 favor token if, after rolling a "7" or playing a Knight card, you move the robber in one of the following ways:

- ✱ you move the robber to any hex (even to the desert) with no surrounding settlements or cities; **or**
- ✱ you move the robber to the desert, but decide not to steal a resource from a player who owns a settlement or city adjacent to the desert.

### 2. Give Away a Resource Card

On your turn you may offer 1 resource card to an opponent. This opponent must have equal or fewer **visible** VPs than you have. The opponent may accept or reject your offer, or even ask for a different resource. If rejected, you may offer a card to another player (with the the same VP restriction). If your offer is accepted, you earn 1 favor token.

*NOTE: You may only give away 1 resource card during your turn.*

### 3. Connect Networks

A network is all of the roads, cities, and settlements of one color that are connected to each other. If you build a road that connects one of your networks with an opponent's network for the first time, this opponent first earns and draws 1 favor token. You then earn and draw 3 favor tokens.

You only earn favor tokens for first-time connections of different colored networks. Should the 2 networks connect again later in the game at a different point, no one earns favor tokens.

*Example: The red player builds road "A" and thus connects his lower network to the blue player's network. Blue earns 1 FT. Red earns 3 FTs. If either blue or red build a road on path "B," they*



cannot receive any further FTs. However, if either player builds a road on path “C,” both players earn FTs. This is because red’s upper network only now becomes connected to blue’s network.



You cannot earn favor tokens for connecting your own networks with each other.

If, during the set-up, you connect 2 networks, no one earns favor tokens.

If you build a road that connects your network with the network of two opponents at the same time, you still receive only 3 favor tokens. The owners of the other two networks each earn 1 favor token. You decide which opponent draws from the bag first.

## USING FAVOR TOKENS

When it is your turn, you may either redeem or exchange your favor tokens.

### 1. Redeeming Favor Tokens

You redeem favor tokens by returning them face up to the matching guild hall on the guild hall board:

- ✱ traders require 1 (grey) wagon token;
- ✱ merchants require 1 (blue) ship token;
- ✱ road builders require 1 (brick red) shovel token;
- ✱ scholars require 2 (gold) book tokens; and
- ✱ master builders require 2 (green) compass tokens.

By redeeming favor tokens you receive “favors” from the guilds.

You must perform the resulting favor immediately. A favor may not be credited and saved for later.

**NOTE:** You are not allowed to use FTs that you receive during your turn. You must wait until your next turn.

Each guild grants different favors:

- ✱ **Traders’ favor:** Trade 1 resource card for 1 different available resource card of your choice. You may take this action once or twice in a given turn.
- ✱ **Merchants’ favor:** Take any 1 available resource card of your choice.
- ✱ **Road Builders’ favor:** Build 1 road for free.
- ✱ **Scholars’ favor:** Draw 1 development card for free.
- ✱ **Master Builders’ favor:** Take 1 VP marker. For the sake of showing who has the most VPs, keep the marker face up. (The amount of victory points may affect your ability to give away resource cards.)

## 2. Exchanging a Favor Token

If you don’t take a guild action, you may exchange 1 favor token for a favor token from the supply. First, draw a favor token from the face-down (or hidden) supply. Then choose to return one of your favor tokens back to the supply. You may return the favor token that you just drew.

## ENDING THE GAME

You win if you reach **11 Victory Points** during your turn! The game immediately ends.

## 5-6 PLAYER VARIATION

To play with 5-6 players, you will need a copy of the SOC 5-6 Player Extension and a second copy of this scenario.

Except where noted here, use *The Settlers of Catan*® rules, all of the SOC 5-6 rules, and this scenario’s 3-4 player rules.

In a 5-player game, set up the SOC 5-6 as normal. Use all of the favor tokens from one copy of *Catan Frenemies* (58), along with all of the favor tokens from the second copy that have a dot on their face.

In a 6-player game, set up the SOC 5-6 as normal and use all of the FTs from two copies of *Catan Frenemies* that do not have a dot on their face (88).

You may not use favor tokens during a special build phase. If you receive a favor token during a special build phase, you may use it on your next turn.

## CREDITS

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