

RIVALS FOR CATAN™

Welcome to *Rivals for Catan*™!

The game you are holding in your hands is the completely revised new edition of the “Catan Card Game,” first published in Germany in 1996. Even if you are already familiar with the previous game, you should still read all of these instructions. Even though many things may seem familiar to you, there have been several important changes.

The rules and the game are organized so that you are introduced to your principality and the basic game mechanisms by playing the short Introductory Game. In this context, only about half of the cards included in the game are used. Once you feel comfortable in your role as the prince or princess, you may proceed to play the “Theme Sets.” Each of these sets introduces more cards and game mechanisms—step by step.

When playing one of the Theme Games, you take a virtual tour through Catanian history. In the Introductory Game, “The First Catanians,” you are in the early days of the settlement of Catan as described in the novel “Die Siedler von Catan” (*The Settlers of Catan*) by Rebecca Gablé. In each of the Theme Games, you travel to a different era of Catan’s past—which are not yet documented. (At www.catan.com, you can find further information about the history of Catan and its thematic realization in *The Rivals for Catan*.)

Once you have played each of the three Theme Games, you should be familiar with all of the cards included in the game. Then you can proceed to “The Duel of the Princes” and use cards from all of the Theme Sets. But first things first. Let’s begin with the Introductory Game: “The First Catanians.”

This game includes:

- **180 cards:**
 - 1 Basic Set with 94 cards
 - 1 “The Era of Gold” Theme Set with 27 cards
 - 1 “The Era of Turmoil” Theme Set with 28 cards
 - 1 “The Era of Progress” Theme Set with 31 cards
- **2 plastic game pieces:** 1 hero token, 1 trade token
- **2 dice:** 1 production die (the die with numbers),
1 event die (the die with symbols)

INTRODUCTORY GAME

THE FIRST CATANIANS

Initial Steps . . .

First you are going to be guided through the game setup.

A Little Bit of Sorting

Sort the cards using their backs (as shown at the right). The cards used in the Introductory Game are called the “**Basic Set**.”

These cards are also used in each of the 3 Theme Games.

The other cards are used in the **Theme Games** as indicated by the backs of the cards:

- “The Era of Gold” (1),
- “The Era of Turmoil” (2),
- “The Era of Progress” (3).

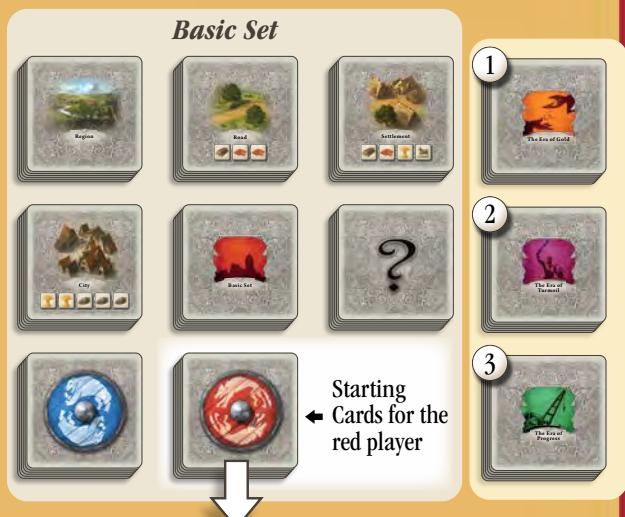
Put these cards back in the box.

Now take the cards with the red shields. Your *principality* at the start of the game consists of these 9 cards—they are your “starting cards.”

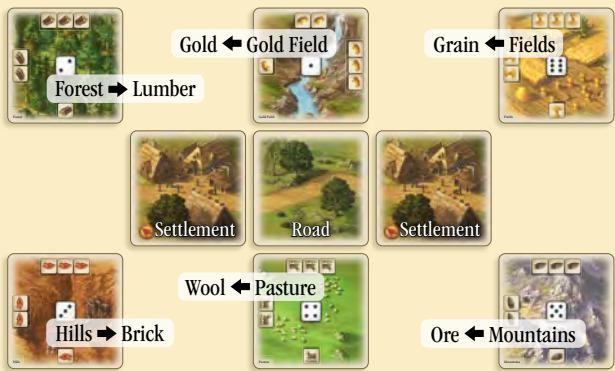
Note: The other 7 stacks are: your opponent’s starting cards (blue shield), event cards (“?”), and 5 stacks of the cards that you use to expand your principality during play.

Your Principality

First, you need to get to know your principality. To start the game, it consists of 6 different regions and 2 settlements connected by a road. Place your cards aligned towards you as shown above. The region cards must be placed so that the text indicating the type of region is at the bottom left of each card.



Your Principality:



RULES

Regions

As the prince or princess, you have a steady income. You receive this income in the form of *resources*: lumber, wool, gold, brick, ore, and grain. Each resource is produced by one of your *regions*: forest, pasture, gold field, hills, mountains, or fields.

How much you have of a certain resource is indicated by the orientation of the corresponding region. The edge of the region card closest to you is crucial in this context. At the beginning of the game, each region—except for the center-top gold field—is aligned so that its edge with 1 resource symbol is closest to you. This means that you have exactly 1 of each of these resources stored and available for use. You do not start with gold, so your gold field card starts with its “no resource” edge closest to you.

During the game, you receive resources and spend them. When you receive 1 resource, rotate the card 90° counter-clockwise so that its edge with one **more** resource is closest to you.

When you spend 1 resource, rotate the card 90° clockwise. You can thus store between 0 and 3 resources in a region. If you already have 3 resources stored in a region and receive another resource there, you won’t be able to store it—the additional resource is lost.



Settlements

Settlements are the centerpieces of your principality. Each *settlement* is worth 1 victory point.

You need victory points to win. A settlement also provides 2 empty *building sites* for expansion cards (buildings or units), one above and one below the settlement. You may also upgrade settlements to cities—you’ll learn how to do this later.

Roads

Your two starting settlements are connected by a *road*. In order to build an additional settlement and extend your principality, you must first place a road adjacent to your left or right settlement—in one of the building sites shown above. Roads allow you to build additional settlements. That is their only function.



RULES

Your Opponent Finds Their Principality

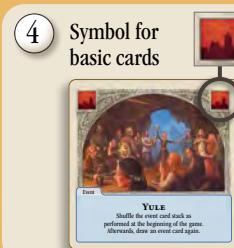
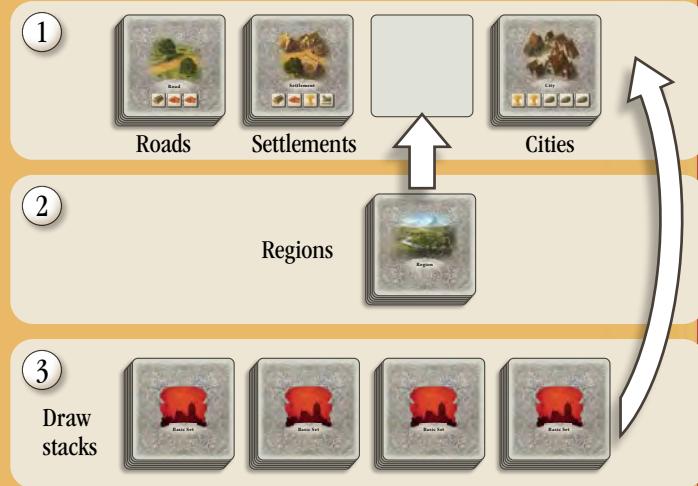
You did it! Now you know your principality. Your opponent, who should be facing you, uses the starting cards marked with the blue shields to set up their own principality. Their cards are aligned towards them. So your opponent now has a principality with the same structure as yours. However, the numbers on the regions are distributed differently. So, let's move on to the game itself.



Other Preparations

You and your opponent each have a principality in front of you. Now organize the remaining cards of the Basic Set as follows:

- (1) Place the 3 stacks containing roads, settlements, and cities face up between the principalities. Since the cards in each stack are identical, you don't need to shuffle them. Leave room for another stack between the settlement cards and the city cards.
- (2) Shuffle the region card stack and place it face down between the settlement card stack and the city card stack.
- (3) Shuffle the 36 cards whose backs show the Basic Set symbol. Divide these cards into 4 stacks of 9 cards each and place them next to the city card stack. These stacks are called "draw stacks."
- (4) Turn the event cards face up. Put the cards that do **not** have the Basic Set symbol in the box. Keep the *Yule* card separate. Shuffle the remaining event cards face down.

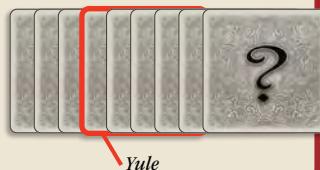


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- (5) Place 3 cards from the shuffled event cards face down to start the event deck. Place the *Yule* card face down on top of these 3 cards, then place the remaining event cards—also face down—on top of the *Yule* card. Place the entire stack next to the other card stacks.

The illustration below shows the finished game setup. You and your opponent are facing each other—each with a principality facing towards yourselves. The stacks containing roads, settlements, regions, and cities as well as the draw stacks and the event card stack are positioned between the principalities.

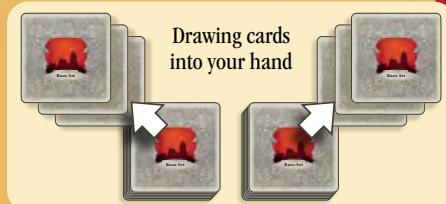
5 Assembling the event card stack





THE GAME BEGINS

Each player rolls the dice. The high roller is the *starting player* and draws the 3 top cards from one of the 4 draw stacks. Then the other player draws the 3 top cards from a different draw stack. These cards form the player's *hand*. You should always conceal the cards in your hand from your opponent.



GAME TURN



You and your opponent alternate taking turns. When taking your turn, you are the *active player*. The turn sequence is always executed as follows:

- **Rolling the Dice:** Roll both dice and resolve the results.
- **Taking Your Action Phase:** In any order and as often as desired: play cards and trade resources.
- **Replenishing Your Hand:** Check the number of cards in your hand and, if need be, draw or discard one or more cards.
- **Exchanging a Card from Your Hand:** If need be, exchange a card from your hand.

1. Rolling the Dice

Roll the production die and the event die at the beginning of your turn.

First, let's have a look at the production die—it has the numbers 1 through 6. The production die result determines what new resources **each** player receives. Each region whose number matches the production die result receives

1 resource—that is, the region is rotated 90° counterclockwise (see the example on the right). At the beginning of the game, each number (1-6) is on exactly one of your 6 regions. This may change as the game progresses. If the numbers on multiple regions match the production die result, you receive 1 resource in each of those regions.

The event die result determines which random event occurs. This will be explained later (see page 12—Event Die). Now let's examine the other parts of the turn sequence.

Example of Resource Production



On Their first turn, player A rolls a “6.” A’s fields region has the number 6, so they receives 1 grain. A indicates this by rotating the fields region 90° so that its side showing 2 grain symbols is now aligned towards them. Player B also receives 1 resource in their region marked with a “6”; in this case, it is a mountains region. B thus receives 1 ore and indicates this in the same fashion as A did.

2. Taking Your Action Phase

An action is playing a card or trading. The number of actions you may take is only limited by your available cards and resources.

a) Playing the Cards in Your Hand

During your action phase, you may play cards from your hand. At the bottom of each card is either a yellow or a green text box.

A card with a green text field is a “settlement/city expansion.” In order to place it in your principality, you must pay the resources (building costs) indicated on the card. A card with a yellow text box and an “A” in the upper left corner is an “action card”—it costs nothing to play.

Settlement/City Expansions

A settlement/city expansion must always be placed on an empty *building site* adjacent to a settlement/city. Once placed, it provides permanent advantages for the rest of the game. There are two different types of settlement/city expansions: buildings and units. Units are further subdivided into heroes and trade ships.

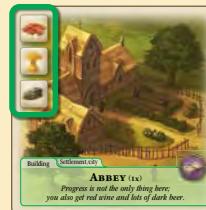
To add an expansion from your hand to a settlement or city, place the card on an empty building site and pay the building costs indicated on the card. From then on, you may use the building or unit along with any associated effect.

Please note: Some cards are marked “1x”. This means that you may only have one of these cards in your principality.

Action Cards

Action cards are always played from your hand and have immediate effect. To play an action card, read the text on the card to your opponent and resolve the action. Then place the card face up on a discard pile used by both players. This removes the card from play.

Building Costs



Green text box = Settlement/city expansion.

This card may be placed in your principality.



Yellow text box = Action card.

This card may be played from your hand and placed on the discard pile.

Example for Paying the Building Costs



You place an Abbey. Pay the building costs by rotating the fields, mountains, and hills region 90° clockwise. Afterwards, you still have 1 grain, 1 lumber, and 1 wool but no more brick and ore.

RULES

b) Playing the Center Cards

There are 4 stacks of cards between the two players: *roads*, *settlements*, *cities*, and *regions* (associated with the settlements). The roads, settlements, and cities are called *center cards*, because these cards lie between the two players and both players have direct access to them. The active player can build any available road or settlement center card directly by paying the building costs indicated on that card's back. A city center card requires that its building costs be paid **and** that a settlement be available to upgrade.

Building a Road

You need roads to extend your principality. There must always be exactly 1 road between 2 settlements. So if you want to build a new settlement, you first have to build a road.

Building a Road



You build a road and pay 2 brick and 1 lumber

→

Building a Settlement



Building site for 1 expansion card

Building site for 1 expansion card

→

→

You build a settlement and pay 1 brick, 1 grain, 1 wool, and 1 lumber. You draw one mountains region and one gold field. In the future, you will receive wool and ore if a "4" is rolled and lumber and gold if a "2" is rolled.

Building a Settlement

A settlement may only be built adjacent to the open end of a road (i.e., its open left or right edge). You get a number of advantages from new settlements:

- Each settlement is worth 1 victory point.
- Each settlement provides 2 new building sites (1 above and 1 below the settlement).
- When you build a new settlement, you also receive the 2 top cards from the region stack. Place these regions adjacent to the unoccupied corners of the settlement, aligned so that the edge with zero resource symbols is closest to you.

RULES

Building a City

Settlements can be upgraded to cities. When you build a city, you pay the building costs and place the city on top of an existing settlement. For the rest of the game, the settlement card remains underneath the city card. You get advantages from a city:

- Each city is worth 2 victory points.
(The victory point of the settlement underneath is **not counted**.)
- Each city provides 2 additional building sites. Now you can place 2 settlement/city expansions above and 2 below the city.

Important: Cards on an additional building site are also considered adjacent to the diagonally contiguous regions.

c) Trading Resources

Sometimes you may have too many of one resource and not enough of another. In such cases, you may exchange your resources for other resources.

Regular Exchange Rate

You can always trade 3 for 1. Pay 3 resources of *the same type* and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

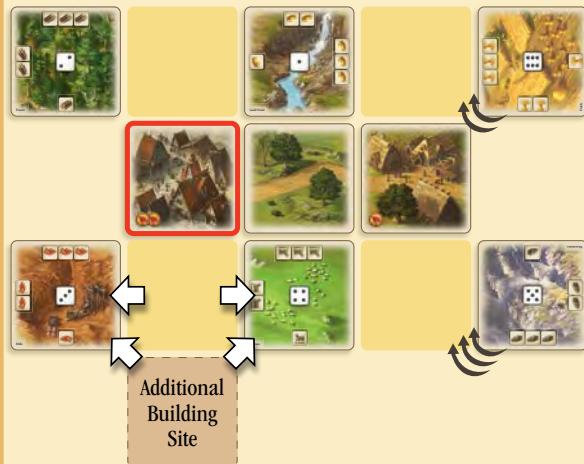
Improved Exchange Rate

If you have a trade ship in your principality, your trade rate improves to 2 for 1. Pay 2 resources of the resource type indicated by the trade ship and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

Building a City

Additional Building Site

You pay 3 ore and 2 grain and place the city on one of your settlements.



Some expansion cards affect adjacent regions on the left and right. Positioning an expansion card either above or below a settlement/city may thus be important. However, it doesn't matter which of the two neighboring building sites you occupy: the two regions on the left and right are equally adjacent to both building sites.

Example: Regular Exchange Rate



You trade 3:1 – pay 3 ore (from 2 regions) and take 1 wool in return.

Example: Improved Exchange Rate



You have an Ore Ship in your principality. You pay 2 ore and take 1 wool.

3. Replenishing Your Hand

When you don't want to—or can't—take another action, you can end your turn. But first check to see whether you have as many cards in your hand as you are allowed to hold.

- At the end of your turn, you may have no more than 3 cards in your hand. In addition, you may hold 1 additional card for each card with a progress point (book symbol) you have in your principality.
- If you have fewer cards in your hand than you are allowed to hold, draw cards until you have the number of cards allowed. For this purpose, randomly draw cards from the tops of the draw stacks.
- If you have more cards in your hand than you are allowed to hold, you must discard cards until you have the number of cards allowed. Place discarded cards under your choice of draw stack(s).



Normally, you may have 3 cards in your hand. Building an *Abbey* allows you to increase the number of cards in your hand to 4.

Progress Point

Cards drawn to replenish your hand can't be used immediately—you must wait until your next turn.

4. Exchanging a Card from Your Hand

Once you have as many cards in your hand as you are allowed to hold, you may *exchange* 1 card from your hand for a card from one of the draw stacks. First place 1 card of your choice under any one of the draw stacks. Then you may either:

Take a random card. Draw the top card from a draw stack of your choice, OR

Select a specific card. Pay any 2 resources of your choice. Choose a draw stack and look at all of its cards. Then take 1 card of your choice from that stack.



Please note: You may not change the order of the cards in the draw stack!

Cards you exchange can't be used immediately—you have to wait until your next turn.

Want more character in your game?

With the Rivals card editor, it is easy to create cards with your own text and images. You can even add yourself to the world of *Rivals for Catan*.

<http://rivalseditor.catan.com/>





OTHER RULES

1. Strength Advantage and Trade Advantage

Some cards have axe or scale symbols. Each axe symbol is worth 1 *strength point* and each scale symbol is worth 1 *commerce point*.



Strength Advantage

You have the *strength advantage* if your principality has 3 or more strength points **and** you have more strength points than your opponent. Whenever you have the strength advantage, take the token that depicts an axe. This “hero token” is worth 1 victory point. Place it on one of your settlements/cities.

If you have the hero token and your strength points fall below 3 **or** below your opponent's strength points, remove the hero token from your principality. Your opponent takes it if they have 3 or more strength points. Otherwise, set the hero token aside.

Trade Advantage

You have the *trade advantage* if your principality has 3 or more commerce points **and** you have more commerce points than your opponent. Whenever you have the trade advantage, take the token that depicts a scale. This “trade token” is worth 1 victory point. Place it on one of your settlements/cities.

If you have the trade token and your commerce points fall below 3 **or** below the number of commerce points owned by your opponent, remove the trade token from your principality. Your opponent takes it if they have 3 or more commerce points. Otherwise, set the trade token aside.



Hero Token =
1 Victory Point



Trade Token =
1 Victory Point



Skill Point

Progress Point

Skill points may give you an advantage when the event “Celebration” is rolled.
Progress points allow you to increase the number of cards in your hand.

2. Skill Points and Progress Points

Skill points: Skill points are depicted on heroes. The symbol of skill is a *harp* inside a round green icon. Each skill point may give you an advantage when the “Celebration” event is rolled.

Progress points: On some buildings, progress points are depicted. The symbol of progress is a *book* inside a round purple icon. Each progress point allows you to hold 1 additional card in your hand.



3. Event Die

At the beginning of each turn, roll the event die in addition to the production die. There are 5 different symbols on this die, each of them having a different effect.

Four of these symbols are black. When someone rolls a black symbol, an event occurs (see right) or the players may receive additional resources.

When someone rolls a red symbol, the brigands strike and both players may face negative effects, depending on the number of resources they have stored.

The color of the symbol rolled determines whether the result of the production die roll or the result of the symbol die roll is resolved first:

- If the symbol is the red club, a *Brigand Attack* takes place. Resolve it immediately—before resolving the result of the production die roll.
- If the symbol of the event die is black, resolve the result of the production die roll first. You and your opponent each receive your resource income. Afterwards, resolve the result of the event die roll.

If the event die result is a question mark, draw an event card and resolve it. Then return the card to the bottom of the event card stack.

If you draw the *Yule* card, prepare a new event card stack (see below). Then draw and resolve a new event card.

To Prepare a New Event Deck – (Set up the event deck exactly as you did to start the game.) Keep the *Yule* card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the *Yule* card face down on top of these 3 cards. Then place the remaining event cards on top of the *Yule* card.



Brigand Attack: A player who has more than 7 resources loses all their gold and wool supplies.



Trade: If one of the players has the trade advantage, they receive 1 resource of their choice from their opponent.



Celebration: If one of the players has the most skill points, they alone receive 1 resource of their choice. Otherwise, each player receives 1 resource of their choice.



Plentiful Harvest: Each player receives 1 resource of their choice.



Event Card: The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event resolve the event (it can be none, one, or both players).



THE GOAL & END OF THE GAME

The Introductory Game ends when a player has **7 (or more) victory points** at the end of their turn and wins. Each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point.

The principality depicted here belongs to a victorious player. She won the game with 2 cities, 1 settlement, the trade token, and the hero token.

The Card Index that starts on page 18 provides details on the use and effects of each card. Each card is listed according to the set it belongs to: the Basic Set or one of the Theme Sets. When questions arise, check this index for answers.

Congratulations! You have mastered the *Introductory Game “The First Cataniens.”*

Now you know all the basic rules of *Rivals for Catan*. If you feel comfortable using the Introductory Game rules and cards, you may start playing the Theme Games. Each provides a longer game and a more challenging and varied experience. The Theme Games not only introduce new cards but also provide entirely new card types and building possibilities.

To start using the Theme Sets, you should begin with “The Era of Gold.” However, you may want to play the Introductory Game a few more times in order to get more comfortable with the game flow and the “First Cataniens” rules.

PLAYING THE THEME GAMES

All the rules you already learned also apply in the Theme Games. However, the Theme Games add some new rules that are described below. Let's begin with the general additional rules that always apply when playing the Theme Sets. The special rules for the three individual sets will follow afterwards.

Recommendations: *Play the Theme Games in the order in which the rules are presented.*

“The Era of Gold” introduces you to new card types and some simple requirements for action cards.

“The Era of Turmoil” brings some aggressive cards into play. You can use them to harass your opponent.

“The Era of Progress” is more peaceful. The focus is on the constructive development of both principalities.

Once you have mastered the Theme Games, you can combine various elements of the individual Theme Game strategies in “The Duel of the Princes.”



GENERAL RULES

Preparation

1. Event Card Stack

Always use the Basic Set event cards and the event cards from the appropriate Theme Set. First separate out the *Yule* card. Then shuffle the remaining event cards from the Basic Set and the particular Theme Set you have chosen. Take 3 cards from the shuffled cards and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.



Example “Event Card Stack”: In the Theme Game “The Era of Gold,” the event card stack consists of the Basic Set event cards and the 3 event cards from that specific Theme Set: Gift for the Prince, Traveling Merchant, and Trade Ships Race.

2. Face-up Expansion Card Stack

In each Theme Set, there are expansion cards that must be accessible to both players. Separate these cards out and place them as a face-up expansion card stack next to the draw stacks. These cards are never part of your hand. Instead, you may look through this stack, select the card you want to build, and pay the building costs as usual. Then place the card on an empty building site in your principality. Each card in the face-up expansion card stack is marked with a “(1x)” after the card name. You may only have 1 copy of each in your principality.

3. Preparing the Draw Stacks

Shuffle the Basic Set cards whose backs show the Basic Set symbol. Organize these cards into 3 *Basic Set draw stacks* of 12 cards each. Separately shuffle the appropriate Theme Set cards not already in stacks. Organize these cards into 2 *Theme Set draw stacks*—each with an equal number of cards.



Example “Draw Stacks”: In “The Era of Gold,” the two Theme Set draw stacks and the face-up expansion card stack containing the two *Merchant Guilds* are placed next to the 3 Basic Set draw stacks.

4. Choosing the Starting Cards

You don’t draw your starting cards randomly from a stack like you’ve done in the Introductory Game. Instead, beginning with the starting player, each player chooses a Basic Set draw stack and selects 3 cards for a starting hand. You may not change the order of the cards in the draw stack.



Example “Choosing Starting Cards”: The player selects the cards *Storehouse*, *Parish Hall*, and *Merchant Caravan* from a Basic Set draw stack.

5. Rearranging Regions

After building your principality and taking your starting cards, you may rearrange your 6 regions.



6. Discard Pile

Only the face-up top card of the discard pile is visible. You are not allowed to look through the other cards of the pile.

Example: If a *Weaver’s Shop* is among the cards in your hand, it makes sense to place the pasture region at the periphery. This allows you to place a second pasture region (selected perhaps by means of a *Scout*) when building the next settlement. If you place the *Weaver’s Shop* in between, the production of both pastures doubles.

Other Rules Additions

1. City Expansions

“City expansion” is a new card type in the Theme Sets. Each of these cards has a red text box. You may only place a city expansion card on a building site adjacent to a city. Each city has 4 building sites (2 above, 2 below).

City expansions may only be placed on one of the 4 building sites for a city (2 above & 2 below).



Region expansions are placed above or below a region.



2. Region Expansions

“Region expansion” is another new card type. Each of these cards has a brown text box. You may only place a region expansion above or below a region—never on a building site for a settlement/city.

Region expansions are placed above or below a region.



3. Removal of Units and Buildings

As the game progresses, you may find that you no longer have empty building sites in your principality. To address this, during your action phase you may remove one of your buildings or units in your principality. This costs you nothing. Place the removed card on the discard pile. If you remove a building you took from the face-up expansion stack, do not place it on the discard pile but return it to the face-up expansion card stack.



4. Requirements

The Theme Sets introduce cards that have special requirements that must be met before you can play them. The requirements may vary significantly—such as requiring the trade advantage or strength advantage or requiring that another building must already be in your principality. You may use a card only if you and your opponent can meet all requirements indicated in its text.

For example, you are not allowed to play the “Archer” card if your opponent does not have a unit with at least 1 strength point and, therefore, cannot remove a unit.



Example “Requirements: Both Trade Master and Staple House require the Merchant Guild. If you want to play the Trade Master action card or build a Staple House, you must have placed a Merchant Guild in your principality.

5. Placing Cards Under the Right Stack

When you place a card under a draw stack, you must choose a stack whose cards have the same back as the discarded card. A stack consists of any number of cards. If a stack is totally depleted, you may still place the card at the former stack location and thereby reestablish the stack with 1 card. During the entire course of a game, the number of possibilities to discard a card remains the same.

End of the Game

You play each Theme Game until a player reaches **12** (or more) victory points during their turn. This player wins the game, no matter how many victory points their opponent has reached at that moment. In addition to victory points counted in the Introductory Game, each victory point symbol on your city expansions is also worth 1 victory point. **Note:** If you already have 12 victory points on your turn before you roll the dice, the game ends immediately and you win.

To summarize: Each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point. Finally, each victory point symbol on your city expansions is worth 1 victory point.

SPECIAL RULES



1. The Era of Gold

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the 2 *Merchant Guild* cards. The set contains the region expansion *Gold Cache*.

The Era of Gold



This set intensifies the struggle for the trade advantage. Gold resources also become more important—among other things due to another *Toll Bridge*, the *Mint*, and the *Gold Cache*. If you use trade ships to build your trading empire, beware of *Pirate Ships*.

2. The Era of Turmoil

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the 2 *Hedge Tavern* cards.

The Era of Turmoil



Traitors, *Archers*, and *Arsonists* make things harder for the players. When you have the strength advantage, you will find that you have more opportunities to harass your opponent. You also should always try to have enough gold to protect your units from *Riots*.

3. The Era of Progress

These two Theme Set draw stacks each contain 12 cards. The face-up expansion card stack consists of the two *University* cards.

The Era of Progress



University, Three-Field System, Mineral Mining, and Building Crane can help you reap the fruits of progress. Unfortunately, the *Plague* doesn't spare Catan. Happy is the player who protects their principality from major losses with *Bath Houses* and *Pharmacies*.



THE DUEL OF THE PRINCES

Once you have played all 3 Theme Games and are familiar with all of the cards, you are ready to play "The Duel of the Princes." In this version of the game, you use cards from all 3 Theme Sets and the Basic Set cards. No new rules are added, except for a few changes to the way that the draw stacks and event cards are prepared.

Goal of the Game

You play "The Duel of the Princes" until a player reaches **13** victory points on their turn and wins.

The Draw Stacks

Prepare the Basic Set cards as in the Theme Game: 3 Basic Set draw stacks of 12 cards each. Some of the Theme Set cards are marked with half moon symbols. Remove all of these cards. Shuffle the remaining cards in each Theme Set and place the resulting 3 Theme Set draw stacks next to the 3 Basic Set draw stacks. So the Theme Set draw stacks contain only cards **not** marked with half moons. There are no face-up expansion card stacks in this version of the game.

The Event Card Stack

Separate out all of the event cards marked with half moons. The event cards without half moons are all used in "The Duel of the Princes": *Yule, Invention, Year of Plenty, Riots, Traveling Merchant, and Plague*.

Now, randomly select 6 of the 15 event cards marked with a half moon (remove the remaining 9 from the game). Add the 6 randomly selected "half moon" event cards to the event cards without half moons. Set the Yule card aside and shuffle the rest face down. Take 3 of the shuffled cards and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.

Draw Stacks in The Duel of the Princes:

Remove all cards marked with half moons. They are "out of play." Place the 3 reduced Theme Set draw stacks next to the 3 Basic Set draw stacks.



Event Cards in The Duel of the Princes:

6 randomly selected event cards marked with half moons **and** all of the event cards not marked with a half moon form the event card stack.

CARD INDEX



BASIC SET

(94 CARDS: CENTER CARDS, BASIC CARDS, AND EVENT CARDS)

CENTER CARDS (49 CARDS)

(including starting cards)

- **Regions (24):** 4x each of fields, mountains, gold field, hills, forest, and pasture; 1 card of each type has a red shield back, 1 card of each type has a blue shield back, 2 cards of each type have region backs.
 - **Settlements (9):** 9x settlements; 5 cards have settlement backs, 2 cards have red shield backs, 2 cards have blue shield backs.
 - **Cities (7):** 7x cities; all 7 cards have city backs.
 - **Roads (9):** 9x roads; 7 cards have road backs, 1 card has a red shield back, 1 card has a blue shield back.
- Center cards cannot be removed, and your opponent cannot attack them.

BASIC CARDS (36 CARDS)

(action cards & settlement/city expansions)

ACTION CARDS (9 CARDS)

Brigitta the Wise Woman (2): Play this card before rolling the dice. First choose the result of the production die roll and turn the die so that the chosen side is face up. Then roll the event die and resolve both results



in the usual order. You may not play *Brigitta* retroactively in order to change an inconvenient production die roll result.

Goldsmith (2): You may take the gold from different gold fields and/or from the *Gold Cache*.



Merchant Caravan (2):

You may exchange 2 resources of the same type or 2 different resources. The resources may come from the same or different regions. You may also exchange them for 2 identical resources if it seems reasonable to you. However, you must have at least 2 resources to play the *Merchant Caravan*.



Relocation (1): This card can help you to use production boosters (see the next page) more effectively.



Scout (2): You may use this card only when you are building a new settlement. At that point, you may play the *Scout* and take 2 regions of your choice from the stack of region cards. Play them as the new regions for the new settlement.



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SETTLEMENT/CITY EXPANSIONS (27)

BUILDINGS

Abbey (2): You may only have 1 *Abbey* in your principality. The *Abbey* has a progress point that allows you to have one more card in your hand. At the end of your turn, replenish your hand accordingly. If you lose the *Abbey*, at the end of your next turn you must meet your reduced card limit, discarding if necessary.



ABBAYE (1)
Progress is not the only thing here... you also get reward coins and free 1 dark horse.

Marketplace (2): You may build only 1 *Marketplace* in your principality.

Example regarding its function: Your opponent (blue shield) has built the first settlement of the game and receives a fields region with a “3” and the gold field region with a “3”. They now have 2 regions (with the die symbol “3”) more than you. If a later production die roll result is a “3”, you get 1 additional resource that your opponent also has received via this roll: 1 grain, 1 gold, or 1 lumber. If your opponent received a resource via the production die roll but couldn’t accommodate it in the corresponding region because the region was already full, you may still choose this resource.



MARKETPLACE (1)
It is production needed to build that appears more frequently in your production die rolls? Then you can produce more! Choose a resource you would like to receive.

Parish Hall (2): You may only have 1 *Parish Hall* in your principality. (The parenthesis “(from one of your own draw stacks)” refers to the Tournament Game.)



PARISH HALL (1)
Very popular! You can add a card from a draw stack (from one of your own draw stacks).

Storehouse (2): During a *Brigand Attack* event, the resources to the left and right of a *Storehouse* are not counted. If, despite this, more



STOREHOUSE

Do not count the resources on the 2 neighboring regions when the same Brigand attack is rolled.

than 7 resources are counted in your principality, you may also lose gold and/or wool in a region adjacent to a *Storehouse*.

Toll Bridge (1): You must be able to store any gold you receive on your gold fields or a *Gold Cache*. If you only have storage space for 1 or 0 gold, the excess is lost.



TOLL BRIDGE (1)
You receive 2 additional gold.

Production booster cards (5):

Brick Factory (1);

Grain Mill (1);

Iron Foundry (1);

Lumber Camp (1);

Weaver's Shop (1):



IRON FOUNDRY

Production boosters have an effect only if you receive the corresponding resource due to a production die roll at the beginning of a turn. If the affected region has no storage space for the additional resource, the resource is lost.

Hint: In the heat of the moment, you may sometimes forget to take the additional resources you received via your production boosters. Placing a coin, or other marker, on your region(s) adjacent to each production booster makes a good reminder.

UNITS

Large Trade Ship (1):

With the *Large Trade Ship*, you can trade the resources produced in the regions to the left or right. You may not combine resources from the right and left regions; you either trade resources from the left region or resources from the right region. However, you may first trade resources from the left region and then resources from the right region.



LARGE TRADE SHIP (1)

Unit – Trade ship

Trade

INDEX

**"Common" heroes (6): Austin (1);
Candamir (1); Inga (1);
Harald (1); Osmund (1);
Siglind (1):**

"Common" heroes only differ in building costs, skill points, and strength points.

**"Common" trade ships (6): Brick Ship (1);
Grain Ship (1); Lumber Ship (1);
Gold Ship (1); Ore Ship (1); Wool Ship (1):**

With a trade ship, you can trade resources of a single specified type at a better rate. The resources you trade may be taken from different regions that are storing resources of the appropriate type. You may use a trade ship several times per turn if you have enough of the appropriate resource.



EVENT CARDS

(9 CARDS)

Feud (1): If the affected player has only 3 or fewer buildings, they are automatically affected. The affected player chooses which one they want to remove.

(The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)

Fraternal Feuds (1): If you have the strength advantage, your opponent gives you all their cards. You choose two of them and place them under draw stacks whose cards have matching backs. That is, you either place them both at the bottom of the same stack **or** at the bottom of 2 different draw stacks. (The parenthesis "(under matching draw stacks of their own)" refers to the Tournament Game.) All your



opponent knows is under which draw stack(s) you placed the cards. Give the remaining cards back to your opponent. Your opponent may not replenish their hand until the end of their next turn.

Invention (1): Each player determines which resources to receive and among which regions to distribute them.



Trade Ships Race (1): If no player has built a trade ship, no one receives the resource.



Traveling Merchant (2): You also may use any gold you have received via the current production die roll.



Year of Plenty (2): If various Abbeys and/or Storehouses are adjacent to a single region, that region gets one resource for each of these adjacent buildings—provided that the region has sufficient storage space.



Yule (1): If the Yule event card is revealed, prepare a new event card stack; then draw a new event card.



To Prepare an Event Deck—
(Use the standard method.)

Keep the Yule card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the Yule card face down on top of these 3 cards, then place the remaining event cards on top of the Yule card.



THE ERA OF GOLD

(27 CARDS)

ACTION CARDS

(8 CARDS)

Brigands (1): If you don't have the strength advantage, you can't play the *Brigands*. The opponent must give you the requested resources. The opponent decides which regions they want to take these resources from.



Goldsmith (1): See Basic Set.

Gudrun, Terror of the Seas (1):

If you don't have a *Pirate Ship* and/or your opponent has no gold in their regions, you can't play *Gudrun*. Your opponent must give you the gold you requested: at the most, all the gold they own—and no more than you can store in your gold fields (and in your *Gold Cache* if applicable). Your opponent decides which regions they want to take the gold from.



Merchant (2):

If you have neither a city nor 3 commerce points, you can't play the *Merchant*. If you play the *Merchant*, choose 1 or 2 resources your opponent must give you. The opponent chooses the regions they want to take the resources from. Afterwards, you must give them any 1 resource of your choice in return; this may be a resource you just received from them. If your opponent doesn't have any resources at all, you can't play the *Merchant*.

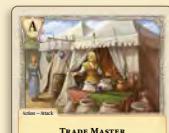


Reiner the Herald (1):

When a *Celebration* event is resolved, you normally wouldn't receive a resource when your opponent has more skill points than you. You always get at least 1 resource with this card.



Trade Master (2): If you don't have a *Merchant Guild*, you can't play the *Trade Master*. If you play the *Trade Master*, choose 1 or 2 resources that your opponent must give you. The opponent chooses the regions they take the resources from. If your opponent doesn't have any resources at all, you can't play the *Trade Master*.



REGION EXPANSIONS

(1 CARD)

EXTRAORDINARY SITES

Gold Cache (1): Place the *Gold Cache* above or below any region of your choice. Gold in the *Gold Cache* is safe from the *Brigand Attack* event. You may freely use the gold stored in the *Gold Cache* for actions such as building and trading. If your opponent demands gold from you by playing an action card such as the *Merchant* or *Brigands*, the gold in your *Gold Cache* is also affected.



SETTLEMENT/CITY EXPANSIONS (5)

BUILDINGS

Storehouse (1): See Basic Set.

Toll Bridge (1): See Basic Set.

UNITS

Large Trade Ship (1): See Basic Set.

Pirate Ship (2): A Pirate

Ship sinks an opponent's trade ship only when the *Pirate Ship* is built. (The parenthesis "(on their own discard pile)" refers to the Tournament Game.) If your opponent doesn't have a trade ship, nothing happens. A trade ship that is built later is not affected by an already existing *Pirate Ship*. However, you always receive 1 gold when the *Plentiful Harvest* event is rolled.



PIRATE SHIP
Your opponent must remove a trade ship from his choice from his discard pile if he has one. If he does not, he gets 1 additional gold. Event Plentiful Harvest: You receive 1 additional gold.

CITY EXPANSIONS

(10 CARDS)

Harbor (1): You may build the *Harbor* even if you have fewer than 3 trade ships—even if you have none at all. In this case, only the commerce point counts. If you later have 3 trade ships, the *Harbor* is immediately worth 1 victory point. If you lose a trade ship and thus have fewer than 3 trade ships, you lose the victory point as well. The commerce point remains unaffected.



HARBOR
In this city expansion, buildings are placed on your principality; the owner is worth a victory point.

Merchant Guild (2): You may only build 1 *Merchant Guild* in your principality. The *Merchant Guild* is a prerequisite for other



MERCHANT GUILD (2)
Money can buy things, but it's better to earn them.

expansion and action cards. If you remove the *Merchant Guild* from your principality, all buildings in your principality that require the *Merchant Guild* remain.

Moneylender (1): You may

build the *Moneylender* even if you don't have the trade advantage. If your opponent has only 1 resource, it is the only one you get. You may only take resources you can store in your regions. If your regions have no storage space, your opponent keeps their resources.



**BUILDING CARD
MONEYLENDER (1)**
If your trade is not the trade advantage and the event Trade is rolled on the event die, you may take up to 2 resources of your choice from your opponent.

Mint (2): On each of your turns, you may use a *Mint* to trade 1 gold for 1 other resource. If you have built both *Mints*, you may use each *Mint* to trade 1 gold for 1 other resource.



**BUILDING CARD
MINT (2)**
Once per turn, you may roll this die to trade 1 gold for 1 other resource of your choice.

Salt Silo (1): You may build the *Salt Silo* even if you don't have trade ships. In this case, only the victory point of the *Salt Silo* counts. If you later have a trade ship, it immediately is worth 2 commerce points, as long as the *Salt Silo* is in your principality.



**BUILDING CARD
SALT SILO (1)**
Each of your trade ships is worth 2 more commerce points.

Staple House (2): If you don't have a *Merchant Guild*, you can't build the *Staple House*. First, you must pay the entire cost of the *Staple House*—then you receive any 2 resources of your choice. Therefore, you cannot "offset" the resources you receive after building the *Staple House* against its building costs.



**BUILDING CARD
STAPLE HOUSE (2)**
If you build this staple house, you receive any 2 resources of your choice. Requires Merchant Guild.

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Trading Base (1): You may build the *Trading Base* even if you don't have a *Harbor* or *Marketplace*. In this case, only the commerce point and the victory point of the *Trading Base* count. If you later have the *Harbor* and/or the *Marketplace*, each is immediately worth 2 commerce points, as long as the *Trading Base* is in your principality.



EVENT CARDS

(3 CARDS)

Gift for the Prince (1):

You must be able to store the gold on your gold fields (or in your *Gold Cache* if applicable). If you receive more gold than you can store, the excess is lost.

***Trade Ships Race (1):*** See Basic Set.***Traveling Merchant (1):*** See Basic Set.

THE ERA OF TURMOIL

(28 CARDS)

ACTION CARDS

(10 CARDS)

Archer (2): If you don't have a *Hedge Tavern*, you can't play the *Archer*. If your opponent doesn't have a unit with strength points, you can't play the *Archer* either.

Your opponent chooses which of their units they want to remove. (The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)



Arsonist (2): If you don't have a *Hedge Tavern*, you can't play the *Arsonist*.

If your opponent doesn't have an unprotected building, you can't play the *Arsonist* either. If your opponent wants to use a defense card (*Heinrich the Sentinel*, *Lookout Tower*), you may wait for the dice roll result before determining the *Arsonist*'s target. (The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)

***Brigands (1):*** See "The Era of Gold."***Sebastian the Itinerant Preacher (1):***

You can play this card only at the moment an appropriate event card is revealed. You can't play the card if you already have a *Chapel* that protects you against the *Riots* event. If you have gold, you may choose to use the gold or *Sebastian* to fend off the *Riots*.



Traitor (2): If you don't have a *Hedge Tavern*, you can't play the *Traitor*. If your opponent has no cards in their hand, you can't play the *Traitor* either. If applicable, you also may immediately play or build a stolen card. Your opponent draws a replacement for the stolen card at the end of their next turn. If you don't like your opponent's cards, you may refrain from taking one of them—however, the *Traitor* is placed on the discard pile anyway.



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Voyage of Plunder (2):

If you don't have the strength advantage, you can't play *Voyage of Plunder*. If your opponent has no resources at all for you to accommodate in your regions, you are not allowed to play the card.



Irmgard, Keeper of the Light (1):

Irmgard is a heroine who, in addition to her skill points, has a special effect. You receive a resource whenever an action card of your opponent or an event forces you to remove an expansion card from your principality. If *Irmgard* herself is removed, you don't receive a resource.



SETTLEMENT/CITY EXPANSIONS (5)

BUILDINGS

Drill Ground (1):

The building costs for heroes are reduced by any 1 resource of your choice. The *Drill Ground* does not affect any units other than heroes.



Lookout Tower (1):

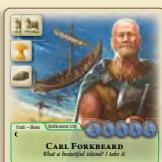
If you also have *Heinrich the Sentinel* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If the *Lookout Tower* is combined with *Heinrich the Sentinel*, the die is still rolled only once.



UNITS

Carl Forkbeard (1):

See Basic Set:
"Common" heroes.



Heinrich the Sentinel (1): *Heinrich* is a hero who, in addition to his strength points, has a special effect. If you also have a *Lookout Tower* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If *Heinrich* is combined with the *Lookout Tower*, the die is still rolled only once.



CITY EXPANSIONS (9 CARDS)

Chapel (2):

The result of the current production die roll applies (that is, the dice are not re-rolled). One of the two *Chapels* protects you against the event *Riots* when a 1, 2, or 3 is rolled, while the other *Chapel* protects you against this event when a 4, 5, or 6 is rolled. If you have both *Chapels*, you are protected against the *Riots* event in all cases.



Fairgrounds (1):

First, you must pay the entire cost of the *Fairgrounds*—then you receive any 2 resources of your choice. Therefore, you cannot "offset" the resources you receive after building the *Fairgrounds* against its building costs. You may build the *Fairgrounds* even if you don't have the most skill points. However, in that case, you don't receive resources.



Fire Brigade (2): The *Fire Brigade* protects all buildings (settlement/city expansions and city expansions) in the city where the *Fire Brigade* is placed, including the *Fire Brigade* itself.



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Hedge Tavern (2): You may only have 1 *Hedge Tavern* in your principality. The *Hedge Tavern* is a prerequisite for many action-attack cards.



Large Festival Hall (1): This card is worth 2 victory points.



Tithe Barn (1): When you build the *Tithe Barn*, choose a resource type—either wool or grain. For each of your heroes, you receive 1 resource of the chosen type.



If you have 3 heroes, you thus get either 3 wool or 3 grain. You must be able to store the received resources in your regions. If you receive more resources than you can store, the excess is lost.

ACTION CARDS

(4 CARDS)

Feud (1): See Basic Set.

Fraternal Feuds (1): See Basic Set.

Riots (2): If you have enough gold but don't want to pay, you may voluntarily decide to remove 1 unit. Removed units must be placed under matching stacks. (The parenthesis “(under a matching draw stack of their own)” refers to the Tournament Game.)



THE ERA OF PROGRESS

(31 CARDS)

EVENT CARDS

(11 CARDS)

Benjamin the Traveling Scholar (1):

If you have *Benjamin* in your hand, you should make a mental note of the production roll result. If you later build a new settlement and play *Benjamin*, you may get resources in your new regions due to *Benjamin*—provided the region's number matches the production roll result. Expansion cards (e.g., production boosters) that increase a region's production are not applicable to the effects of *Benjamin*.



Brigitta the Wise Woman (1): See Basic Set.

Doctor (2): If you don't have a *Bath House*, you can't play the *Doctor*.



Guido the Ambassador (1):

If you don't have a *Town Hall*, you may play *Guido* only in case you have fewer victory points than your opponent. You may also immediately play the card you take from the discard pile—if possible. (The parenthesis “(from your opponent's discard pile)” refers to the Tournament Game).



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Gustav the Librarian (1):

If you don't have a *Library*, you may play *Gustav* only if you have fewer victory points than your opponent. You also may immediately play the card you take from the discard pile—if possible. (The parenthesis “(from your opponent's discard pile)” refers to the Tournament Game.)



Mineral Mining (2):

If you don't have a *University*, you can't play the *Mineral Mining*. You may distribute the received ore among any mountains regions of your choice. If you don't have enough storage space in your mountains, the excess ore is lost.



Relocation (1): See Basic Set.

Three-Field System (2):

If you don't have a *University*, you can't play the *Three-Field System*. You may distribute the grain received among any fields regions of your choice. If you don't have enough storage space in your fields regions, the excess grain is lost.



SETTLEMENT/CITY EXPANSIONS (2)

UNITS

Chief Cannoneer (2):

If you don't have a *University*, you can't play the *Chief Cannoneer*. The *Chief Cannoneer* is a unit but not a hero. Therefore, it is possible for you to place 2 *Chief Cannoneers* in your principality. Cards referring to heroes do not apply to the *Chief Cannoneer*. Cards referring to units do apply to the *Chief Cannoneer*.



CITY EXPANSIONS

(13 CARDS)

Bath House (3):

The 4 regions adjacent to the city with a *Bath House* are protected against the *Plague*.



Building Crane (1):

If you don't have a *University*, you can't build the *Building Crane*. The cost reduction due to the *Building Crane* only applies to city expansions that cost more than 4 resources. You choose which resource you want to save.



Library (2):

If appropriate, you may play the chosen card immediately. (The parenthesis “(from a draw stack of your own)” refers to the Tournament Game.)



Parliament (1):

If you don't have at least 2 progress points on the expansions of your principality, you may not build the *Parliament*.



Pharmacy (2):

If you have a *Pharmacy* and a *Plague* occurs, you receive 1 resource in any one region of your choice even if you lose no resources. If you have more than 1 *Pharmacy*, you receive 1 resource for each *Pharmacy*.



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Town Hall (2): To be able to build the *Town Hall*, you must have placed your *Parish Hall* in one of your cities. If you build the *Town Hall*, the *Parish Hall* stays beneath the *Town Hall*. If you have to remove the *Town Hall*, the *Parish Hall* remains. If you play the *Relocation* card to move the *Town Hall* to another city, the *Parish Hall* also moves. If you have built the *Town Hall*, you may not build a second *Parish Hall*, because the first *Parish Hall* still exists in your principality.



University (2): If you have neither an *Abbey* nor a *Library* in your principality, you are not allowed to build the *University*. You may only have 1 *University* in your principality. The *University* is a prerequisite for other expansion and action cards. If you remove the *University* from your principality, all units and buildings in your principality requiring a *University* remain.



EVENT CARDS

(5 CARDS)

Invention (2): See Basic Set.

Plague (3): Regions bordering on 2 cities lose only 1 resource. Region expansions such as the *Gold Cache* are not affected by the *Plague*.



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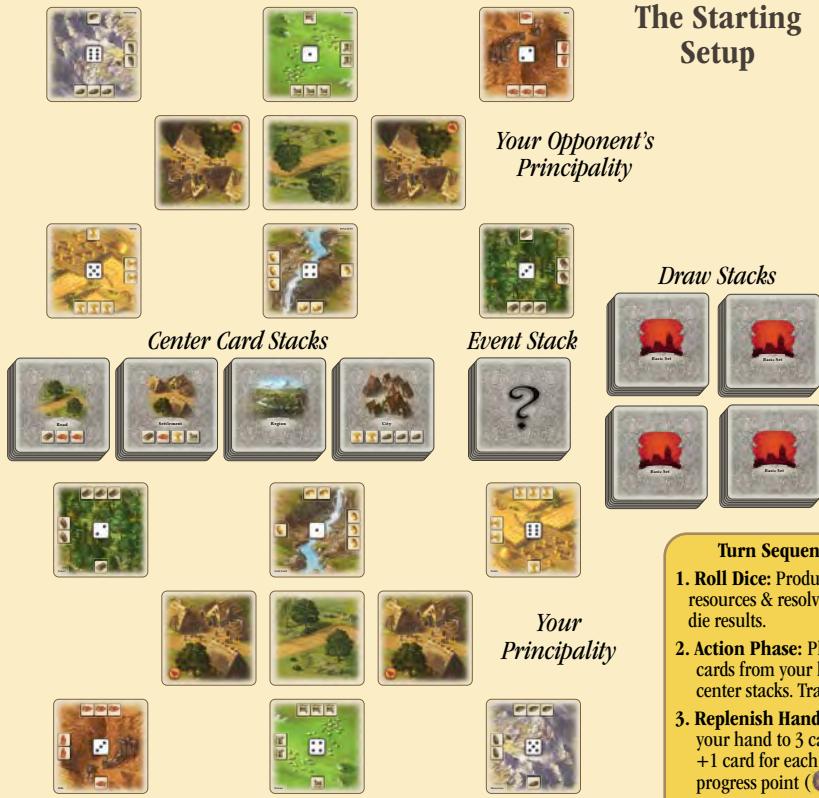
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RULES



Turn Sequence

- Roll Dice:** Produce resources & resolve event die results.
- Action Phase:** Play cards from your hand or center stacks. Trade 3:1.
- Replenish Hand:** Refill your hand to 3 cards. +1 card for each progress point (●).
- Exchange 1 Card:** Take any top card for free, or pay 2 resources to look.

Event Die Results



Brigand Attack: First, any player who has more than 7 resources loses all their gold and wool supplies. Then, players receive resources.



Trade: First, players receive resources. Then, if one of the players has the trade advantage token, they receive 1 resource of their choice from their opponent.



Plentiful Harvest: First, players receive resources. Then, each player receives 1 resource of their choice.



Celebration: First, players receive resources. Then, if one player has the most skill points (●), that player alone receives 1 resource of their choice. Otherwise, each player receives 1 resource of their choice.



Event Card: The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event resolve the event (this can be none, one, or both players).



TOLL BRIDGE
Event *Plentiful Harvest*: You receive 2 gold.

Building

2x

STOREHOUSE
Do not count the resources on the 2 neighboring regions when the event *Brigand Attack* is rolled.

Building

2x

STOREHOUSE
Do not count the resources on the 2 neighboring regions when the event *Brigand Attack* is rolled.

Building

2x

IRON FOUNDRY
Doubles the ore production of the neighboring mountains.

Building

2x

GRAIN MILL
Doubles the grain production of the neighboring fields.

Building

2x

LUMBER CAMP
Doubles the lumber production of the neighboring forests.

Building

2x

BRICK FACTORY
Doubles the brick production of the neighboring hills.

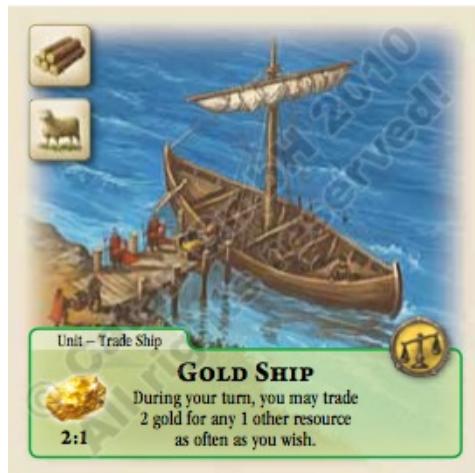
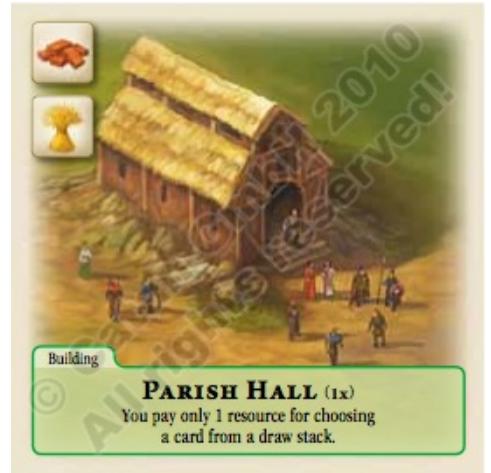
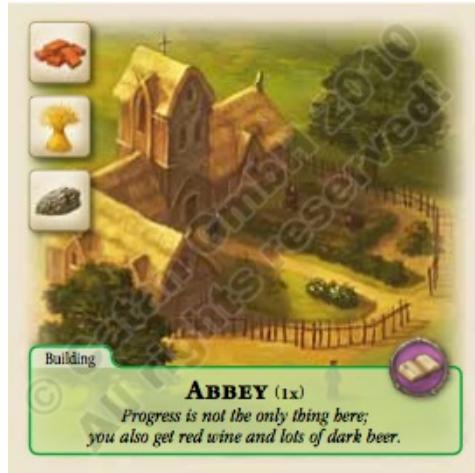
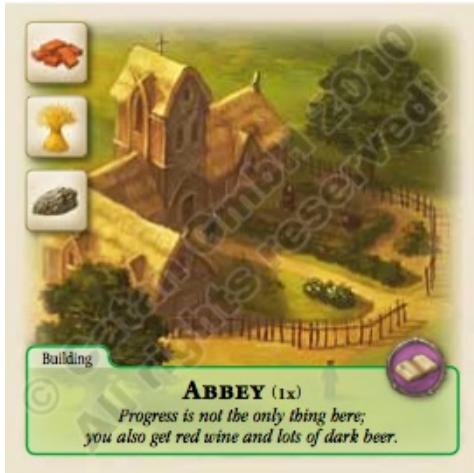
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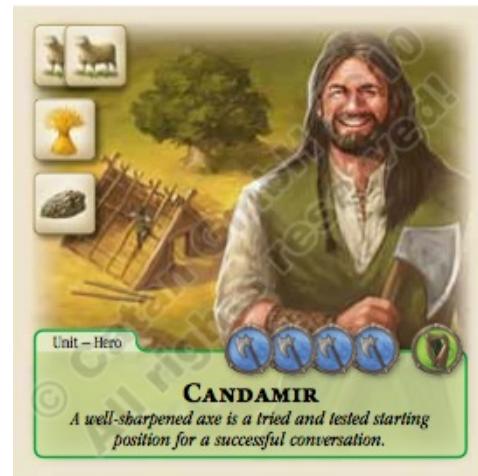
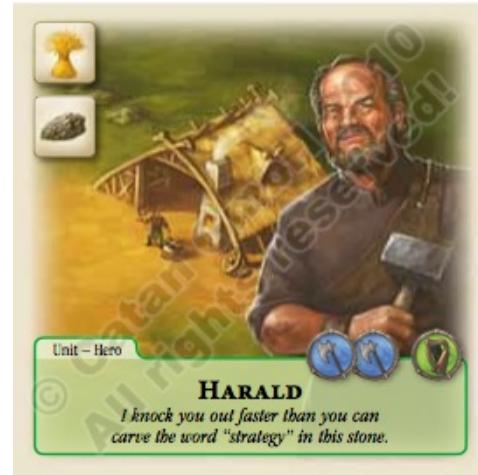
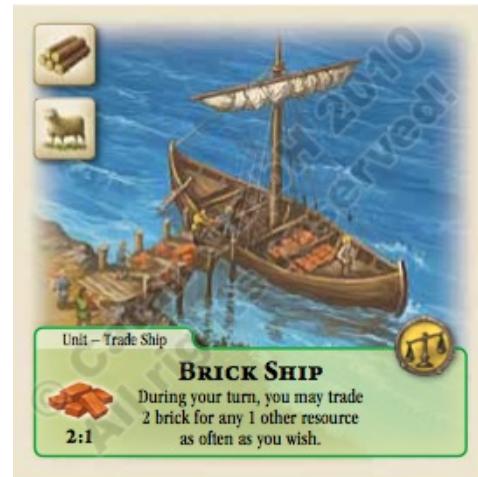
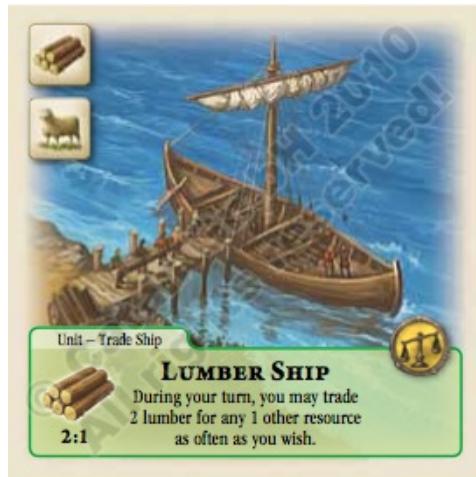
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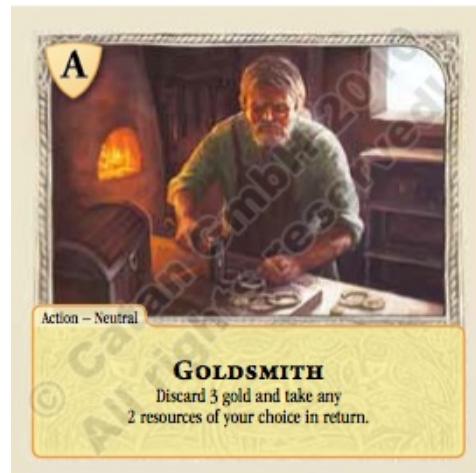
WEAVER'S SHOP
Doubles the wool production of the neighboring pastures.

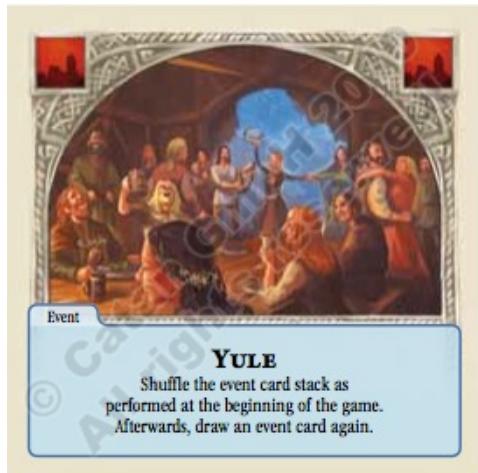
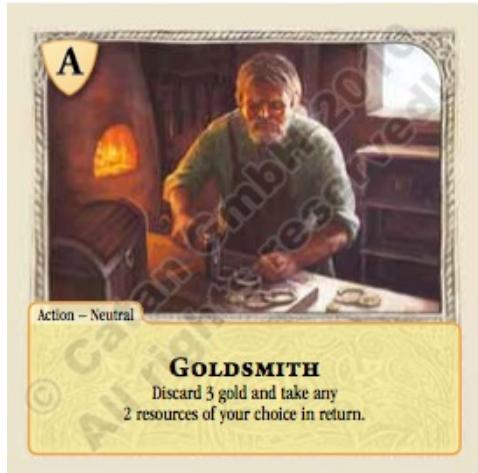
Building

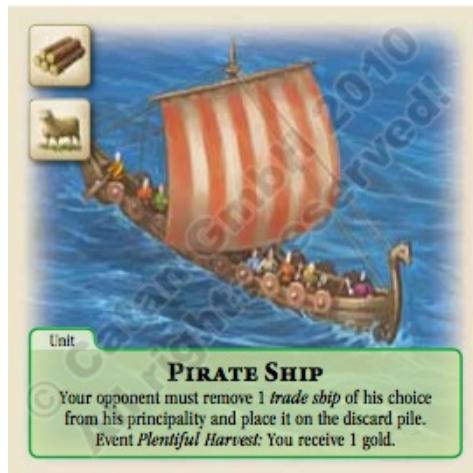
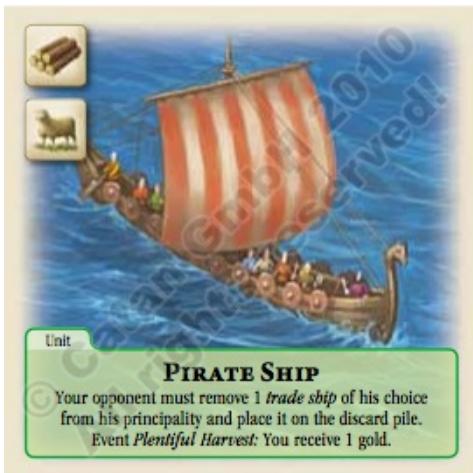
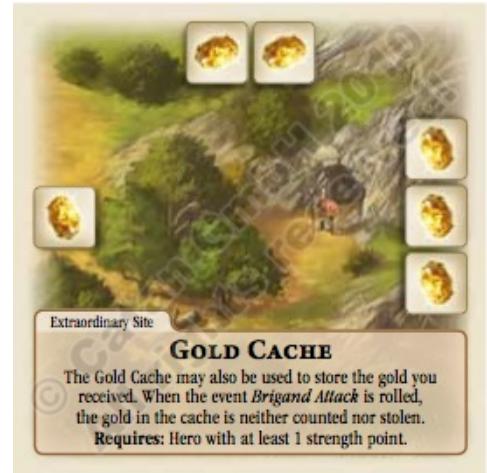
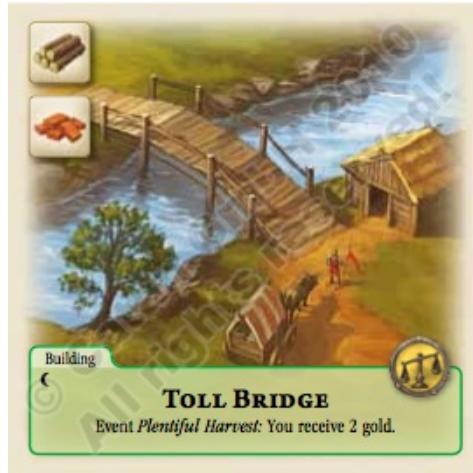
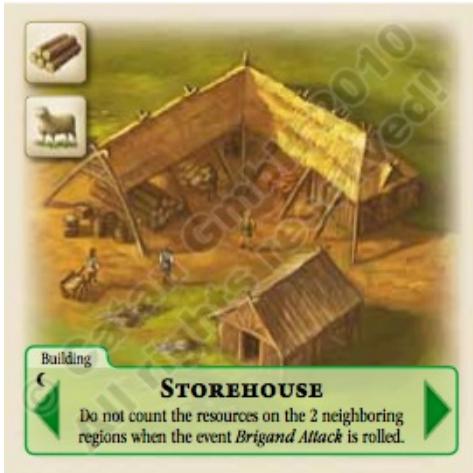
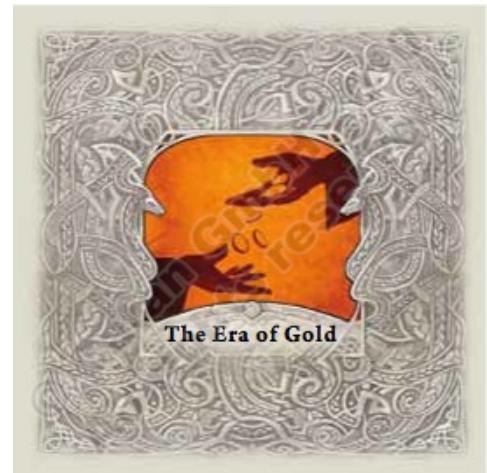
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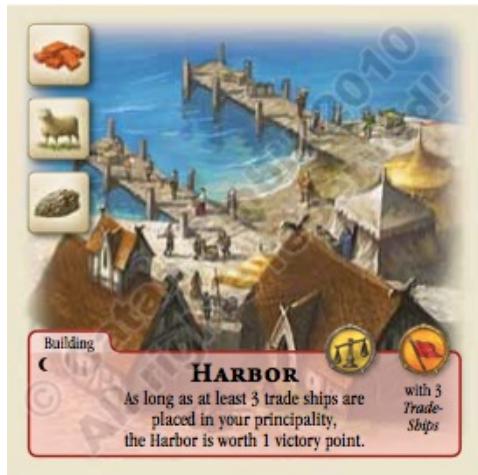
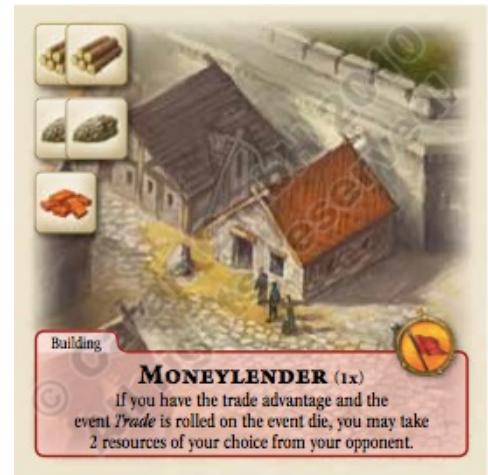


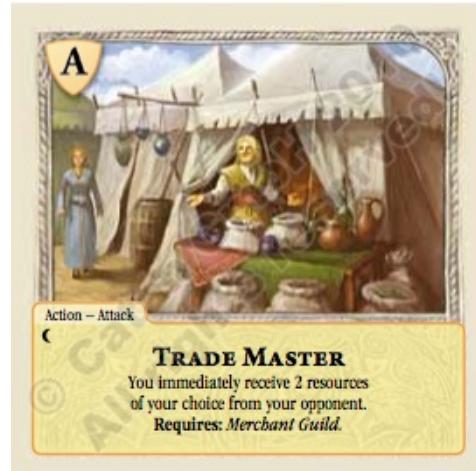
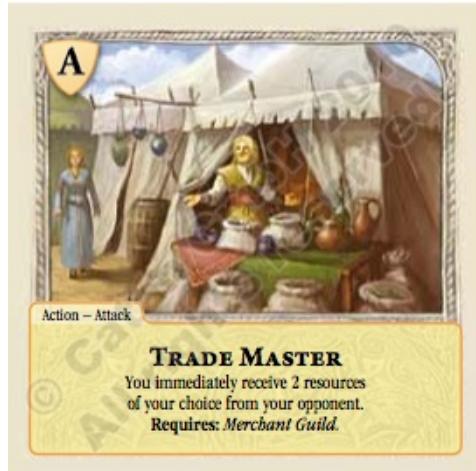
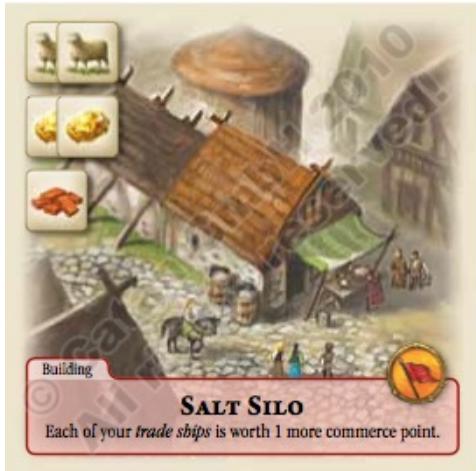














Event

TRAVELING MERCHANT
Each player may take up to 2 resources of his choice.
For each resource, 1 gold must be paid.

Event

TRADE SHIPS RACE
The player who owns the most trade ships receives any 1 resource of his choice.
In case of a tie, each player receives any 1 resource of his choice (each must have at least 1 trade ship).

Event

GIFT FOR THE PRINCE
Each player receives 1 gold for each unit with at least 1 strength point.



Building

DRILL GROUND (1x)
Each hero you build in your principality costs you 1 resource of your choice less.

Building

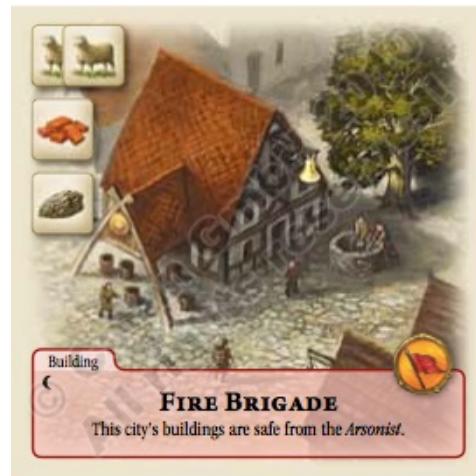
LOOKOUT TOWER
When your opponent plays an *Archer*, *Arsonist*, or *Traitor*, roll the die. If you roll a 1 or 2, the card has no effect.

Unit – Hero

CARL FORKBEARD
What a beautiful island! I take it.

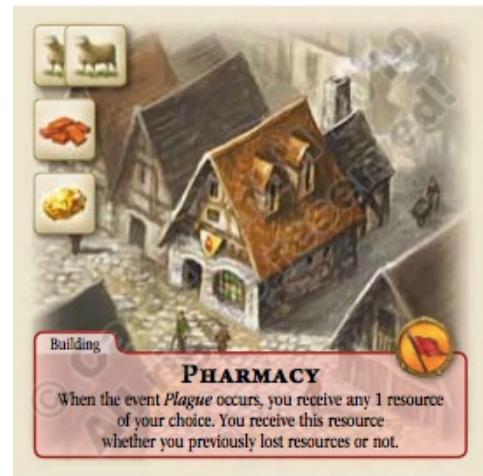
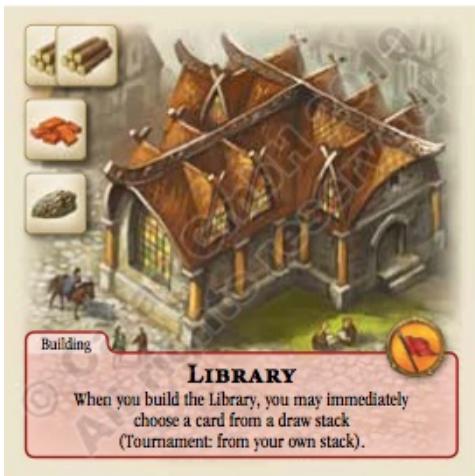
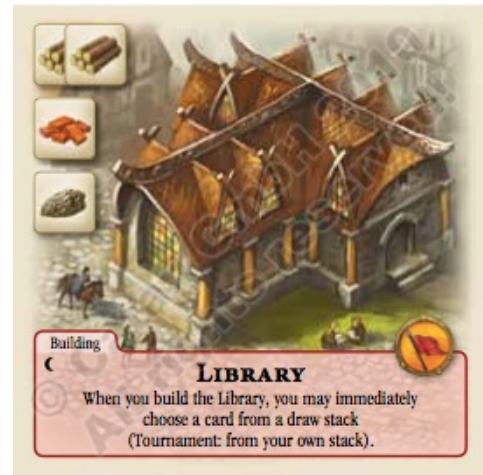
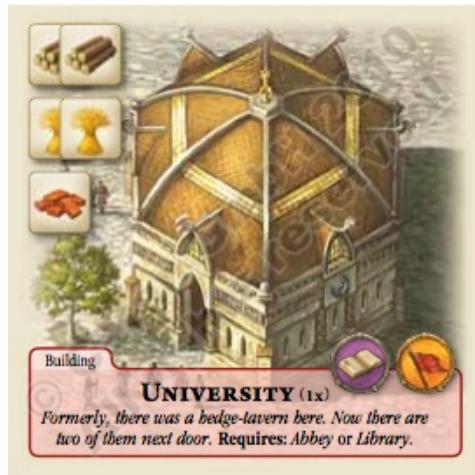
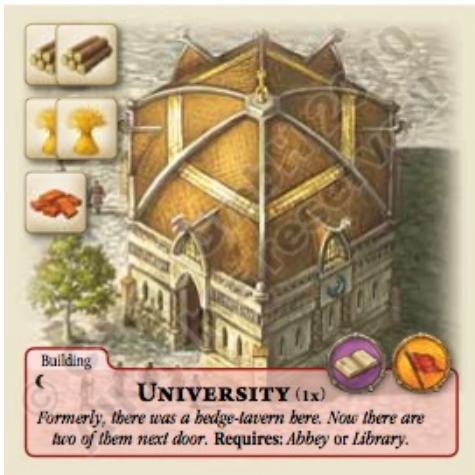
Unit – Hero

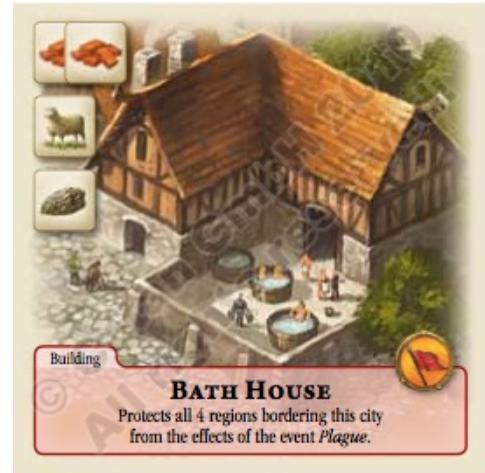
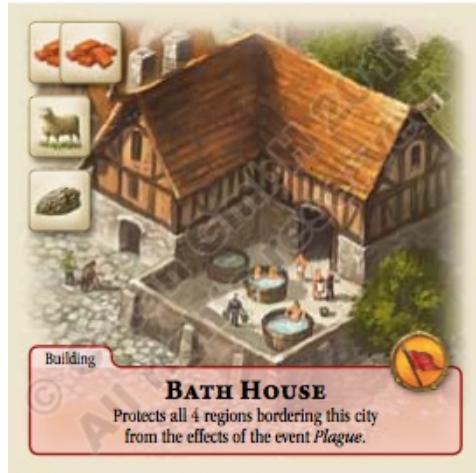
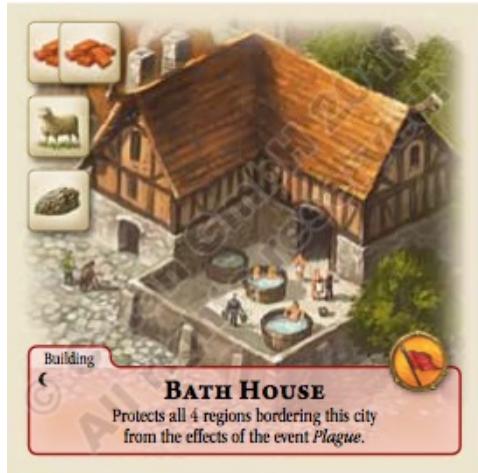
HEINRICH THE SENTINEL
When your opponent plays an *Archer*, *Arsonist*, or *Traitor*, roll the die. If you roll a 3, 4, or 5, the card has no effect.

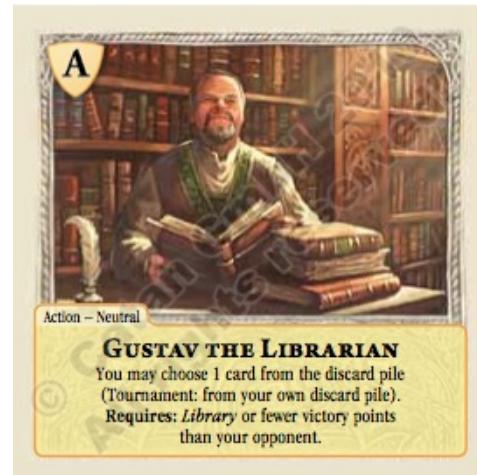
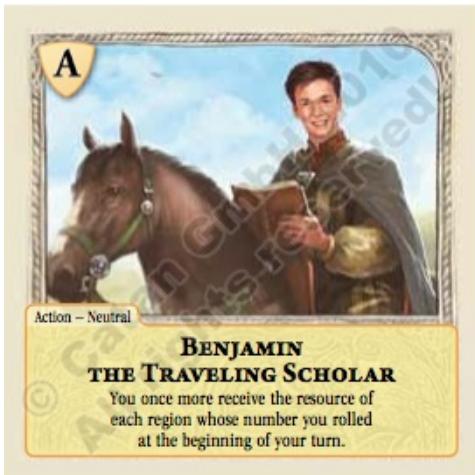














Tips for Your First Encounters with “The Rivals for Catan”

Compiled and written by P. G. Bartschat and Dr. Reiner Düren

Introductory Game: Tips for Newcomers on Catan

The emphasis of the Introductory Game is on founding new settlements and upgrading settlements to cities. Your best friends are the production booster cards, particularly the *Brick Factory* and the *Iron Foundry*. Remember: Production boosters affect only adjacent, *matching* regions.

- Did you forget to consider an adjacent production booster when rotating a region? To be reminded, simply place a small, dispensable object (coin, peanut, diamond ring) on the region.
- Don't spend too much time waiting to place a production booster between two identical regions. It is better to build the *Brick Factory* adjacent to only one brick region than to keep the card in your hand forever. Later, you can use the *Relocation* card to amend the situation.
- If you have built a *Marketplace*, you shouldn't expand your principality for the moment but upgrade the existing settlements to cities or place expansion cards.
- If you have a choice between various trade ships, take the ship whose resource you can get most of (e.g., by means of a production booster).
- If you already have built two expansions featuring trade points or strengths points, try to find at least one matching third expansion: you won't get a cheaper trade token or hero token victory point.
- A region can only accommodate three resources. You don't have use for the resources of a “full” region at the end of your turn? Consider trading them for a resource you only receive on rare occasions. You can also use resources to choose cards. Before you make a decision, check which resources you need to play the cards in your hand.
- Don't despise the *Merchant Caravans*! Especially in the Introductory Game, they are among the most important cards.

The Theme Games: Tips for Catanians Who Already Got Adapted

Each of the three Theme Games emphasizes different things. Remember the possibilities each game has to offer and make sure to use them. Play the Theme Games in the order recommended; that way, you are led from a straightforward to a more sophisticated playing style. In all Theme Games, the faceup expansion cards are of great importance. You can only build these cards on building sites in cities.

- First build only one settlement, then save up for a city.
- Build your first road at a location for whose adjacent regions you have the matching production boosters in your hand (or know in which draw stacks to find them).
- Once you can foresee that you'll soon build a city, draw from the theme stacks when replenishing your hand or exchanging cards.
- If you have cards you know you can't use within the next two or three rounds, discard them. Maybe you draw a card that is of little use to you – but a card you can't play is of no use to you at all.
- Only city expansions earn you direct victory points. You should, therefore, build your first city

on the settlement with the fewest expansions.

- When you take resources from your opponent, check which resources he would need to build a city or one of the faceup expansion cards. This is an important criterion, especially if his resources are of no use to you.
- Some buildings give you an advantage as soon as they are built, either by means of new resources or by means of the possibility to choose a card during your turn. Take a moment to deliberate at which moment you would get the most out of it.
- The game will soon be finished, and you don't have room for buildings depicting victory points? You may remove expansion cards you already placed and thus create space for new cards. Cards that do not depict victory points and that do not affect the trade advantage or strength advantage are often dispensable toward the end of the game.

The Era of Gold

Here the emphasis is on action cards and expansion cards that allow you to access your opponent's resources. Do not hesitate to make use of these cards, and try to prevent your opponent from snatching them from under your nose. Besides building the *Merchant Guild*, it is important to produce and use gold: you should go for at least one of the latter as early in the game as possible.

- To be well-positioned in the race for the trade advantage from the very start, you should preferentially choose cards with trade points as the starting cards in your hand. If you have at least three trade points, you can already play the two *Merchant* cards from the theme stacks.
- This Theme Game does not contain events or action cards directed against heroes, which is why *Candamir* is particularly valuable: he alone will often secure the strength advantage.
- Gold gives you more advantages and improves your trading options. Remember that each *Pirate Ship* not only sinks a trade ship of your opponent but also provides you with an additional gold when the *Plentiful Harvest* event is rolled.

The Era of Turmoil

Taking full advantage of this Theme Set's requires an aggressive playing style. Before you start the game, consult with your opponent whether the two of you want to play in this manner. For players who prefer peaceful competition, the Theme Sets "The Era of Gold" and "The Era of Progress" are more suitable. But you should definitely try this playing style, even if normally you look as if butter wouldn't melt in your mouth.

- If possible, add at least one hero to your starting cards; you can build him on your first turn, to be well-positioned in the race for the strength advantage.
- If you are the first to build the *Hedge Tavern*, then be ruthless when choosing what to destroy. After the game, there's plenty of time to reconcile with your sulking partner.
- Build at least one of the *Lookout Tower* or *Heinrich the Sentinel* defense cards. If your opponent builds the *Hedge Tavern* before you do, you should try to build *Irmgard*. For these defense cards you do not need a city. If you can build all three cards early on, you will - with a little bit of luck - prevail against an aggressive opponent even without *Hedge Tavern*.
- Three trade points are often enough to obtain the trade advantage. In the longer term, having the trade advantage can benefit you more than your opponent's attacks can harm you.
- Don't carelessly give your gold to the *Traveling Merchants*: in "The Era of Turmoil," you need a gold reserve to be able to save your heroes and ships from heroic death and a watery grave.

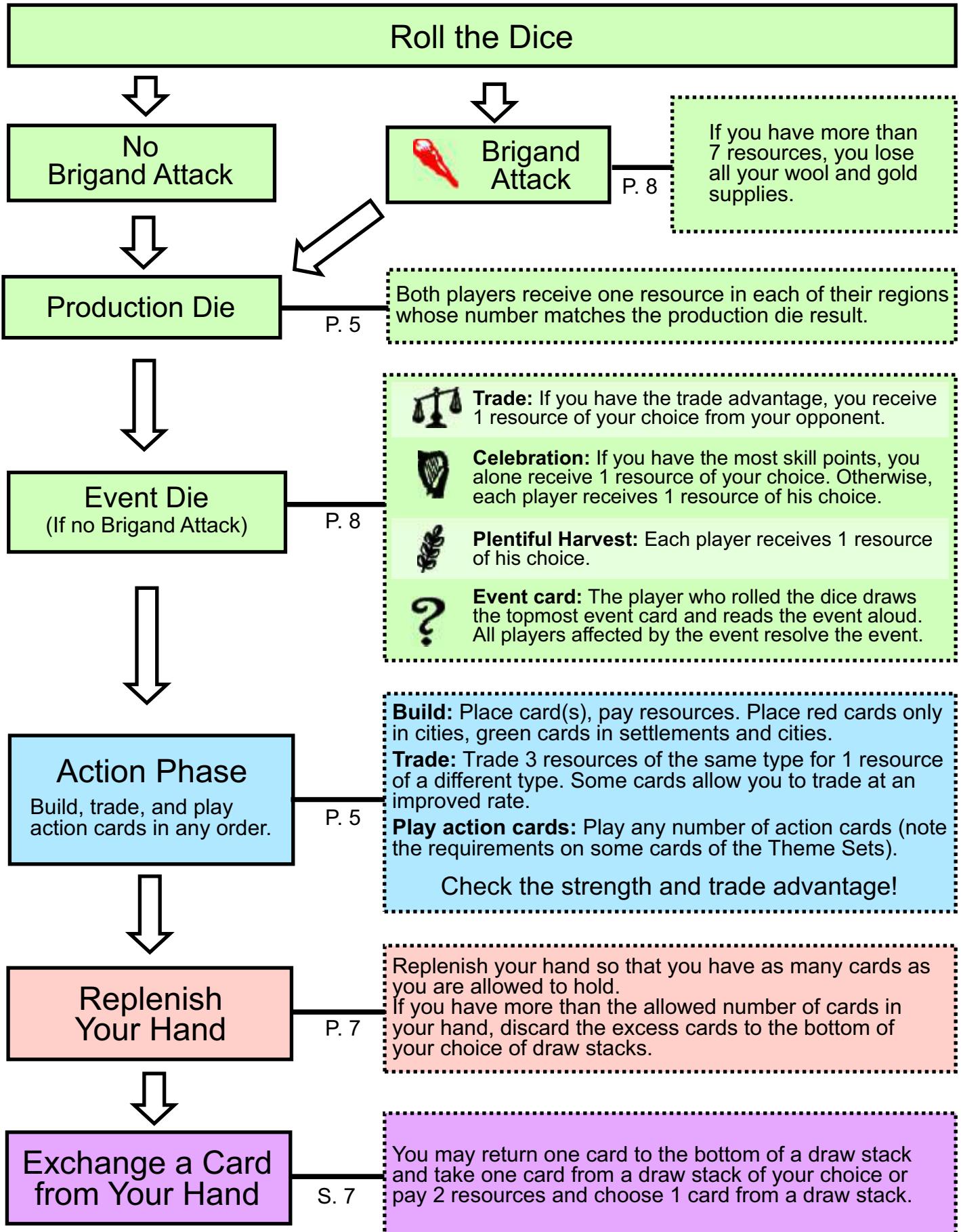
The Era of Progress

Action cards that require the *University* offer you a new kind of resource production. To build a *University*, it is important to build an *Abbey* or a *Library* early on. *Abbeys* and *Libraries* can be found in the facedown expansion card stacks, so it may be worthwhile to spend resources to look for these cards.

- Besides the *University*, *Guido the Ambassador* and *Gustav the Librarian* also have two *alternative* requirements, only one of which must be met for you to play the card.
- Use *Guido* and *Gustav* to retrieve the best action cards from the discard pile. *Three-Field System* and *Mineral Mining* are particularly useful in this context, and so is the *Merchant Caravan* from the basic set.
- Three of the event cards are *Plagues*. Since they always come up at the wrong moment, you should cut your losses: build your cities next to each other, because a region between two cities only loses one resource when a *Plague* occurs.
- Another tip regarding *Plagues*: If you obtain resources by means of actions but do not spend them immediately, store them in regions that border only on settlements.
- If you have built a *Parish Hall*, you should build your first city there, so that you can build the *Town Hall*.
- Does your hand of cards contain a *Bath House* and a *Doctor*? Check which resources you need next, and build the *Bath House* at a suitable location.
- The *Parliament* can become particularly interesting if it is the last building you build. Besides its two victory points, it doesn't give you any further advantage; however, for someone who already has 10 victory points, two victory points more are certainly advantage enough.

Turn Overview “The Rivals for Catan”

Goal of the game: 7 victory points
(12 victory points in a Theme Game and 13 in the Duel)



Tips for Your Survival in “Age of Darkness”

Compiled and written by P. G. Bartschat and Dr. Reiner Düren

These tips build on the “Tips for Your First Encounters with ‘The Rivals for Catan.’” Most of the general tips for the Theme Games presented there also apply when playing with the new sets. Therefore, here we will only address the specifics of these new sets. The tips for “The Rivals for Catan” can be found here: <http://www.catan.com/game/rivals-catan#tips-and-variants>

The Era of Intrigue

There are 2 main strategies a player can pursue in this set: obtaining gold via the *Church* and divesting the opponent of units, or obtaining cards faster via the *Temple* and using wool for trading.

- *Production boosters* are particularly interesting as your starting cards, because the building costs for city expansions in most cases include at least two resources of the same type. During the game, *Reiner the Miller* and the *Sacrificial Site* offer you attractive trading options for grain and wool, respectively.
- *Production boosters* for ore and brick support the *Church* strategy, while *production boosters* for lumber and grain support the *Temple* strategy. Depending on the card you find in the first stack, you can opt for one of these strategies.
- If you find a *Grain Mill* and a *Scout* in the first stack, you should take them both. Having two fields regions adjacent to a *Grain Mill* and, above the two fields regions, the region expansions *Reiner the Miller* and the *Abbey Brewery* offers you great flexibility when trading and when competing for the trade advantage and the strength advantage. In this case, early spending of resources to be able to search through the theme stacks pays off, even if you have to keep the *Abbey Brewery* in your hand for a couple of rounds, until your first city is built.
- The *Abbey*, which allows you to build the *Bishop's See* without the *Church*, is also a good starting card.
- As soon as you have the possibility to choose cards from the theme stacks, the *Pilgrimage Site* is a good first choice. After you have built your first city, you run the risk to lose cards from your hand by means of the *Religious Dispute*, and since the *Pilgrimage Site* allows you to immediately replenish your hand after losing any of the cards in your hand, it frees you from the risk of having to begin your turn without cards in your hand.
- If you are not a very experienced player, you better not use the *Master of the Brotherhood*. This card's function is meant to be used by seasoned players in the Tournament Game; furthermore, the *Master of the Brotherhood* and the *Abbey* are mutually exclusive. In the Theme Game, an *Abbey* will mostly be more useful to you.

The Era of Merchant Princes

In this set, everything revolves around maritime trade. Without the trade advantage, it will be hard for you to win the game, and many city expansions, action cards, and events reward the player who has deployed a sizable fleet.

- To be able to build ships, you should secure your lumber and wool supply early on. Later in the game, these resources help you to make use of the two *Residences*. If possible, you should have at least one *trade ship* as a starting card in your hand - two *trade ships* are even better. You should also have a *production booster* for lumber or wool or, alternatively, a *Merchant Caravan* that allows you to build both ships immediately.
- Combined, the *Toll Bridge* and the *Gold Ship* are very good starting cards.
- No luck when choosing the starting stack, and no ship in sight? Finding the *Toll Bridge* is an acceptable alternative. First use your gold to select new cards, then select a *Trading Post* from the theme stacks and place it on the road adjacent to the gold field. That way, once during your turn you can convert gold into the resource from “the other side of the road.”
- Heroes don't have much to do in this set, but if your starting cards include an inexpensive hero, he can provide you with additional resources when the event “Celebration” is rolled, particularly if your opponent is entirely focused on trade.
- Once you are able to search through the theme stacks, your best choice would be to take the *Ship Builder*, who has two useful functions related to ships. The second best card would be one of the two *Trading Posts*, which you then place adjacent to your gold field.

- Build at least one of the two *Residences*. Because of its progress point and victory point, at first glance the *Paper Merchant's Residence* may seem much more attractive, but you can also benefit greatly from the *Cloth Merchant's Residence*: it helps you when competing for the trade advantage, and using the *Commercial Harbor's* trade function is much more convenient if you only have to discard a trade point instead of a valuable progress point or victory point.

The Era of Barbarians

“The Era of Barbarians” is played very differently from all the other sets you have become acquainted with so far. As a result of the special rules for assembling the event card stack and the rule for returning the *Barbarian Attack* to the event card stack, you constantly have to grapple with barbarian attacks and impending resource loss. Spending some time to figure out the optimal positions for your cards – particularly for your units – will definitely pay off. This set contains another *Relocation* card, so you can change the positions of certain cards if need be.

- Units are particularly important in this game. In addition to fending off the barbarians, *trade ships* can also help you obtain the trade advantage, and each hero of this set has a useful special function.
- If you rely on *trade ships*, you can build your first city early on, because ships cost only lumber and wool. If you rely on heroes, at first you should expand your principality by means of settlements, not cities: heroes need ore and grain, which is why you lack these resources for city building.
- Besides ships or heroes, the *Toll Bridge* is also a good starting card, because you need gold to build some of the city expansions of the set. The *Parish Hall* allows you to specifically search for city expansions whose building costs include gold, but the *Parish Hall* also takes up the building site that otherwise could be occupied by a unit. If you build a *Parish Hall* early on, you should be prepared to remove it later, when you need the space for a unit.
- Your city should definitely contain 4 units, one of which should make the other 3 units more effective against the barbarians - that is, your city should either contain 3 *trade ships* and the *Caravel* or *Arnd the Strategist* as one of 4 heroes.
- You don't have to build the *Castle* – the faceup expansion card of this set – as early as comparable cards in the other Theme Games. Action cards requiring the *Castle* often don't become interesting until later in the game. At the beginning, you'll be able to defend yourself by means of your units, and after a victory over the barbarians, you can either take resources or collect victory points on the *Triumph Card*.
- Since the *Castellan* can help you to obtain resources on regions adjacent to the *Castle*, you should plan well where to build the *Castle*. When building the *Castle*, you should also take into account which cards you want to build afterwards and which resources you'll need for it.
- Since victory points on the *Triumph Card* do not contribute to the barbarians' strength, you can accumulate them without risk.

Duel of the Princes

The possibility to use 3 out of 6 sets makes the “Duel of the Princes” more varied and dynamic than when using only the 3 sets of the base game. Although the rules provide an element of randomness regarding the selection of the sets, you and your opponent are certainly free to determine all three sets by mutual agreement: if there is a set that none of you likes, nobody will force you to use it, unless you are participating in an official tournament or playing online, where the rules are preprogrammed.

- For your first “Duel” games, before the game starts you should definitely review the cards used - otherwise, since only part of the cards from each set is used in the “Duel,” your experience with the Theme Game might induce you to wait for a certain card to appear that actually isn't part of the mix.
- A combination of “The Era of Gold” and “The Era of Merchant Princes” is likely to result in a particular exciting competition for the - usually game-winning - trade advantage. Things might get a little “destructive” when both “The Era of Turmoil” and “The Era of Barbarians” are used for the “Duel,” so you should ask yourself whether this is to your partner's liking.
- If you play with three thematically very different sets, it is often beneficial to focus on only one of them, so that you can fully use its possibilities.

October 26, 2011 / updated May 5, 2014



Pilgrimage Site (1x)

If—by means of an event or an action card played by your opponent—you lose any of the cards in your hand, draw as many cards from any of the draw stacks (from any of your own draw stacks) as you need to replenish your hand up to the allowed number of cards.

Extraordinary Site Settlement/city

Great Thingstead

Both players may no longer play action-attack cards. The event *Religious Dispute* no longer affects any of the players. **Requires:** Church and Odin's Temple.

Extraordinary Site Settlement/city

Odin's Fountain (1x)

At the end of your turn, you may exchange 2 cards instead of 1. If you choose the cards, each time you do so you must pay the respective costs.

Extraordinary Site Settlement/city

Reiner the Miller

Place adjacent to a fields region. You may trade grain of this fields region for resources of different types at a 2:1 rate. If you have a *Grain Mill* adjacent to this fields region, 1x during your turns you may also trade at a 1:1 rate.

Unit-Hero Region

Abbey Brewery

Place adjacent to a fields region. If you pay 2 grain from the adjacent fields region, you may rotate the Abbey Brewery to any side of your choice. **Requires:** City.

Building Region

Red Light Tavern

Place on a free road of your opponent. In the adjacent settlements/cities, for each unit featuring strength points the number of strength points is reduced to 1; all other properties remain unchanged. **Removal:** The opponent has at least 3 heroines.

Building Road

Judith, Guardian of the Church

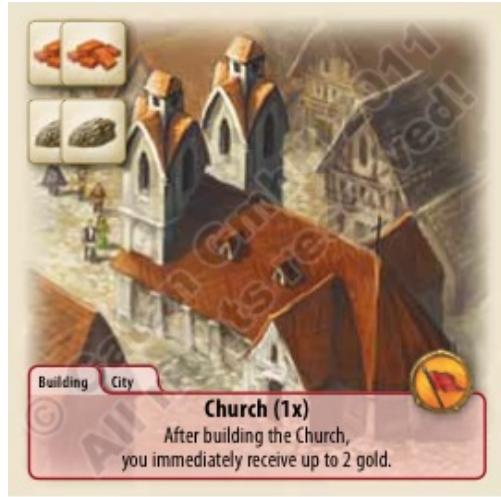
Place on your *Church*. Your *Church* is protected against all action cards, effects of expansion cards, and events. **1x during your turn:** Pay 1 resource (no gold); you receive up to 2 gold.

Unit-Hero City

Bran, Defender of the Temple

Place on your *Temple*. Draw immediately 2 cards from the draw stacks (from your own draw stacks). Your *Temple* is protected against all action cards, effects of expansion cards, and events.

Unit-Hero City





Action - Attack

Missionary

Your opponent must remove any 1 of the heroes he placed.
Place the hero in your principality or on the
discard pile (on your own discard pile).

Requires: Church or Bishop's See.



Action - Attack

Bishop

Demand 1 gold from your opponent.
In addition, you receive as much gold as you can
accommodate in one of your gold fields or in the Gold Cache.

Requires: Church or Bishop's See.



Action - Attack

Bishop

Demand 1 gold from your opponent.
In addition, you receive as much gold as you can
accommodate in one of your gold fields or in the Gold Cache.

Requires: Church or Bishop's See.



Action - Attack

Odin's Priest

Your opponent must show you the cards in his hand
and place all action cards and units under
matching stacks (under his own matching stacks).

Requires: Odin's Temple.



Action - Neutral

Priestess of the Norns

Choose 1 draw stack and select up to 2 cards from it.
Requires: Odin's Fountain or Temple.



Action - Neutral

Priestess of the Norns

Choose 1 draw stack and select up to 2 cards from it.
Requires: Odin's Fountain or Temple.



Action - Neutral

C

Michael the Master Builder

Play this card when you build a building.
Substitute 1, 2, or 3 of the resources required
for building with 1 gold each.



Event

Good Neighbors

Reveal the top cards of all draw stacks. The player who has
the Pilgrimage Site receives any 1 resource of his choice.
The player who has Odin's Fountain draws 1 card from 1 draw
stack (from 1 of his own draw stacks) into his hand.



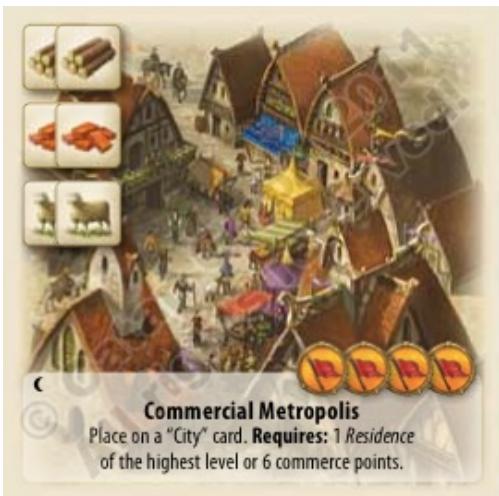
Event

C

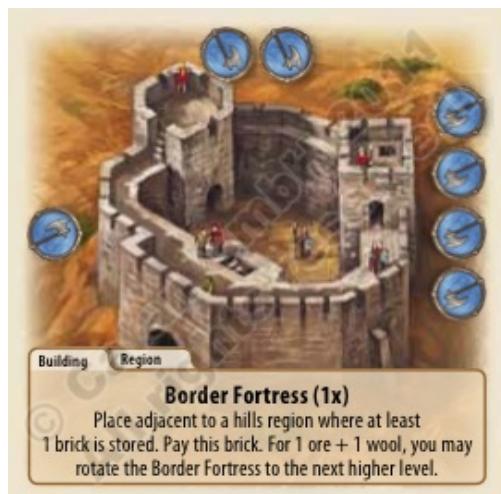
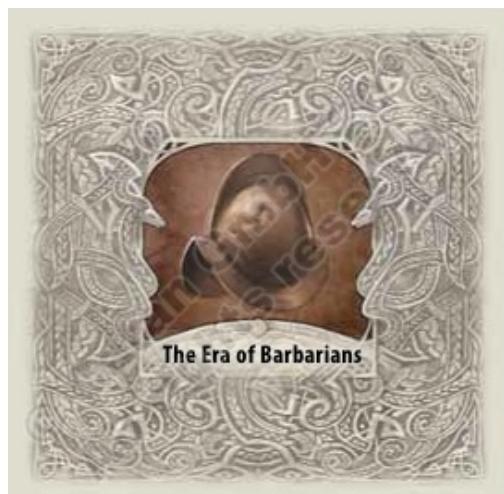
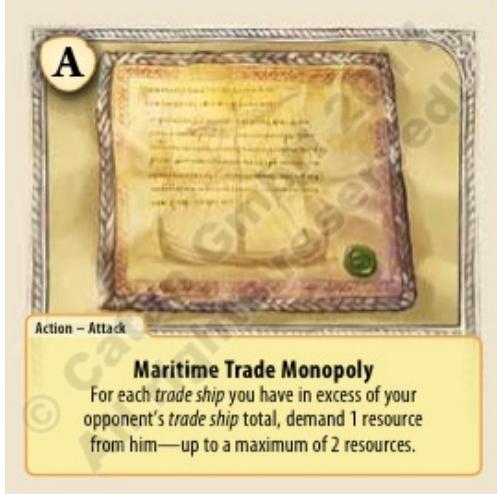
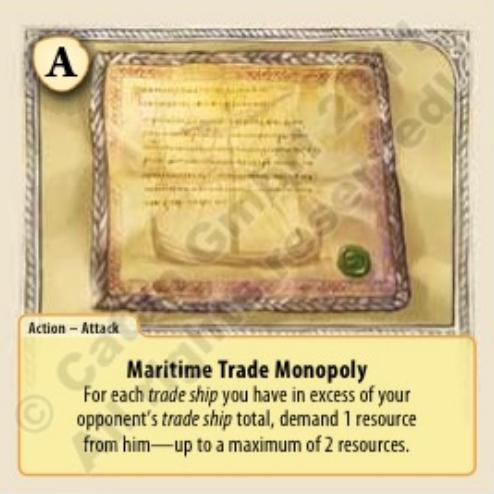
Good Neighbors

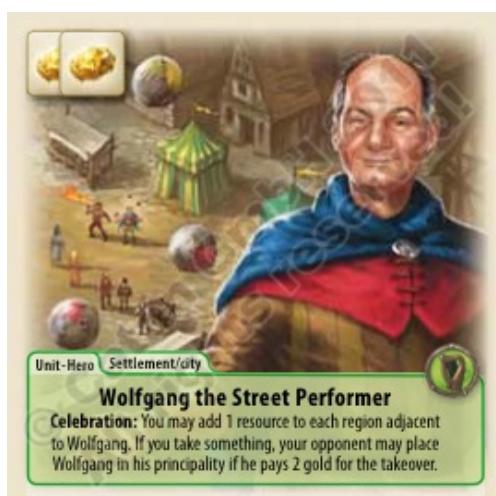
Reveal the top cards of all draw stacks. The player who has
the Pilgrimage Site receives any 1 resource of his choice.
The player who has Odin's Fountain draws 1 card from 1 draw
stack (from 1 of his own draw stacks) into his hand.















Action – Neutral

Siegfried, Vanquisher of the Barbarians

Take 1 or 2 resources of your choice or rotate your *Triumph Card* to the next higher level.

Requires: Castle and at least 2 heroes.



Action – Neutral

Alliance Against the Barbarians

Each player who has at least 1 unit takes any 1 resource of his choice. The player who has the most units takes up to 1 additional resource. **Requires:** *Triumph Card* indicating at least 1 victory point, plus at least 1 unit.



Action – Neutral

Alliance Against the Barbarians

Each player who has at least 1 unit takes any 1 resource of his choice. The player who has the most units takes up to 1 additional resource. **Requires:** *Triumph Card* indicating at least 1 victory point, plus at least 1 unit.



Action – Neutral

Castellan

The two regions adjacent to your *Castle* each receive 1 resource—if storage space is available. **Requires:** Castle.



Action – Neutral

Castellan

The two regions adjacent to your *Castle* each receive 1 resource—if storage space is available. **Requires:** Castle.

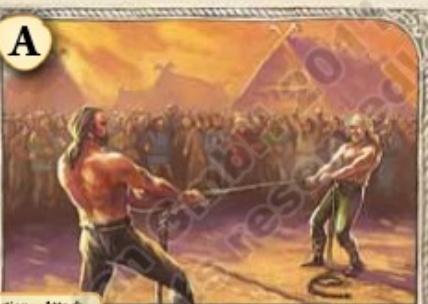


Action – Neutral

Relocation

Swap 2 of your own regions or 2 of your own expansion cards.

The number of resources in your inventory must remain unchanged, and the placement of the cards must remain compliant with the rules.



Action – Attack

Contest of the Heroes

Determine 1 of your own heroes and 1 hero of your opponent (if he has one). Each player rolls the production die and adds up his respective strength points. In case of a tie: roll the die again. The winner receives 1 resource and may demand another 1 resource from the loser.



Action – Attack

Contest of the Heroes

Determine 1 of your own heroes and 1 hero of your opponent (if he has one). Each player rolls the production die and adds up his respective strength points. In case of a tie: roll the die again. The winner receives 1 resource and may demand another 1 resource from the loser.



Event

Barbarian Attack

A player who has fewer units than victory points from cities, Metropolises, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. **Afterwards:** The card is placed under the 4 top cards of the event card stack.



Event

Barbarian Attack

A player who has fewer units than victory points from cities, Metropolises, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. **Afterwards:** The card is placed under the 4 top cards of the event card stack.



Event

C

Barbarian Attack

A player who has fewer units than victory points from cities, Metropolises, and city expansions discards 2 resources. A player who has more units and at least 1 city receives 2 resources. **Afterwards:** The card is placed under the 4 top cards of the event card stack.



Event

C

Retreat of the Barbarians

A player who has at least 1 unit chooses 1 card from 1 draw stack (from 1 of his own draw stacks). A player who has at least 1 unit and the strength advantage chooses up to 2 cards from 1 draw stack (from 1 of his own draw stacks).

RIVALS FOR CATAN™ AGE OF DARKNESS

WELCOME TO AGE OF DARKNESS!

The game you are holding in your hands is *Age of Darkness*™ — the first expansion for *Rivals for Catan*™. You can play 3 new Theme Games using this expansion and the *Rivals for Catan* rules. You need a copy of *Rivals for Catan* (Standard or Deluxe) to be able to use this expansion.

Age of Darkness introduces some new card types, rules, and terminology. The rules explanations and additions that apply specifically to each Theme Game are also detailed. And, of course, “The Duel of the Princes” guidelines allow you to use each new Theme Set with the other Theme Sets. A detailed card index is also included.

Thematically, the foray into Catanian history is continued. In “The Era of Intrigue,” a clash occurs between the followers of the newer Christian and the older Odinist religion—the beginning of which was already foreshadowed in *The Settlers of Catan*™ novel. “The Era of Barbarians” incorporates motifs of the *Catan: Cities & Knights*—the *Catan* board game expansion.

Chronologically, “The Era of Merchant Princes” comes before “The Era of Progress,” while “The Era of Barbarians” comes afterwards. “The Era of Intrigue” follows “The Era of Gold.”

Age of Darkness also provides rules for another game variant, the “Tournament Game.” These rules are presented separately because they differ considerably from the Theme Game and “The Duel of the Princes” rules, presenting different challenges for the players.

Have fun discovering the new Theme Sets!

EXPANSION RULES

CONTENTS

Rivals for Catan: Age of Darkness contains 90 cards, consisting of 3 Theme Sets:

28 cards in <i>The Era of Intrigue</i>	pages 8-11
30 cards in <i>The Era of Merchant Princes</i>	12-15
32 cards in <i>The Era of Barbarians</i>	16-18

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INNOVATIONS

If you have the first printing of *The Rivals for Catan* (©2010), you will find that the format of the *Age of Darkness* cards differs in one detail from the cards in that edition. In the newer editions, each card has a second “tab” above the text box. The function of this tab is to specify where you can place a card in your principality.

This is especially important for players with color blindness. In the first printing of *The Rivals for Catan*, the settlement/city expansions and city expansions could only be distinguished by means of the colored text box. Now the new, second tab also contains this information. For example: Previously, a hero could be recognized as a settlement/city expansion via the classification “Unit – Hero” and the green text box. Now the second tab is labeled “Settlement/City.”

The Duel of the Princes

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The cards in later printings of *The Rivals for Catan*, and *Rivals for Catan* (regular and deluxe) have this tab. Game play is not affected by the inclusion or absence of this second tab. So all Rivals cards can be used together, regardless of the status of a second tab.

NEW CARD TYPES

There are new locations where cards may be placed. From *Rivals for Catan*, you are already familiar with “center cards,” “settlement/city expansions,” and “city expansions.” *Age of Darkness* introduces: “region expansions,” “road complements,” *Metropolises* (as new center cards), and “marker cards.”

In *Rivals for Catan*, you expanded your principality with units and buildings. In addition, there was one extraordinary site: *Gold Cache*.

Age of Darkness includes various other extraordinary sites. Let’s first present some information regarding one type of extraordinary sites: region expansions.

Region Expansions

For the purposes of specifying placement as designated on the second tab (see page 4), some cards are classified as being Region expansions. Region expansions are always placed either above or below a region. However, only 1 region expansion may be placed adjacent to each region. Some region expansions (e. g., the *Gold Cache*) may be placed adjacent to any region; other region expansions must be placed adjacent to a specific region type. For example, you may only place the *Border Fortress* adjacent to a hills region.

Rivals for Catan includes a *Gold Cache* card, identified as an “Extraordinary Site” (see page 6). It is now also classified as a “Region Expansion” for the purposes of placement on the second tab (see page 4).

The new region expansions are either buildings or units. Cards that refer to buildings or units in general may also concern the corresponding region expansions. However, regions are not part of a settlement/city. Therefore, if a card refers, for example, to a “building in a settlement/city,” then region expansions can’t be affected by it. If a region changes its location (e. g., by means of *Relocation*), a region expansion changes its location together with the region. In contrast, if a region expansion changes its location, the corresponding region is not affected.



Extraordinary Sites

“Extraordinary sites” are expansions that are neither units nor buildings. “Extraordinary sites” are characterized by the fact that their essential elements are of natural origin, with only some elements being added by humans. Therefore, they are immune to attack cards and events that refer to buildings, such as *Feud* and *Arsonist*. *Rivals for Catan* already includes an “extraordinary site:” *Gold Cache*.



Road Complements

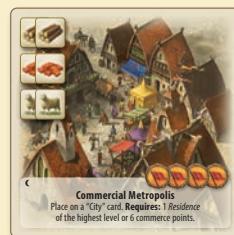
Road complements can be distinguished by their light blue text box and the word “Road” in the second tab. A road complement does not remove any of the innate functions of the road it is covering—it only adds functions or properties. Therefore, the illustration of each road complement still depicts a road.

In *Age of Darkness*, all road complements are buildings. This doesn’t exclude the possibility that in subsequent Rivals expansions will include units as well. Cards referring to buildings in general may also refer to road complements. However, roads are not part of a settlement/city. So, road complements can’t be affected by a card that refers, for example, to a “building in a settlement/city.”



New Center Cards: Metropolises

Although the *Metropolises* are part of the draw stacks, in a formal sense they are center cards; that is, they may neither be removed nor attacked by the opponent. A *Metropolis* is a city upgrade, just as a city is a settlement upgrade. *Age of Darkness* only includes one *Metropolis*: the *Commercial Metropolis* in *The Era of Merchant Princes* set.



Apart from the above-mentioned characteristic, the *Commercial Metropolis* in many respects behaves similar to road complements: the city underneath the *Metropolis* retains all its properties. This means that you may continue to place city expansions on its building sites, and you may play all cards that require a “city” even if you upgraded your only city to a *Metropolis*. The *Commercial Metropolis* itself is worth 2 victory points. Since the city underneath is also worth 2 victory points, the *Commercial Metropolis* depicts a total of 4 victory points—2 for the *Metropolis* and 2 for the city.



Marker Cards

The function of marker cards is to indicate a player's status in a certain area. Marker cards aren't expansion cards; they should rather be regarded as "abstract" cards that 'geographically' are not part of the principality. Only effects and consequences directly related to them have an impact on them; other effects can't act upon, destroy, or otherwise affect them. For the sake of clarity, marker cards are placed either above or below a region (like region expansions); however, you may move them to another region at any time. In *Age of Darkness*, the only marker cards are the *Triumph Cards* in *The Era of Barbarians*. There will be more marker cards in future expansions.



NEW GAME CONCEPTS

Foreign Cards

"Foreign cards" are cards that are not placed in one's own principality but in the opponent's principality. The player who builds the foreign card always remains its "owner." Therefore, only this player may remove, use, etc. this card. Foreign cards may have positive consequences for their owner or negative consequences for the player whose principality they were placed in. Some foreign cards are removed automatically if certain requirements are met. Other foreign cards stay in place until the end of the game, unless the owner of a foreign card removes it themselves or their opponent successfully plays an *Arsonist* against that card if it is a building in a settlement/city.

Trading Station: Is removed only if its owner removes it or the opponent successfully plays an *Arsonist* against it.

Barbarian Stronghold: In addition, it is removed automatically if the requirement for "Removal" is met.



THE THEME SETS

Essentially, all rules established in *The Rivals for Catan* continue to apply. Additional rules and special rules are explained below.

1. The Era of Intrigue

Religious Dispute on Catan! When this event occurs, each player loses their hand of cards. *Churches* and *Temples* minimize losses. A *Temple* and the cards that require a *Temple* strengthen your access to your own draw stacks. A *Church* gives you the opportunity to lure away opposing heroes and earn additional gold. And if you built a *Church* as well as a *Temple*, you may build the *Great Thingstead* and end the *Religious Dispute*.

2. The Era of Merchant Princes

This set focuses on the *Commercial Harbor* and the *Merchant's Residences*. These buildings play a decisive role in the struggle for the trade advantage and improve the trading options. In combination with *Maritime Trade Monopolies* and the master merchants *Hergild* and *Gero*, trade ships gain more importance. The *Ship Builder*, reducing the building costs of ships, comes in quite handy here. The two draw stacks of this Theme Set each contain 12 cards. The face-up expansion card stack consists of the two *Commercial Harbor* cards. All rules and victory conditions of *Rivals for Catan* Theme Games apply.

3. The Era of Barbarians

Barbarians land on Catan! Now it's important for both players to muster as many units as possible against the barbarians and fend off their attacks. *Castles* and *Border Fortresses* are built. *Arnd the Strategist* and the *Caravel* back up the units, and heroes with new, exciting properties reinforce the ranks. If you lose, you are ransacked by the barbarians. If you win, you obtain resources or victory points.

The two draw stacks of this Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Castle* cards and 2 *Triumph Cards*.

The following rules changes and additions apply to *The Era of Barbarians*:

1. You need **13 victory points** to win *The Era of Barbarians*.
2. **Assembling the event card stack:** To assemble the event card stack for the first time, momentarily set aside the 3 *Barbarian Attack* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Retreat of the Barbarians* event card and place 3 cards face down. Place the *Yule* card on top. Shuffle the other 6 event cards together with

the 3 *Barbarian Attack* cards and place them face down on the remaining stack—that is, on top of the *Yule* card. If a *Barbarian Attack* is drawn during the game, place the card under the 4 topmost cards of the event card stack instead of returning it to the bottom of the event card stack as usual. In this context, please also note the instructions on the card. If the *Yule* card is drawn during the game, the event card stack is reassembled as described above.

- Marker card (*Triumph Card*):** There are no building costs for the *Triumph Card*. When you build your first city, you also take the counter card and place it adjacent to any region of your choice, either above or below. You may place the marker card adjacent to a different region at any time. (The latter only makes sense if you need the region's building site.)

THE DUEL OF THE PRINCES

The Duel of the Princes is played according to the existing *Rivals* rules—only the event card stack is assembled differently. Each player chooses 1 Theme Set from the available Theme Sets (the starting player chooses first). The third Theme Set is chosen by lot: take 1 event card from each of the Theme Sets that have not yet been chosen, shuffle them face down, and draw one card at random. This card determines the third set to be included in the Duel. Alternatively, you may want to leave things entirely to chance: take one card from each available Theme Set, shuffle them, and draw 3 cards at random; to play, use the 3 sets these cards belong to. Either way, put the Theme Sets you don't use back into the box until you start a new game.

Assembling the Event Card Stack

To assemble the event card stack, choose only cards that belong to the Theme Sets you are actually using in the game. The event card stack always contains the cards of the Basic Set that are not marked with a half moon: *Yule*, *Invention*, *Year of Plenty*, and *Traveling Merchant*. From the 3 chosen sets, you now add the cards that do not depict a half moon symbol:

The Era of Gold	none	The Era of Intrigue	1x <i>Good Neighbors</i> ,
The Era of Turmoil	1x <i>Riots</i>		1x <i>Religious Dispute</i>
The Era of Barbarians	1x <i>Barbarian Attack</i>	The Era of Merchant Princes	1x <i>Capricious Sea</i> ,
			1x <i>Fortunate Trade Voyage</i>
		The Era of Prosperity	1x <i>Insurrection</i> , 1x <i>Taxation</i>

Depending on which sets you chose, you now have an event card set containing 6-10 cards. Shuffle the remaining event cards from the Basic Set and the chosen sets. Add cards to the event card set until it contains a total of 12. Put the remaining cards back into the box. **Important:** Do not look at the randomly added event cards (or the discarded event cards). Afterwards, assemble the event card stack according to the normal rules. If you are including *The Era of Barbarians*, at the beginning of the game shuffle the *Barbarian Attack* event cards into the stack like you would normally do.

Goal of the Game

Even if *The Era of Barbarians* is included, *The Duel of the Princes* always ends when a player reaches 13 victory points.

CARD INDEX



The Era of Intrigue

(28 Cards)

ACTION CARDS

(7 CARDS)

Bishop (2): If you neither have a Church nor a Bishop's See, you can't play the Bishop. Your opponent determines which gold fields to take the gold from (he may also take it from the Gold Cache). If your opponent doesn't have gold, you can't play the Bishop either.



Michael the Master Builder (1)

You only may use Michael to build exactly 1 building.



Missionary (1): If you neither have a Church nor a Bishop's See, you can't play the Missionary. If your opponent doesn't have a hero, you can't play the Missionary either. If there is no room in your principality to place the hero chosen, you must place the hero on the discard pile. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.] If there is room in your principality to place the hero chosen, you nevertheless may place the hero on the discard pile (or, respectively, on your discard pile).



Odin's Priest (1): If you don't have Odin's Temple, you can't play Odin's Priest. If your opponent has no cards in their hand, you can't play Odin's Priest either. Your opponent doesn't draw replacement for the lost cards until the end of their next turn—unless they use the function of a card that allows them to draw immediately (e. g., the Pilgrimage Site). If your opponent has neither action cards nor units in their hand, you nevertheless must place your Odin's Priest on the discard pile. Your opponent doesn't have to show you which cards they place under which stacks or in which order they discard the cards. [The parenthesis "(under their own matching stacks)" refers to the Tournament Game.]



Priestess of the Norns (2):

If you neither have Odin's Fountain nor Odin's Temple, you can't play the Priestess of the Norns. In the Tournament Game, you must take the cards from one of your own draw stacks. You may use the received cards during the same turn.



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ROAD COMPLIMENTS

(1 CARD)

Red Light Tavern (1): The *Red Light Tavern* is a foreign card you build in your opponent's principality. You can't build the *Tavern* if your opponent doesn't have a free road (without road complement). If your opponent has 3 heroines (*Inga*, *Siglind*, and *Judith*; in the Duel/Tournament currently also *Irmgard* and *Marie* if applicable), you must immediately remove the Tavern and place it on the discard pile (Tournament Game: on your discard pile). If your opponent already has 3 heroines, you can't build the *Tavern*.



REGION EXPANSIONS

(2 CARDS)

BUILDINGS

Abbey Brewery (1): The *Abbey Brewery* is placed either above or below a fields region. If you don't have a city or a free fields region, you can't play the *Abbey Brewery*. If it is possible in terms of resources and if it seems reasonable to you, you also may rotate the *Abbey Brewery* repeatedly during your turn—also immediately after you have placed it.



UNITS

Reiner the Miller (1): *Reiner* is placed either above or below a fields region. If you don't have a free fields region, you can't play *Reiner*. You may use *Reiner* repeatedly to trade grain, but you may use him only 1x per turn to trade grain at a 1:1 rate, provided that you have a *Grain Mill* adjacent to the fields region where *Reiner* is placed.



SETTLEMENT/CITY EXPANSIONS (5 CARDS)

EXTRAORDINARY SITES

Great Thingstead (1): If you don't have both the *Church* and *Odin's Temple*, you can't play the *Great Thingstead*. The *Great Thingstead* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Great Thingstead*. The *Great Thingstead* only prevents action-attack cards from being played. Cards that trigger hostile actions (such as the *Pirate Ship*, *Gottfried*, *the Intriguer*, etc.) may still be played or used.



Odin's Fountain (1): You may have only 1 *Odin's Fountain* in your principality. *Odin's Fountain* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect *Odin's Fountain*. If you exchange cards, you may first exchange 1 card and then decide whether or not to exchange 1 more card and how you would want to exchange it.



Pilgrimage Site (1): You may have only 1 *Pilgrimage Site* in your principality.

The *Pilgrimage Site* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Pilgrimage Site*. If for some reason you are forced to discard cards from your hand, replenish your hand immediately afterwards until you reach the allowed hand limit. You are not allowed to voluntarily draw fewer cards. If your opponent also has to discard cards from



their hand, hold off on replenishing your hand until your opponent has discarded their cards. [The parenthesis “(from any of your own draw stacks)” refers to the Tournament Game.] The *Pilgrimage Site* is activated only by events and by the opponent’s action cards and effects. If you lose or discard cards from your hand by means of your own action cards or activities, the *Pilgrimage Site* is not activated.

UNITS

Godfrey the Intriguer (1):

Godfrey is a hero who, in addition to his strength point, has a special effect. During each of your turns, you may pay 1 gold and view the cards in your opponent’s hand. Once you decide to take one of the cards, you must discard *Godfrey*.



Master of the Brotherhood (1):

If you have an *Abbey*, you can’t play the *Master of the Brotherhood*. If you have the *Master*, you can’t build an *Abbey*. You may build only 1 *Master of the Brotherhood* in your principality. The *Master* is a unit who, in addition to his progress point and skill point, has a special effect. No matter how much gold your opponent pays to play an action card, you still receive only 1 gold, provided that you are able to store it. You receive the gold independently from the result of the action. When the event “*Invention*” occurs, you don’t receive a resource for the *Master*, because the *Master* is not a building.

CITY EXPANSIONS

(4 CARDS)

BUILDINGS

***Bishop’s See* (2):** If you neither have a *Church* nor a *Chapel*, you can’t build the *Bishop’s See*. If your opponent has fewer than 3 units, you choose correspondingly fewer units. [The parenthesis “(on their own discard pile)” refers to the Tournament Game.] If your opponent didn’t place any units in their principality, you may nevertheless build the *Bishop’s See*.



***Church* (2):** You may build only 1 *Church* in your principality.

The *Church* is a building required for other expansions and for action cards. If you



remove the *Church* from your principality, all buildings in your principality that require the *Church* remain. If you don’t have storage space for the gold, you may nevertheless build the *Church*.

***Odin’s Temple* (2):** You may

build only 1 *Odin’s Temple* in your principality. You may use the received card during the same turn. [The parenthesis

“(from any of your own draw stacks)” refers to the Tournament Game.] *Odin’s Temple* is a building required for other expansions and for action cards. If you remove *Odin’s Temple* from your principality, all buildings in your principality that require *Odin’s Temple* remain.



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Sacrificial Site (1): If you neither have the *Temple* nor *Odin's Fountain*, you can't build the *Sacrificial Site*. Wool on pasture regions adjacent to a *Sacrificial Site* is not stolen when a *Brigand Attack* occurs, not even if you have more than 7 resources in your unprotected regions.

UNITS

Bran, Defender of the Temple (1):

Bran is a hero who, in addition to their strength points and victory points, has a special effect. If you don't have *Odin's Temple*, you can't play *Bran*.

Bran is placed on top of the *Temple*. The *Temple* is protected from all effects mentioned on the card; *Bran* himself is not protected and can be affected by all effects that refer to heroes/units. You may use the cards received via *Bran* during the same turn. Together with the *Temple*, *Bran* is worth

2 victory points. All functions of the *Temple* remain in effect.



Judith, Guardian of the Church (1):

Judith is a heroine who, in addition to her skill points and victory points, has a special effect. If you don't have a *Church*, you can't play *Judith*. *Judith* is placed on top of the *Church*. The *Church* is protected from all effects mentioned on the card; *Judith* herself is not protected and can be affected by all effects that refer to heroes/units. Together with the *Church* underneath, *Judith* is worth 2 victory points. All functions of the *Church* remain in effect.



EVENT CARDS

(4 CARDS)

Good Neighbors (2): If there is already a face-up card on top of a draw stack, it stays there, and no further card is revealed. It isn't until all cards are revealed that the owner of *Odin's Fountain* or the Pilgrimage Site decides whether or not to draw a card into their hand and which card it would be, or respectively, which resource to take. [The parenthesis "(from 1 of their own draw stacks)" refers to the Tournament Game.] Tournament: If both players have *Odin's Fountain* or a *Pilgrimage Site*, the player who takes their turn is the first one to decide whether or not to draw a card into their hand and which card it would be, or respectively, which resource to take.



Religious Dispute (2):

If you have both the *Church* and *Odin's Temple*, you may keep up to 4 cards in your hand. [The parenthesis "(under their own matching expansion card stacks)" refers to the Tournament Game.] Wool or gold that you can't accommodate is lost





The Era of Master Merchants

(30 Cards)

ACTION CARDS

(8 CARDS)

Gero the Master Merchant (1):

If you don't have at least 2 *trade ships*, you can't play *Gero*.



Guild Master (1): If you don't have a *Craft Guild*, you can't play the *Guild Master*.

Hergild the Master Merchant (1):

If you neither have a *Commercial Harbor* nor 2 *trade ships*, you can't play *Hergild*. If you have a *Commercial Harbor* but don't have at least 1 common *trade ship*, you can't play *Hergild* either.



Maritime Trade Monopoly (2):

If you don't have at least 1 *trade ship* more than your opponent, you can't play the *Maritime Trade Monopoly*. If you play the *Maritime Trade Monopoly*, you determine 1 (or, respectively, 2) resource(s) your opponent must give you. The opponent determines which region(s) they want to take this resource / these resources from. If your opponent doesn't have any resources, you can't play the *Maritime Trade Monopoly*.



Mendicants (1): If your opponent does not have the trade advantage, you can't play the *Mendicants*. If you play the *Mendicants*, you determine 1 or, respectively, 2 resources that your opponent must give you. Your opponent determines the region(s) they want to take these resource(s) from. If your opponent doesn't have any resources, you can't play the *Mendicants*.



Tactical Retreat (1): If you didn't build buildings in your opponent's principality, you can't play the *Tactical Retreat*. If you play the *Tactical Retreat*, you determine 1 resource your opponent must give you. Your opponent determines which region they want to take this resource from. If your opponent doesn't have any resources, you can't play the *Tactical Retreat*.



Trade Monopoly (1): If you don't have a *Commercial Harbor*, you can't play the *Trade Monopoly*. If you play the *Trade Monopoly*, you determine 1-3 resources of one type that your opponent must give you. Your opponent determines which region(s) they want to take this resource / these resources from. If your opponent doesn't have any resources, you can't play the *Trade Monopoly*. You may also give back one of the received resources.



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METROPOLISES (CENTER CARDS) (1 CARD)

Commercial Metropolis (1):

If you don't have a city, you can't build the *Commercial Metropolis*. If you neither have a level 3 *Residence* nor 6 commerce points, you can't build the *Commercial Metropolis* either. Including the upgraded city, the *Commercial Metropolis* is worth a total of 4 victory points. All effects and consequences that refer to cities also refer to the *Commercial Metropolis*. Like settlements, roads, and cities, the *Commercial Metropolis* can't be removed or affected by effects other than those directly referring to cities.



ROAD COMPLEMENTS (3 CARDS)

Brigand Camp (1):

The *Brigand Camp* is a foreign card you build in your opponent's principality. If your opponent doesn't have a free road (without road complement), you can't build the *Brigand Camp*. Each time your opponent receives 1 resource via their *Marketplace* and stores it, you receive 1 gold. If your opponent is supposed to receive 1 resource but can't store it, you don't receive gold either. If you don't have storage space for the gold, it is lost. The opponent's commerce points cannot fall below 0.



***Trading Post* (2):** If you don't have a free road (without road complement), you can't build the *Trading Post*. If, for example, the *Trading Post* is located between a pasture region and a fields region, you may use



the *Trading Post* 1x per your turn to convert 1 grain from this fields region into 1 wool in this pasture region (or vice versa). You may place both *Trading Posts* in your principality—on different roads. Each *Trading Post* may be used exactly 1x per turn.

REGION EXPANSIONS (2 CARDS)

Cloth Merchant's Residence (1):

The *Cloth Merchant's Residence* is placed either above or below a pasture region. If you don't have a city or, respectively, a free pasture region, you can't build the *Cloth Merchant's Residence*.



You may also rotate the *Residence* on the same turn you built it—provided that you have at least 2 wool in the adjacent pasture. If you restock your pasture with wool by means of trade actions or action cards, you also may rotate the *Residence* repeatedly during your turn.

Paper Merchant's Residence (1):

The *Paper Merchant's Residence* is placed either above or below a forest region. If you don't have a city or, respectively, a free forest region, you can't build the *Paper Merchant's Residence*. You may also rotate the *Residence* on the same turn you built it—provided that you have at least 2 lumber in the adjacent forest. If you restock your forest with lumber by means of trade actions or action cards, you also may rotate the *Residence* repeatedly during your turn.



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SETTLEMENT/CITY EXPANSIONS (7 CARDS)

BUILDINGS

Wainwright (1): You may move resources only between regions of the same type. Moving resources between a gold field and a *Gold Cache* is thus not allowed. You may immediately use a newly built *Wainwright*. During your turn, you may only use one of the two alternative functions.



UNITS

Olaf the Merchant Ship Captain (1):

Olaf is a hero who, in addition to their trade point and their skill point, has a special effect. If you use *Olaf*'s effect, you determine 1 or 2 resources your opponent must give you. The opponent determines which region(s) they want to take this resource / these resources from. Afterwards, you must give them any 1 resource of your choice in return. This resource may also be one you just received from them. If your opponent doesn't have any resources, you can't use *Olaf*'s special effect. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.]



Pirate Ship (1): See the *Rivals for Catan* rules for *The Era of Gold*.



Ship Builder (1): You may build only 1 *Ship Builder* in your principality. The *Ship Builder* is a unit who, in addition to his skill point, has a special effect.

You may use this effect for each ship you build, also several times per turn. In addition, for 1 gold you may retrieve 1 *trade ship* from the discard pile. Add retrieved *trade ships* to your hand. You may retrieve various *trade ships* from the discard pile per turn; however, for each ship you must pay 1 gold. [The parenthesis "(from your own discard pile)" refers to the Tournament Game.]

CITY EXPANSIONS

(8 CARDS)

Commercial Harbor (2):

You may build only 1 *Commercial Harbor* in your principality. Even if you have various *Residences*, during your turn you may downgrade only 1 of them by 1 level. You also may downgrade a *Residence* you just rotated to the next higher level—provided that it is the first time you downgrade during your turn. The *Commercial Harbor* is a building required for other expansions and action cards. If you remove the *Commercial Harbor* from your principality, all buildings requiring the *Commercial Harbor* remain.



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Craft Guild (2): You may build only 1 *Craft Guild* in your principality. You must rotate all your *Residences* to the next higher level. If you don't have a *Residence*, or you only have level 3 *Residences*, take 2 resources of your choice. In this case, you also must first pay in full for the *Craft Guild*; only then do you receive the 2 resources.



Lighthouse (2): If you neither have a *Commercial Harbor* nor 2 trade ships, you can't build the *Lighthouse*. The *Lighthouse* also affects the *Large Trade Ship*. If you play the *Lighthouse*, 1x during your turn you may trade a resource of the region adjacent to the left or right side of the *Large Trade Ship* at a 1:1 rate.



Master Merchants' Alliance (1):

The *Master Merchants' Alliance* allows you to profit from your opponent's trades. If you receive a resource you can't store, that resource is lost.



Trading Station (1):

The *Trading Station* is a foreign card you build in your opponent's principality. If you don't have a *Commercial*



Harbor, you can't build the *Trading Station*. If your opponent doesn't have a free building site in a city, you can't build the *Trading Station* either.

EVENT CARDS

(4 CARDS)

Capricious Sea (1)

The number rolled with the production die applies, that is, the die is not rolled again. Resources you can't store are lost. [The parenthesis "(under a matching stack of their own)" refers to the Tournament Game.]



Fortunate Trade Voyage (2):

Resources you can't store are lost. You receive up to 2 resources for exactly 1 trade ship only, even if you have the *Large Trade Ship* and other *trade ships*. The reference to the *Large Trade Ship* only explains which resources you receive if you determine the *Large Trade Ship* to be the affected trade ship.



Hour of the Master Merchants (1):

If you have various *Residences*, rotate each of them to the next higher level. For each *Residence* that already reached the highest level, you receive 1 resource in the region adjacent to it.





The Era of Barbarians

(32 Cards)

ACTION CARDS (9 CARDS)

Alliance Against the Barbarians (2):

If you don't have at least 1 unit and your *Triumph Card* doesn't indicate at least 1 victory point, you can't play the *Alliance*. If neither you nor your opponent can accommodate resources, you can't play the *Alliance* either.



(9 CARDS)

Castellan (2):

If you don't have a *Castle*, you can't play the *Castellan*. If you can't accommodate any resources in the adjacent regions, you can't play the *Castellan* either.



Contest of the Heroes (2):

If you or your opponent don't have room for at least 1 resource, you can't play *Contest of the Heroes*. If you don't have a hero, you can't play the *Contest of the Heroes* either. If your opponent doesn't have a hero, you may play the *Contest of the Heroes*, in which case only the die roll result counts for the opponent.



Relocation (1):

See the *Rivals for Catan* rules for *Basic Cards*.



Siegfried, Vanquisher of the Barbarians (1):

If you don't have a *Castle* and (at the same time) at least 2 heroes, you can't play *Siegfried*.



ROAD COMPLEMENTS (1 CARD)

Barbarian Stronghold (1):

The Barbarian Stronghold is a foreign card you build in your opponent's principality. If your opponent has neither a free road (without road complement) nor a city adjacent to such a road, you can't build the Barbarian Stronghold. If your opponent's *Triumph Card* indicates 3 victory points, you must immediately remove the Barbarian Stronghold and place it on the discard pile (Tournament: on your discard pile). If your opponent's *Triumph Card* already indicates 3 victory points, you can't build the Barbarian Stronghold.



REGION EXPANSIONS (2 CARD)

Border Fortress (2):

You may build only 1 *Border Fortress* in your principality. The *Border Fortress* is placed either above or below a hills region. If you don't have a free hills region containing at least 1 brick, you can't build the *Border Fortress*. You may rotate the *Border Fortress* on the same turn you built it if you have the required resources. If you want to and your resources allow it, you may also rotate the *Border Fortress* repeatedly.



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SETTLEMENT/CITY EXPANSIONS (7 CARDS)

BUILDINGS

White Raven Tavern (1):

Happy gambling! If you win resources, you also may take gold if you consider it useful.



UNITS

Arnd the Strategist (1):

Arnd is a hero who, in addition to his strength point and his skill point, has a special effect. Each additional hero in the same settlement/city *Arnd* is placed counts as 2 units—but only for calculating one's own strength when a *Barbarian Attack* occurs.



Baroc the Barbarian (1):

Baroc is a hero who, in addition to his strength point, has a special effect. Ore you can't accommodate is lost.



Caravel (1): If you don't have a city, you can't build the *Caravel*. If you have a city, you may build the *Caravel* also in a settlement. Each additional ship in the same settlement/city the *Caravel* is placed 2 units—but only for calculating strength when a *Barbarian Attack*



Marie the Shieldmaiden (1):

If your opponent has only 1 hero, you take them over. Tournament Game and Duel: your opponent may not choose heroes that can't be placed on *Marie's* building site.



(e.g., *Judith, Bran, Reiner*). If your opponent doesn't have heroes that could be placed on *Marie's* building site, you can't use *Marie's* function. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.]

Siward the Scout (1)

Seward is a hero who, in addition to his strength point, has a special effect. If you view the topmost cards of a stack, you may not change the order of those cards. During your turn, you may use only 1 of the 3 possibilities, and that exactly 1x. You may use *Seward* only during your action phase, meaning that you may not use him when replenishing your hand of cards or when exchanging cards. [The parenthesis “(of any of your own draw stacks)” refers to the Tournament Game.]



Wolfgang the Street Performer (1):

Wolfgang is a hero who, in addition to his skill point, has a special effect. When the event *Celebration* occurs, you may decide whether to take 1 or 2 resources. If you don't take a resource, your opponent may not take over *Wolfgang*. If you take 1 or 2 resources, your opponent may pay 2 gold and place *Wolfgang* in their principality. A previously placed *Drill Ground* has an effect when *Wolfgang* is built but not when he is taken over after a *Celebration*. *Irmgard* does not have any effect when *Wolfgang* is taken over; the reason for this is that *Wolfgang* doesn't leave the principality due to the event *Celebration* but because *Wolfgang*'s owner decided to make use of *Wolfgang*'s effect.



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CITY EXPANSIONS

(8 CARDS)

Arsenal (2): No matter what regions are adjacent to an *Arsenal*, their resources are not stolen when a *Brigand Attack* occurs. Not even if you have more than 7 resources in your unprotected regions.



Bailiwick (2): You may build only 1 *Bailiwick* in your principality. You may use the card immediately—provided that you can use it according to the rules. If, after drawing a card via the *Bailiwick*, the cards in your hand exceed the allowed limit, you don't have to discard the excess cards until the end of your turn—that is, if your hand still contains too many cards at that point. [The parenthesis “(from your own draw stack)” refers to the Tournament Game.]



Castle (2): You may build only 1 *Castle* in your principality. Only for the purpose of calculating one's own strength, the strength points of the *Border Fortress* count as units when a *Barbarian Attack* occurs. The *Castle* is a building required for some action cards and has an effect on other expansion cards.



Secret Brotherhood (2): You may build only 1 *Secret Brotherhood* in your principality. You may use the second function of the *Secret Brotherhood* only 1x during your turn, to discard cards. The selling of an action card doesn't mean it is being “played.” Therefore, you also can sell action cards or units you wouldn't be able to play because you don't meet the requirements.



MARKER CARDS

(2 CARDS)

Triumph Card (2): The *Triumph Card* automatically comes into play when you build your first city. (Tournament Game and Duel: here you must have the *Triumph Card* in your hand and actively place it as soon as you have built a city.) Place the *Triumph Card* adjacent to any region of your choice, either above or below. If later you need the building site of this region, you may place the *Triumph Card* adjacent to any other region of your choice at any time.



EVENT CARDS

(4 CARDS)

Barbarian Attack (3): As long as you only have settlements, the barbarians are unable to harm you, but you can't earn anything either. Each player counts only their own victory points from cities, city expansions, and *Metropolises*. Only the direct victory points on these cards count. Indirect victory points—for example, a trade advantage you received by means of commerce points on city expansions—do not count. Please observe the special rule for assembling the event card stack at the beginning of the Theme Game.



Retreat of the Barbarians (1):

In the Theme Game and in the Duel, the player whose turn it is is the first one to decide which stack they want to choose. The opponent must choose a different stack. [The parenthesis “(from 1 of their own draw stacks)” refers to the Tournament Game.]



THE TOURNAMENT GAME

The Tournament Game is the most challenging variant of *Rivals for Catan*. To be able to play the Tournament Game, each player needs one copy of *Rivals for Catan* and (if possible) all game expansions. In the Tournament Game, each player assembles their own “deck” from their cards. During the game, each player only has access to their own card stacks. Therefore, each player determines which cards they want to build or play during the game.

A PDF of the Tournament Game rules can be found at catan.com.

Please note: Most of the differences between the card texts of the *Theme Game* and, respectively, *The Duel of the Princes* stem from the fact that in the Theme Game and in the Duel shared draw stacks and a shared discard pile are used. In the Tournament Game, each player has their own draw stacks and discard pile. To determine which discard pile or draw stack a player must access in the Tournament Game, a respective reference in parenthesis is included. The reference on the *Bailiwick*, for example, looks like this: “You may draw the top card from a draw stack (from your own draw stack).” The text in parentheses have no bearing on the *Theme Game* and the *Duel of the Princes*. They only apply to Tournament Game play.

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Want more character in your game? With the Rivals card editor, it is easy to create cards with your own text and images. You can even add yourself to the world of *Rivals for Catan*.



<http://rivalseditor.catan.com/>

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Tips that Help You Triumph in “Age of Enlightenment”

Compiled and written by P. G. Bartschat and Dr. Reiner Düren

These tips build on the “Tips for Your First Encounters with ‘The Rivals for Catan’” and the “Tips for Your Survival in ‘Age of Darkness.’” Most of the general tips for the Theme Games and “The Duel of the Princes” presented there also apply when playing with the new sets. Therefore, here we will only address the specifics of these new sets. The tips for “The Rivals for Catan” can be found here:
<http://www.catan.com/game/rivals-catan#tips-and-variants>

The Era of Explorers

In this set, many victory points are obtained via the sea cards. Games with “The Era of Explorers” are usually a race to make use of the sea cards' advantages and obtain the victory points these cards offer.

- At the beginning of the game, the most important thing is to get some sail points, so that you can start revealing sea cards early on. Initially, the most useful card is the *Shipyard*: besides 1 sail point and 1 cannon point, it also offers a trade function that can be used during the entire game. The card can be found in the faceup expansion card stack; it has no prerequisites and can be built directly at the beginning of the game.
- When choosing your starting cards, remember that you need lumber, brick, and wool to build the *Shipyard*. A card that costs only ore and grain – such as *Austin* or *Harald* – can be a useful addition to the *Shipyard*, to provide you with resources when the event “Celebration” is rolled.
- At the beginning of the game, further sail points can be obtained via the *Sailmakers' Shop*. There are 3 of these cards in total, and you should build at least of 1 them. If you have the *Shipyard* and the *Sailmakers' Shop*, you can already reach 4 sea cards.
- To avoid sailing blindly into the unknown, it is advisable to use the *Cartographer*. After you have revealed the first two sea cards, you should use him to view the two most distant sea cards; afterwards, you decide which of these sea cards you want to move closer to your *Explorer Harbor* so that you can reach them quickly. That way, you exchange an attractive but distant card for an unattractive one – e.g., an already revealed *Shipwreck* – that is closer to you.
- *Lars the Naval Hero* can be very useful for your first fight against a pirate. If you receive this card when replenishing your hand, you should hold on to it, even for several rounds: at some point, you'll definitely encounter a pirate who without *Lars*'s help would be too strong for you.
- In this Theme Game, you should expand your principality only after all building sites in your two starting settlements are occupied. Expanding your principality by one settlement is usually sufficient, because you obtain victory points faster by means of sea cards than by means of expanding your principality.
- Be sure to build your first city adjacent to the *Explorer Harbor*: it is the only place where you later can build the *Explorer Metropolis*, which will earn you 2 victory points in one sweep.
- If you carry out a mission to the *Island of the Forgotten Tribe*, in half of the cases the result will be that you have to roll the event die. Before you go on this mission, check which player would obtain more benefits when an event is rolled: usually, the player who benefits from an event has the trade advantage, the most skill points, and possibly also a *Toll Bridge*. If your opponent would benefit from more events than you, you'd rather sail to some other place.
- Remember that only one of the two players can reach level 3 of each island or pirate – that is, the level featuring the victory point. Therefore, you should monitor your opponent's progress regarding these cards.

The Era of Sages

This set's tactical emphasis is on the possibility to affect the event die roll result and remove event cards or delay their arrival. To be able to use this possibility wisely, you should have gained some previous experience with other Theme Sets in which the players are usually at the mercy of the events, their only option being to prepare for the consequences of the events.

- If you have built all your starting cards – which may well be the “usual suspects” you have become familiar with in the other Theme Games – you should immediately draw cards from the *sages* stacks or search these stacks for *sages* and/or *groves*. Particularly the *Grove of Freedom* can help you obtain the other *sages* and *groves* faster.

- When you expand your principality, you should – if possible – use a *Scout* to choose regions with identical production numbers and then place *sages* adjacent to those regions. That way, it is easier to get more owls via the *Brigitta* action card.
- As long as you haven't built a *Granary*, you should always retain 1 grain if possible - otherwise, you'll lose 2 resources if the *Famine* event card is played.
- If your opponent benefits from the events "Celebration" and "Trade," you should be on the lookout for the *Grove of Vigilance*. With this card, you can stop those events from occurring. If, however, you are the one who benefits from the aforementioned events, then the *Grove of Justice* is your most useful means to ensure that they actually happen.
- Only the *Academy of Sages* allows you to convert resources directly into owls. To become less dependent on the production die, you should build at least one of these cards.
- This set contains only one action attack card: *Wise Protection*. In most cases, playing this card in the Theme Game won't be of any use. Therefore, you'd better use the card to save 2 owls when rotating the *Manifesto of Humane Conduct* to the next higher level.

The Era of Prosperity

The "contentment points" featured in this set not only can protect you from harmful events - they also provide you with more possibilities for actions that require some "lateral thinking." Before your first game, screen all cards of the Theme Set for the benefits you derive from them by paying contentment points.

- Since this set offers the possibility to improve the production of fields and pastures, at the beginning of the game you should place these two regions on one side of your principality.
- Particularly at the beginning of the game, the *Insurrection* event card can set you back considerably by making you lose one of your starting buildings. Therefore, it is advisable to start with units instead of buildings.
- As early as possible, search the theme stacks for a *Village School* or the *Feeding the Poor* action card; however, instead of sacrificing grain or lumber for this purpose, you should rather pay gold or ore. This allows you to quickly obtain contentment points, given that the *Public Feeling* card you collect the contentment points on is placed at the very beginning of the game.
- The *Traveling Theater* can also help you obtain stars. However, if you have the *Traveling Theater*, you should do without the *Mercenaries* and the *Small Market Town*, so as not to restrict the freedom of movement of the artists.
- At the end of your turn, you should always hold 1 of your contentment points in reserve, to be able to protect yourself from the *Insurrection* event card.
- If you have a *Thieves' Hideout* roaming around in your opponent's principality, you can occasionally take a resource from your opponent, which you then can use for a building project.
- After you have built your first city, you should build the *Prince* or the *Princess* to collect more stars by means of *Artworks*. Afterwards, you may want to build a *Builders' Hut*.
- The *Builders' Hut* not only earns you more contentment points during the game, it also helps you to build the rather expensive *Aqueduct* for only 5 resources instead of 6. The *Aqueduct* increases the production of adjacent fields regions and pasture regions; therefore, in one of your cities you should save a suitable building site for the *Aqueduct*.
- Never forget to actually use your stars! If you end your turn with 3 stars on your *Public Feeling*, you can neither receive a star via your *Village School* when the event "Trade" occurs nor receive a star via your *Builders' Hut* when the event "Celebration" occurs. Although you can't use the stars directly for building, you can pay 2 stars for a resource you need for a building project.

Your First "The Duel of the Princes" Game in "Age of Enlightenment"

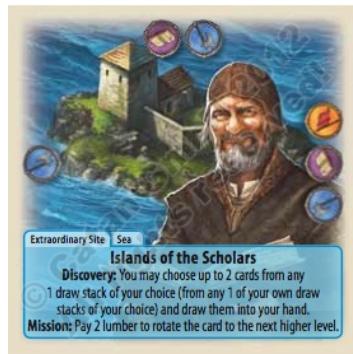
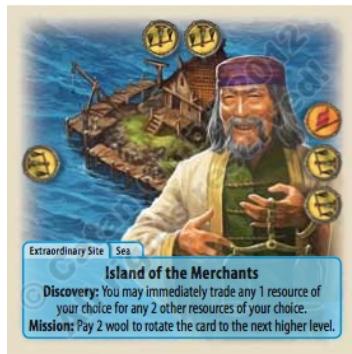
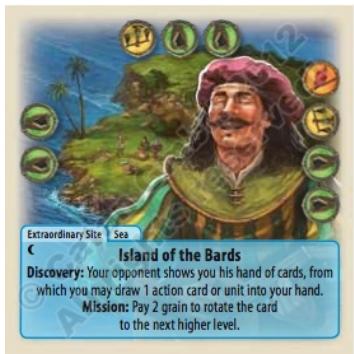
The possibility to use 3 out of 9 sets makes "The Duel of the Princes" more varied and dynamic than when using only the 3 sets of the base game and the 3 sets of "Age of Darkness." Although the rules provide an element of randomness regarding the selection of the sets, you and your opponent are certainly free to determine all three sets by mutual agreement: if there is a set that none of you likes, nobody will force you to use it, unless you are participating in an official tournament or playing online, where the rules are preprogrammed.

- For your first “Duel” games, before the game starts you should definitely review the cards used - otherwise, since only part of the cards from each set is used in the “Duel,” your experience with the Theme Game might induce you to wait for a certain card to appear that actually isn’t part of the mix. An overview of all “Duel” cards can be found here: <http://www.catan.com/game/rivals-catan-age-enlightenment#downloads>
- If you play with three thematically very different sets, it is often beneficial to focus on only one of them, so that you can fully use its possibilities. However, the strong sea cards in a “Duel” that includes “The Era of Explorers” are an exception. The sea cards can be very dominant in the “Duel,” because victory points can usually be generated faster by means of sea cards than by means of expansions of principality and cities. Even if you want to focus mostly on another set, you should secure at least 2 sail points in order to be able to use 4 of the 6 sea cards included in the “Duel.”
- In the “Duel,” the cards that most strongly counteract the cards from “The Era of Explorers” are the cards from “The Era of Barbarians.” If you mainly use sea cards, while your opponent focuses on the barbarians, it may be worthwhile for you to “stash” the only *Triumph Card* used in the “Duel” in your hand: that way, you can withhold the card from your opponent. Conversely, if you are the player focusing on the barbarians, you should secure this card for yourself early on.
- In the “Duel,” the *Insurrection* event card can be a permanent threat for the player who is unable to collect contentment points for defense - particularly if the event card stack contains both *Insurrections*, due to the random selection of event cards. In a “Duel” that includes “The Era of Prosperity,” each player starts with one *Public Feeling* card, but unlike the Theme Games the “Duel” offers fewer possibilities to obtain stars. If “The Era of Turmoil” set is also included in the “Duel,” the *Riots* also threaten the units featuring trade points or strength points. If your opponent has stars on the *Public Feeling*, you can best protect your units if the “Duel” includes “The Era of Sages” and you can manipulate the event card stack via the functions of this set. If the “Duel” does not include “The Era of Sages,” you should try to focus more on the expansion of your principality and on units instead of focusing on buildings; in this case, buildings that earn you victory points should be built as late as possible. Otherwise, your only - and rather costly - possibility is to build buildings that are cheap but not quite necessary, so you can remove them instead of the expensive buildings when an *Insurrection* occurs.

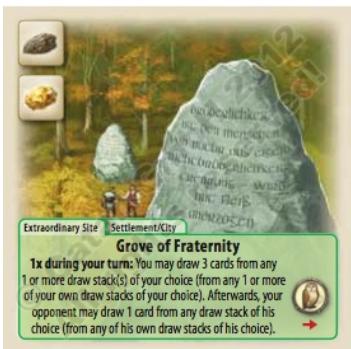
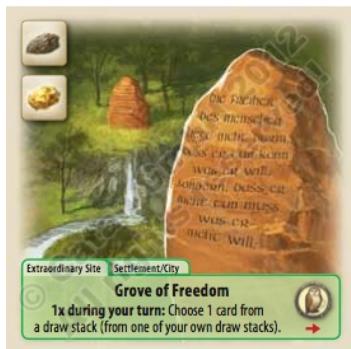
Finally, here are four special tips meant to prevent you from robbing yourself of the chance to place region expansions when playing the “Duel” with “The Era of Explorers,” because in this case the region expansions of other sets and the region expansions that can only be built adjacent to the *Explorer Harbor* compete with each other for building sites.

- If the “Duel” includes “The Era of Explorers” and “The Era of Merchant Princes,” remember that the “Duel” cards of the “Merchant Princes” includes the useful *Paper Merchant’s Residence*, to be placed adjacent to a forest region. You thus shouldn’t place a forest region adjacent to the *Explorer Harbor*, because otherwise, you may obstruct the building site for the *Residence* by building the *Shipyard* or the *Landing Stage*.
- If the “Duel” includes “The Era of Explorers” and “The Era of Sages,” you should pay special attention to the position of the regions at the beginning of the game. Since the only sages included are *Frederich, Peter, Piet*, and 1 *Principal Sage Woman*, and since the *Landing Stage* and/or the *Shipyard* should be placed adjacent to the *Explorer Harbor*, don’t place mountains, hills or forest on the side where the *Explorer Harbor* is located.
- If the “Duel” includes “The Era of Explorers” and “The Era of Intrigue,” you shouldn’t place a fields region adjacent to the *Explorer Harbor*, because the *Abbey Brewery* is placed adjacent to fields.
- In a “Duel” including “The Era of Explorers” and “The Era of Barbarians,” you should save a place for the *Border Fortress*.

October 13, 2012 / update May 5, 2014

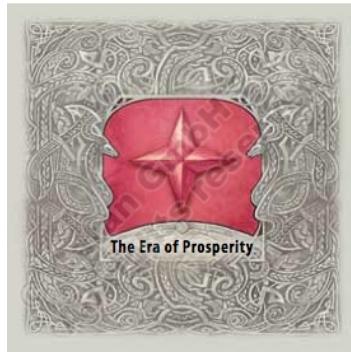
















Action - Neutral

Artwork: Epic

You receive 1 star.

If you have a *Theater*, you receive another 1 star.
Requires: Prince or Princess.



Action - Neutral

Artwork: Fountain

You receive 1 star.

If you have a *Aqueduct*, you receive another 1 star.
Requires: Prince or Princess.



Action - Neutral

Artwork: Relief

You receive 1 star.

If you have a *City Palace*, you receive another 1 star.
Requires: Prince or Princess.



Action - Attack

Court Astrologer

If you play this card and pay 1 star, you may once more determine an event die roll result during your turn.
Requires: Prince or Princess.



Action - Attack

Bera the Insurrectionist

You choose: Your opponent either gives you up to 2 stars, or he gives you 1 resource of his choice for each victory point he has in excess of your own victory point total – up to a maximum of 3 resources. Requires: *Public Feeling*.



Action - Neutral

Prosperity

Building a city costs you only 1 ore and 2 grain.

Requires: *Aqueduct*.



Event

Insurrection

Each player has to remove 1 of his own buildings that at least costs 2 resources, and place it under a matching draw stack (under one of his own matching draw stacks). **Afterwards:** The Insurrection is placed under the 4 top cards of the event card stack.



Event

Insurrection

Each player has to remove 1 of his own buildings that at least costs 2 resources, and place it under a matching draw stack (under one of his own matching draw stacks). **Afterwards:** The Insurrection is placed under the 4 top cards of the event card stack.



Event

Taxation

Each player who pays 1 star receives any 1 resource of his choice and 1 gold.



Event

Taxation

Each player who pays 1 star receives any 1 resource of his choice and 1 gold.

RIVALS FOR CATAN AGE OF ENLIGHTENMENT™

WELCOME TO AGE OF ENLIGHTENMENT!

You now hold the second expansion of *Rivals for Catan*™. You need a copy of *Rivals for Catan* to use the cards in this expansion (also compatible with the earlier edition: *The Rivals for Catan*™).

Age of Enlightenment™ adds 3 new Theme Sets to the Rivals game system. On the following pages you will find several new card types as well as detailed explanations and rules additions. You can even use these Theme Sets with the *The Duel of the Princes*™. Special rules for the Duel follow the explanations for the new sets.

Thematically, the foray into Catanian history continues. In *The Era of Explorers*™, the Catanians explore the islands within reach of their new ships. *The Era of Sages*™ introduces sages to the Rivals game system. In *The Era of Prosperity*™ you direct your people in times of peace and lead them towards an *Age of Enlightenment*.

Chronologically, *The Era of Explorers* is located between *The Era of Progress*™ and *The Era of Barbarians*™. *The Era of Sages*™ takes place at roughly the same time as “The Era of Progress.” Catanian history ends with *The Era of Prosperity*—the barbarians are defeated and Catan’s independence is secured.

Note: *The Eras follow this rough time line: Gold, Turmoil, Intrigue, Merchant Princes, Progress, Sages, Explorers, Barbarians, Prosperity.*

You will also find references to another game variant, the “Tournament Game.” The full rules of the Tournament Game are not part of this game rules booklet, because this variant differs considerably from the Theme Game and *The Duel of the Princes*, presenting more challenges for the players. Some information about the Tournament Game can be found on p. 24.

Have fun discovering the new Theme Sets!

CONTENTS

Age of Enlightenment contains 6 ship tokens and 125 cards consisting of 3 Theme Sets:

50 cards in *The Era of Explorers*

41 cards in *The Era of Sages*

34 cards in *The Era of Prosperity* (also using 6 explorer ships from *The Era of Explorers*).

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EXPANSION RULES

INNOVATIONS

If you have the first printing of *The Rivals for Catan* (©2010), you will find that the format of the *Age of Enlightenment* cards differs in one detail from the cards in that edition. In the newer editions, each card has a second “tab” above the text box. The function of this tab is to specify where you can place a card in your principality.



This is especially important for players with color blindness. In the first printing of *The Rivals for Catan*, the settlement/city expansions and city expansions could only be distinguished by means of the colored text box. Now the new, second tab also contains this information. For example, previously, a hero could be recognized as a settlement/city expansion via the classification “Unit – Hero” and the green text box. Now the second tab is labeled “Settlement/City.”



The cards in later printings of *The Rivals for Catan* have this tab. The play of the game is not affected by the inclusion or absence of this second tab. So all Rivals cards can be used together, regardless of the status of a second tab.



NEW CARD TYPES

There are new locations where cards may be placed. From *The Rivals for Catan*, you are already familiar with “center cards,” “settlement/city expansions,” and “city expansions.” The type “region expansions” was already in *Rivals for Catan*, but was not initially labeled as such.

Age of Enlightenment includes **road complements** and **metropolises** as new center cards. It also has **marker cards** and **sea cards** as additional starting cards.

In *The Rivals for Catan*, you expanded your principality with units and buildings. In addition, there was one extraordinary site: *Gold Cache*. Since the *Gold Cache* is an expansion card, for the purposes of placement it now also incorporates a second tab that classifies it as a “Region” expansion.

The Rivals for Catan featured only 1 region expansion—the *Gold Cache*. *Age of Enlightenment*, however, includes various other region expansions, so below we present some information regarding region expansions.

Region Expansions

Region expansions are always placed either above or below a region. However, only 1 region expansion may be placed adjacent to each region. Some region expansions (e.g., the *Gold Cache*) may be placed adjacent to any region; other region expansions must be placed adjacent to a specific region type. For example, you may only place *Peter, Sage of the Forest* adjacent to a forest region.

In addition, *The Era of Explorers* contains region expansions that are tied to a locality; you may only place them adjacent to particular cards.

The new region expansions are either buildings extraordinary sites, or units. Cards that refer to buildings, or units in general, may also concern the corresponding region expansions. However, regions are not part of a settlement/city. For example, if a card refers, for example, to a “building in a settlement/city,” then region expansions can’t be affected by it. If a region changes its location (e.g., by means of *Relocation*), its region expansion changes its location together with that region. In contrast, if a region expansion changes its location, the region it moves away from is not affected. Placement after a change of location must be compliant with the rules. It may be that a region cannot arbitrarily “relocate” because of one of its region expansions.



Extraordinary Sites

“Extraordinary Sites” are expansions that are neither units nor buildings. “Extraordinary Sites” are characterized by the fact that their essential elements are of natural origin, with only some elements being added by humans. Therefore, they are immune to attack cards and events that refer to buildings, such as *Feud* and *Arsonist*. *The Rivals for Catan* already includes an “Extraordinary Site,” *Gold Cache*.



Extraordinary Sites: Sea Cards

In *The Era of Explorers* set, the sea cards are also classified as “Extraordinary Sites.” They are not expansion cards. They are still related to center cards, for you cannot remove them nor can your opponent attack them. Unlike center cards, however, sea cards do have functions, and you can interact with them. The special rules for *The Era of Explorers* contain more details about the sea cards.



Road Complements

Road complements can be distinguished by their light blue text box and the word “Road” in the second tab. A road complement does not remove any of the innate functions of the road it is covering—it only adds functions or properties. Therefore, the illustration of each road complement still depicts a road.



In *Age of Enlightenment*, road complements can either be buildings or units. Cards referring to buildings or units in general may also refer to corresponding road complements. However, roads are not part of a settlement/city. So, road complements can't be affected by a card that refers, for example, to a “building in a settlement/city” or a “unit in a settlement/city.”

New Center Cards: Metropolises

Although **metropolises** are part of the draw stacks, in a formal sense they are center cards; that is, you can neither remove them nor can your opponent attack them. A metropolis is a city upgrade, just as a city is a settlement upgrade. *Age of Enlightenment* only includes one metropolis—*Explorer Metropolis*—in *The Era of Explorers* set.



Apart from the above-mentioned characteristic, the *Explorer Metropolis* in many aspects behaves similarly to road complements: the city underneath the metropolis retains all its properties. This means that you may continue to place city expansions on its building sites, and

you may play all cards that require a “city” even if you upgraded your only city to a metropolis. The *Explorer Metropolis* itself is worth 2 victory points. Since the city underneath is also worth 2 victory points, the *Explorer Metropolis* depicts a total of 4 victory points—2 for the metropolis and 2 for the city.

Marker Cards

The function of marker cards is to indicate a player's status in a certain area. Marker cards aren't expansion cards. You should regard them as “abstract” cards that ‘geographically’ are not part of the principality. Only effects and consequences directly related to marker cards have any impact on them. Other effects can't act upon, destroy, or otherwise affect marker cards. For the sake of clarity, marker cards are placed either above or below a region (like region expansions). However, you may move a marker card to another region at any time. If, in exceptional cases, all regions are occupied, you also may place a marker card adjacent to your principality. A marker card never blocks the building site for a region expansion. For example, if your opponent, plays the foreign card, *Thieves' Hideout*, and claims a building site that is occupied by a marker card, you are forced to move the marker card.

Age of Enlightenment contains two marker cards, *Public Feeling* in *The Era of Prosperity* and *Manifesto of Humane Conduct* in *The Era of Sages*. Other expansions contain various other marker cards.



Do you want to play *Rivals for Catan* with your friends online?
Visit catanuniverse.com for more information.



NEW GAME CONCEPTS

New Symbols

Age of Enlightenment introduces five new symbols:

General



Any Resource: The symbol for **any resource of your choice**. Wherever this symbol appears, you receive (or pay) any 1 resource of your choice. In *Age of Enlightenment*, this symbol only appears in *The Era of Explorers*.

The Era of Explorers



Cannon Points: Required to fight pirates; explained in detail in the description of *The Era of Explorers* set (pps. 7-10).



Sail Points: Required for determining the movement points of the explorer ships; explained in detail in the description of *The Era of Explorers* set (p. 9-10).

The Era of Sages



Wisdom Points (Owls): The “currency” of the sages; explained in detail in the description of *The Era of Sages* set (p. 10-11).

The Era of Prosperity



Contentment Points (Stars): They represent the contentment of the population; explained in detail in the description of *The Era of Prosperity* set (p. 11-12).

Foreign Cards

“Foreign cards” are cards that you play in your opponent’s principality instead of your own. If you build a foreign card, you are always the “owner” of that card. Therefore, only you may remove, use, etc. this card. Foreign cards may have positive consequences for their owner or negative consequences for the owner’s opponent. Some foreign cards are removed automatically if certain requirements are met. Other foreign cards stay in place until the end of the game, unless the owner of a foreign card removes it themselves or their opponent successfully plays an *Arsonist* against that card if it is a building in a settlement/city.

Age of Enlightenment contains only 1 foreign card, *Thieves’ Hideout* in *The Era of Prosperity*.

Thieves’ Hideout: If the opponent pays 3 stars, they remove the *Thieves’ Hideout*. It is removed automatically if the opponent has 5 strength points in their principality.



THE THEME SETS

Essentially, all rules established in *The Rivals for Catan* continue to apply. Additional rules and special rules are explained below. *The Era of Explorers* introduces a new layer of the game: the discovery of sea cards, which is why the additional rules are a little more comprehensive. There are only a few special rules for *The Era of Sages* and *The Era of Prosperity* sets.

1. The Era of Explorers



Catan is an island not only in the board game but also in the card game. One of your two starting settlements is directly adjacent to an *Explorer Harbor*, which serves as a starting point for your exploration of nine adjacent sea cards. Pirates, islanders, and *Shipwrecks* await discovery. If you become a more successful explorer than your opponent, you will acquire additional victory points.

The 2 draw stacks of the Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Shipyard* cards. Each player receives 10 sea cards of their shield's color as well as 3 explorer ships (wooden ship markers) in their chosen color (red or blue).

1. Preparation

Place the *Explorer Harbor* face up next to one of your two starting settlements. Shuffle the remaining 9 sea cards and place them face down on a 3x3 grid beside the *Explorer Harbor*.



It doesn't matter whether you place your *Explorer Harbor* and the sea cards on the right or left side of your principality. You should bear in mind, though, that you can add new roads and settlements to your principality only on the side without sea cards. (For the sake of clarity, it is also better if you and your opponent place the sea cards in such a way that they face each other—although this is not required). Place the 3 explorer ships on the spaces marked with circles on the *Explorer Harbor*. 1 explorer ship begins active (stand the ship marker upright); 2 explorer ships must still be built (lie the ship markers on their sides).



2. Sea Cards

There are 3 different types of sea cards: islands, pirates, and shipwrecks. Each player has a set of these sea cards. Except for their backs, the 2 sea card sets are identical. During the game, you must first discover the sea cards. Afterwards, you can carry out missions to discovered islands and pirates to obtain advantages in the game and earn victory points.

3. Explorer Ships (Overview)

You need explorer ships to both discover sea cards and to go on missions to discovered sea cards. On each of your own turns, you may use your explorer ships at any point during your action phase. You may first use an explorer ship, then build something or play an action card, and then use the next explorer ship. However, each explorer ship may only be used once per turn. You thus have (normally) a maximum of 3 explorer ship actions per turn.

4. Building Explorer Ships

You can build an explorer ship by paying 1 lumber and 1 wool during your action phase. Once built, you stand the explorer ship up. Once you have all 3 of your explorer ships built and in play, you can't build more. You may use an explorer ship on the same turn you build it. If you **lose an explorer ship** during the game (meaning that you have to lay the ship on its side), you may rebuild it during a later turn.

5. Explorer Ship Actions

5a. Overview

There are 2 kinds of explorer ship actions: "discovery" and "mission." Each action targets a sea card that is within range of your explorer ships. When you take a "discovery" action, your explorer ship moves to and targets a face-down sea card. When you take a "mission" action, your explorer ship moves to and targets a face-up (already discovered) sea card.

Important: *On your turn, you can normally only perform 1 action with each sea card.*

5b. Range of the Explorer Ships

The range of all your explorer ships is determined by the number of sail points depicted on the buildings of your principality. The sum of sail points yields the number of movement points you have available each turn for each of your explorer ships.

The *Sailmakers' Shop* has 1 sail point.

Starting from your *Explorer Harbor*, for each movement point, you can move each of your explorer ships by 1 field in horizontal or vertical direction (orthagonally, not diagonally).





If you only have 1 sail point, you can only reach the sea card directly in front of the *Explorer Harbor*. If you have 2 sail points, you can reach the 3 sea cards marked with a “2” (see the diagram at the bottom of page 10). Any explorer ship’s unused movement points are forfeited as soon as the ship reaches its destination.

At the beginning of the game you won’t have any sail points, so your 0 movement point ships cannot perform explorer actions.

5c. Discovery

If you want to discover a sea card that is within range, turn it face up. Then, place one of your explorer ships on that card. Then read the text under “Discovery” aloud and carry out the instructions. The explorer ship remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card. Finally, return the explorer ship to your *Explorer Harbor*, where it is available to be used again or to be rebuilt if it has been destroyed. Therefore, you cannot go on a mission to the newly discovered sea card until a later turn.

Important: You may only discover 1 new card per turn!

5d. Mission

You can carry out missions to visit islands or to fight pirates once you discover them. If you want to go on a mission, simply place one of your explorer ships on the card you wish to visit. Then read aloud the text under “Mission” and carry out the instructions. If your mission is successful (i.e., you can satisfy the mission’s conditions), rotate the card 90°. Your explorer ship remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card.

Important: Remember that when you and your opponent have discovered sea cards with the same name, only 1 of you can reach mission level 3 and obtain the corresponding victory point for that mission. If you have reached level 3 on a particular sea card, your opponent may still carry out missions on their corresponding island cards (but not pirate cards) but cannot rotate the card to level 3 in the process.

6. Fighting Pirates and Lost Ships

When fighting pirates, add up the cannon points on the buildings in your principality. Each set of sea cards contains 3 pirates. The fighting strength of those pirates is 5, 6, and 8 respectively. To determine the result of the fight, roll the production die and add the number of cannon points in your own principality to the roll result. If the sum is larger than the pirate's strength, you are victorious and receive the reward indicated on the card. In case of a tie, repeat the die roll. If the sum is smaller than the pirate's strength, you lose your explorer ship. If you are defeated, turn the explorer ship over so that its blank side faces up. It remains on the sea card, to indicate that an action has already been performed with this card. You proceed in exactly the same fashion if your ship runs aground on a reef during a mission to the *Island of the Forgotten Tribe*. In such case, you lose your explorer ship.



Important: If your opponent is at level 3 and you are at level 2, you can't take bounty on a mission to a pirate card.

Hint: Detailed information on the individual sea cards can be found in the Card Index at the end of these game rules.

7. End of the Turn

When you have finished your turn, remove all your ship tokens (explorer ships and ships you might have lost) from the sea cards visited. Return them to your *Explorer Harbor*, without changing their status.

2. The Era of Sages



You will quickly come to appreciate the **Sage** cards. After all, **wisdom points** (the currency of the sages) give you the opportunity to influence the occurrence of events. Your access to the cards in the draw stacks also improves, and you can take the sting out of your opponent's attacks. You also should show a little bit of wisdom when it comes to fending off famines.

The Theme Set's 2 draw stacks contain 17 and 18 cards, respectively. The face-up expansion card stack consists of 2 *Manifesto of Humane Conduct* cards.

The following rule changes and additions apply:

1. The set introduces **wisdom points** in the form of **owls**. To receive wisdom points, you first must place sages in your principality.
2. All **Sage** cards are **region expansions**. The set contains a total of 8 sage cards: 1 sage for each region type; 2 sages that can be placed adjacent to any region type.
3. If you have a sage adjacent to a region, and you roll that region's number during production, that sage receives 1 owl. Note that the production boosters (e.g., *Grain Mill*) do not generate additional owls.



- Owls are the required currency for certain expansion and action cards. For example, you must *pay 1 owl* each time you want to use the expansion card *Grove of Peace*.

To play an action card in *The Era of Sages*, you have to pay owls (in most cases) in addition to meeting the other requirements of the card. For example, you must pay 3 owls if you want to play the action card *Wise Compensation*.

Owls are also required to build certain buildings and units—also to rotate the *Manifesto of Humane Conduct* to the next (higher) level.

- Owls are not resources. You can't obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs.
- Manifesto of Humane Conduct* marker card: There are no building costs for this card. When you build your first city, you take this marker card and place it above or below any region of your choice. You can move this marker card adjacent to another region at any time (if you need the region's building site, for example).

3. The Era of Prosperity



Would you like to be a good prince and govern wisely? You have the opportunity to do so when you play this set. Make your Catanian subjects happy: build *Village Schools*, construct a *Hospital*, and promote the arts. All this raises your people's spirits and spurs the expansion of your principality. But if you allow the level of contentment to drop, riots will soon end the *Age of Enlightenment* and your carefree existence as a prince.

The 2 draw stacks of this Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Builders' Hut* cards, the *Prince* card, and the *Princess* card. In addition, you and your opponent each receive 1 *Public Feeling* card, which you place adjacent to any region of your opponent's choice. (Since *Public Feeling* is a marker card, it can be moved to another region at any time.)

The following rules changes and additions apply:

- The set introduces **contentment points**—depicted as **stars**. The degree of the population's contentment is recorded on the marker card, similar to the resources on the regions. The higher the degree of contentment, the more likely your people are to serve you.
- Stars** can be used to take advantage of the effects described on the *Public Feeling* card. Stars are also required to build some buildings and units.
- Stars are not resources.** You can't obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs. However, once during your turn you may pay 2 stars and take any 1 resource of your choice (see *Public Feeling* card).
- Assembling the event card stack:** To assemble the event card stack for the first time, momentarily set aside the 2 *Insurrection* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Taxation* event cards and place 3 cards face down.



Place the *Yule* card on top. Shuffle the other 7 event cards together with the 2 *Insurrection* cards and place them face down on the remaining stack—that is, on top of the *Yule* card.

If you draw an *Insurrection* during the game, follow its instructions. Afterwards, place it under the 4 topmost cards of the event card stack instead of returning it to the bottom of the event card stack as usual.

If you draw the *Yule* card during the game, reassemble the event card stack as described above.

THE DUEL OF THE PRINCES

The Duel of the Princes is played according to the existing *Rivals* rules—only the event card stack is assembled differently. Each player chooses 1 Theme Set from the available Theme Sets (the starting player chooses first). The third Theme Set is chosen by lot: take 1 event card from each of the Theme Sets that have not yet been chosen, shuffle them face down, and draw 1 card at random. This card determines the third set to be included in the Duel. Alternatively, you may want to leave things entirely to chance: take 1 card from each available Theme Set, shuffle them, and draw 3 cards at random; to play, use the 3 sets these cards belong to. Either way, put the Theme Sets you don't use back into the box until you start a new game.

If the *Duel of the Princes* includes *The Era of Explorers*, each player begins with a smaller sea area, consisting of a total of 6 sea cards in 2 columns of 3 (instead of 9 cards in 3 columns of 3), and the *Explorer Harbor* (the card without half moon). If the Duel includes *The Era of Prosperity*, each player places a Public Feeling card adjacent to any one of their regions, as in the Theme Game.

Assembling the Event Card Stack

To assemble the event card stack, choose only cards that belong to the Theme Sets you are actually using in the game. The event card stack always contains the cards of the Basic Set that are not marked with a half moon: Yule, Invention, Year of Plenty, and Traveling Merchant. From the 3 chosen sets, you now add the cards that do not depict a half moon symbol:

The Era of Gold	none
The Era of Turmoil	1x <i>Riots</i>
The Era of Progress	1x <i>Plague</i>
The Era of Explorers	1x <i>Most Successful Explorer</i> , 1x <i>Friendship Between Peoples</i>
The Era of Sages	1x <i>Famine</i> , 1x <i>Council of the Sages</i>
The Era of Prosperity	1x <i>Insurrection</i> , 1x <i>Taxation</i>

Note: If using *The Era of Prosperity*, at the beginning of the game shuffle the *Insurrection* event card into the stack as you would normally do.

You can also play the Duel of the Princes with the expansion *Rivals for Catan: Age of Darkness* theme sets:

The Era of Intrigue	1x <i>Good Neighbors</i> , 1x <i>Religious Dispute</i>
The Era of Merchant Princes	1x <i>Fortunate Trade Voyage</i> , 1x <i>Capricious Sea</i>
The Era of Barbarians	2x <i>Barbarian Attack</i>

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Depending on which sets you chose, you now have a set of event cards containing 6-10 cards. Shuffle the remaining event cards of the Basic Set and the chosen sets. Add cards to the set of event cards until it contains a total of 12. Put the rest of the cards back into the box.

Note: Do not look at any of the randomly added or discarded event cards. Afterwards, assemble the event card stack according to the normal rules.

Goal of the Game

“The Duel of the Princes” always ends when a player reaches 13 victory points on their turn.

CARD INDEX



The Era of Explorers

(50 Cards)

ACTION CARDS

(10 CARDS)

Ambassador (2): If you have rotated any of these islands to level 1 or higher, you must choose 1 of the advantages. If you haven't rotated at least 1 of the three 3 named on the card to level 1, you can't play the *Ambassador*. If you can't use at least 1 of the available advantages for discovery, you can't play the *Ambassador* either.



Broadside (2): If you don't have at least 2 cannon points, you can't play the *Broadside*. If your opponent neither has an explorer ship nor an island of level 1 or higher, you can't play the *Broadside* either. You may only rotate an opponent's island to the next lower level. You may not rotate an opponent's pirate card.



Cartographer (2): If you don't have a sail point, you can't play the *Cartographer*. But, you may play the *Cartographer* if you don't have unrevealed sea cards; in this case, however, you must swap 2 sea cards. If you have viewed an unrevealed sea card, you don't have to swap sea cards afterwards.



Lars the Naval Hero (2): You can play *Lars* only if you are fighting against a pirate. If you don't have at least 1 cannon point, you can't play *Lars*. You may play *Lars* even if you would win the fight for sure. You are not allowed to play *Lars* after you have lost a fight.



Navigator (2): If you don't have 2 sail points, you can't play the *Navigator*. If you can't (or don't want to) perform another action, you can't play the *Navigator* either. You may only return



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explorer ships. If an explorer ship was sunk due to a fight (i.e., turned over so that its blank side faces up), you can't return this ship token via the *Navigator*. Note: The *Navigator* doesn't allow you to make a second discovery during the same turn. The second action of an explorer ship can be a discovery, but only if no new sea card was discovered during this turn! (However, you may go on a second mission to a card.) Exception: In combination with the *Astronomer*, the explorer ship you returned via the *Navigator* can also make a second discovery.

REGION EXPANSIONS (4 CARDS)

BUILDINGS

Landing Stage (2): You may only build 1 *Landing Stage* in your principality. If you don't have a free region directly adjacent to your *Explorer Harbor*, you can't build the *Landing Stage*.



Shipyard (2): You may only build 1 *Shipyard* in your principality. If you don't have a free region directly adjacent to your *Explorer Harbor*, you can't build the *Shipyard*.



SEA CARDS (20 CARDS, 10 PER PLAYER)

Explorer Harbor (1 each): The *Explorer Harbor* is always placed on the right or left side of the principality, instead of a road. At the beginning of the game place 1 explorer ship (ship marker standing up) and 2 unbuilt ships (laying down) on this card.



It costs 1 lumber and 1 wool to build an explorer ship. A *Ship Builder* (*Age of Darkness: The Era of Master Merchants*) doesn't lower the building costs of an explorer ship. *Explorer ships* are not units and are not affected by cards that refer to units. They are also not considered as units with regard to the *Barbarian Attack* (*Age of Darkness: The Era of Barbarians*).

ISLANDS

Island of the Bards (1 each):

If your opponent doesn't have (corresponding) cards in their hand, you forfeit this advantage. The grain you give to the *Bards* may come from different fields.



Island of the Forgotten Tribe (1 each):

After discovering the island, you may immediately carry out a mission. If you do so, you can choose the *Island of the Forgotten Tribe* as the mission's destination again. If your die roll result is 2–4, the event rolled applies to both players.



Island of the Merchants (1 each):

If you don't have a resource, you can't use this advantage. If you only have room for 1 resource, you forfeit the second resource. The wool you give to the *Merchants* may come from different pastures.



Island of the Scholars (1 each):

If you choose a stack that contains only 1 card, you only receive this card. The lumber you give to the *Scholars* may come from different forests.



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PIRATES

Cimmarone, Jean, and Haidao Chang (1 each): The pirates differ in their fighting strengths and in their demands (either resources or gold). If you don't have gold or resources or you don't want to pay your gold or resources, you must fight. For this purpose, you add up all cannons on your *Cannon Foundry, Armory, and Shipyard* cards and roll the production die. Then you add the die roll result to the number of your cannons. If the sum is greater than the pirate's number of cannons, you win and rotate the pirate card to the next higher level. In case of a tie, you must roll the die again. If the sum is smaller, you must lose your ship (lay the ship marker on its side). Once you are defeated, you no longer can decide to comply with the demand for resources or gold.

EXTRAORDINARY SITE

Shipwreck (2 each): After you have discovered a *Shipwreck*, for the remaining part of the game you are not allowed to perform further actions with this card.



sea cards nor 2 or more level 2 islands, you can't build the *Explorer Metropolis* either. The *Explorer Metropolis* is worth a total of 4 victory points; this includes the upgraded city. All effects and consequences that refer to cities also refer to the *Explorer Metropolis*. Like settlements, roads, and cities, the *Explorer Metropolis* can't be removed or affected by effects other than those directly referring to cities.

SETTLEMENT/CITY EXPANSIONS (6 CARDS)

BUILDINGS

Armory (3):

Gives 1 strength point and 1 cannon point.



Sailmakers' Shop (3):

Gives 1 commerce point and 1 sail point.



CITY EXPANSIONS (4 CARDS)

BUILDINGS

Cannon Foundry (2): You may only build 1 *Cannon Foundry* in your principality.



UNITS

Astronomer (2): You may only build 1 *Astronomer* in your principality. The *Astronomer* is the only possibility to discover more than 1 sea card during a turn—provided that you have at least 2 explorer ships (or also make use of the *Navigator*).



METROPOLISES (CENTER CARD) (2 CARDS)

Explorer Metropolis (2): If you don't have a city adjacent to your *Explorer Harbor*, you can't build the *Explorer Metropolis*. If you neither have 6 discovered



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EVENT CARDS

(4 CARDS)

Friendship Between Peoples

(2): If you receive more resources than you can store, you lose the excess resources.



Friendship Between Peoples
Each player receives one resource of their choice for each resource they have stored. If there is no room, they must discard it.

Most Successful Explorer (2):

In case of a tie, both players may also draw from the same stack. The player whose turn it is decides first from which stack they want to draw; then their opponent must make their choice.



Most Successful Explorer
The player who has the most cities in their city stack (or the most if there is a tie) may draw one or two cards from any 1 stack of their choice. If there is a tie, each player may draw 1 card. The player who wins it keeps it.



The Era of Sages

(41 Cards)

ACTION CARDS

(12 CARDS)

Age of Enlightenment (2):

It costs 1 owl to play the *Age of Enlightenment* card. If you don't have an owl, you can't play the *Age of Enlightenment* card. If you haven't reached at least level 1 of your *Manifesto of Humane Conduct*, you can't play the *Age of Enlightenment* card either.



A
Age of Enlightenment
Pay 1 owl to play this card. Gain 1 victory point for each victory point on the back of Human Culture cards.

Power of the Groves (2):

If you don't have a grove, you can't play the *Power of the Groves*. If you don't have at least 2 sages, you can't play the *Power of the Groves*. If you don't have room for at least 1 owl on your sages, you can't play the *Power of the Groves* either.



Power of the Groves
You must have a grove in your city stack to play this card. If there is 1 or more groves in your city stack, gain 1 victory point. Requires: 2 sages.

Dispute of the Sages (2):

If you do not have a sage, you can't play the *Dispute*. If your opponent does not have a sage, you can't play the *Dispute*. It costs 1 owl to play the *Dispute*. If you don't have an owl, you can't play the *Dispute* either.



A
Dispute of the Sages
Pay 1 owl to play this card. If your opponent does not have a sage, and neither do you, you can't play this card. The winner removes 1 action attack card from their hand. The loser places 1 action attack card from their hand onto their city stack. Requires: 1 sage.

Wise Protection (2):

It costs 1 owl to play the *Wise Protection*. If you don't have an owl, you can't play the *Wise Protection*. If your opponent has no cards in their hand, you can't play the *Wise Protection* either. If your opponent's hand contains at least 1 action attack card, they must place all cards in their hand under matching stacks. Your opponent decides which stack(s) they want to place the cards under.



Wise Protection
Pay 1 owl to play this card. If your opponent has no cards in their hand, you can't play this card. If their hand contains an action attack card, they must place all of their cards under matching stacks (under matching stack(s) of their own).

Great Foresight (2):

It costs 1 owl to play the *Great Foresight*. If you don't have an owl, you can't play the *Great Foresight*. You don't have to show your opponent the card you removed (it's best to return it face-down to the box).



A
Great Foresight
Pay 1 owl to play this card. You can remove 1 action attack card and replace it with another card of your choice without changing the order of the cards. You can choose to do this for 1 owl.

Wise Compensation (2):

It costs 3 owls to play the *Wise Compensation*. If you don't have 3 owls, you can't play the *Wise Compensation*. If you have as many cities as, or more cities than, your opponent, you can play the *Wise Compensation* only if you have fewer victory points. If you



Wise Compensation
Pay 3 owls to play this card. If you have as many cities as, or more cities than, your opponent, you can play this card only if you have fewer victory points. Requires: Fewer cities or victory points than your opponent.

have as many, or more, victory points than your opponent, you can play the *Wise Compensation* only if you have fewer cities. If you don't have a settlement that you could upgrade to a city, you can't play the *Wise Compensation*.

REGION EXPANSIONS (8 CARDS)

UNITS

Sages in General: All sages are units. Each sage has 0 owls when it comes into play. Sages are considered as units and region expansions and can be affected by all effects that refer to either of the two categories. Sages are not heroes and cannot be affected by effects that refer to heroes.

Principal Sage Woman (2):

You may only build 1 *Principal Sage Woman* in your principality. The only way a *Principal Sage Woman* differs from a specialized sage is that she can be placed adjacent to any region. If you don't have a free region, you can't place the *Principal Sage Woman*.



Specialized Sages (6):

Barbara, Sage of the Fields;
Frederich, Sage of the Hills;
Michaela, Sage of the Pasture;
Peter, Sage of the Forest;
Piet, Sage of the Mountains;
Walther, Sage of the Gold Field:
 Specialized sages only differ regarding the type of region they can be placed adjacent to. Each sage can only be placed adjacent to "his" or "her" region. If you don't have a matching free region, you can't place the respective sage.



SETTLEMENT/CITY EXPANSIONS (7 CARDS)

EXTRAORDINARY SITES

Groves in General: All groves are extraordinary sites; and as such, they are not buildings. Cards that refer to buildings can't affect the groves.

Grove of Courage (1):

"Only when the courageous have become wise and the wise courageous will we feel that which has often been mistakenly claimed before: mankind is making progress." — (Erich Kästner)



You may also use the grove during your opponent's turn.

Grove of Fraternity (1):

"Fraternity is innate to man. Not being fraternal—being separate—is tenaciously instilled into man."

— (Leo N. Tolstoy)



If possible, you may immediately use the cards you have drawn. You don't have to place excess cards (if you have them) under matching stacks until the end of your turn. As usual, afterwards you still may exchange a card. Your opponent doesn't have to place excess cards in their hand (if they have them) under matching stacks until the end of their next turn. [The parenthesis "(from any 1 or more of your own draw stacks)" and "(from any 1 of their own draw stacks)," respectively, refers to the Tournament Game.]



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Grove of Freedom (1): “Man’s freedom does not reside in the fact that he can do what he wants, but that he does not have to do what he does not want.” – (Jean-Jacques Rousseau)

When choosing the card, you may not change the order of the cards in the stack. If possible, you may immediately use the card you have drawn. You don’t have to place an excess card (if you have one) under a matching stack until the end of your turn. As usual, afterwards you still may exchange a card. [The parenthesis “(from one of your own draw stacks)” refers to the Tournament Game.]



Grove of Great Foresight (1):

“The strangest thing about the future is that they will be referring to our time as ‘the good old days.’” – (John Steinbeck)

You may decide in which order you want to place the cards under the stack. However, you may not alter the order of the cards you leave on top of the stack.



Grove of Justice (1): “Temper justice with the weight of mercy, not the weight of money.” – (Miguel de Cervantes y Saavedra)

You may also use the *Grove of Justice* in combination with *Brigitta the Wise Woman* (Basic Set)—in this case, no die is rolled at all.



Grove of Peace (1): “Peace and freedom have something in common: just as freedom is also the freedom of others, peace is also the peace of others.” – (Franz Alt)

If your opponent has to pay for playing their action attack card (e.g., *Wise Protection*), they must pay these costs before you decide to play the *Grove of Peace*. If you



also placed *Robert, Herald of the Sages* in your principality, rolling a “3” is sufficient to fend off the action attack card played by your opponent.

Grove of Vigilance (1):

“Caution and distrust are good things, but one must use caution and distrust with them.” – (Christian Morgenstern)

If you use the *Grove of Vigilance*, you declare the event rolled void. Instead, the “Event Card” event applies. Rotate the event die so that a side depicting a “?” faces up. If you use the grove when the *Brigand Attack* event occurs, each player receives their respective resources, and then you draw the event card.



CITY EXPANSIONS

(8 CARDS)

UNITS

Cole, Paladin of the Sages (1):

“Sometimes the owls are not what they seem.” – (Cole)



Duel of the Princes &

Tournament Game: If you have built a *Drill Ground* (*The Era of Turmoil*), you may pay 1 ore or 1 grain less when building *Cole*, but you still have to pay 3 owls. Owls aren’t resources and must always be paid in their entirety.

Robert, Herald of the Sages (1):

Duel of the Princes and

Tournament Game: If you have built a *Drill Ground* (“The Era of Turmoil”), you may pay 1 ore or 1 grain less when building *Robert*, but you still have to pay 2 owls. Owls aren’t resources and must always be paid in their entirety.



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BUILDING

Academy of Sages (2): If you have built both *Academy of the Sages* cards, you also may use both of them to provide 1 or 2 sages with a total of 2 owls during a turn.



Courthouse (2): You may only build 1 *Courthouse* in your principality.



Granary (2): You may only build 1 *Granary* in your principality. If your opponent doesn't have a resource other than grain, you can't use the *Granary's* function.



MARKER CARDS

(2 CARDS)

Manifesto of Humane Conduct (2):

When you build your first city, you may immediately take the *Manifesto* from the face-up expansion card stack and place it adjacent to one of your regions.



Duel of the Princes and Tournament Game:

You must have the *Manifesto* in your hand and place it as soon as you have built a city. Place the *Manifesto* above or below any region of your choice. If you later need the building site adjacent to this region, you may place the *Manifesto* adjacent to any other region of your choice, at any time (see also p. 6, *Marker Cards*).

EVENT CARDS

(4 CARDS)

Council of the Sages (2):

You receive either (up to) 2 owls or (up to) 2 resources on regions adjacent to which you have placed sages. However, you cannot receive 1 owl and 1 resource. If you choose resources and only have room for 1 resource, the other resource is forfeited. If you choose owls and only have room for 1 owl, the other owl is forfeited.



Famine (2): If you have grain, you must discard grain, even if you would rather discard 2 different resources.





The Era of Prosperity

(41 Cards)

ACTION CARDS

(9 CARDS)

Artworks (4): Epic (1), Fountain (1), Relief (1), Sculpture (1): You can't play any of the *Artworks* until you have first placed the *Prince* or the *Princess* in your principality. If your *Public Feeling* card doesn't have room for **at least 1 star**, you can't play any of the *Artworks* either. If your *Public Feeling* card only has room for 1 star, the 2nd star is forfeited. (**Tournament Game:** You can also distribute the stars received among both *Public Feeling* cards if you have placed both.)



Bera the Insurgent (1):

If your opponent has neither stars nor resources, you can't play *Bera*. If you have as many victory points as—or more victory points than—your opponent, you can play *Bera* only if your opponent has at least 1 star. If you haven't placed a *Public Feeling* marker card in your principality, you can't play *Bera* either. (Primarily, this requirement is relevant in the Tournament Game. It is also important because of the function of the *City Palace*, for example).



Court Astrologer (1):

You can't play any of the *Court Astrologer* until you have first placed the *Prince* or the *Princess* in your principality. The chosen event applies to both players.



Feeding the Poor (2):

If you can't pay grain, you can't play *Feeding the Poor*. If your *Public Feeling* card only has room for 1 star, the 2nd star is forfeited. (**Tournament Game:** You can also distribute the stars received among both *Public Feeling* cards if you have placed both.)



Prosperity (1): If you don't have an *Aqueduct*, you can't play the *Prosperity* card. If you don't have a settlement that you can upgrade to a city, you can't play the *Prosperity* card either.



REGION EXPANSIONS

(1 CARD)

EXTRAORDINARY SITE

Thieves' Hideout (1):

The *Thieves' Hideout* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Thieves' Hideout*. The *Thieves' Hideout* is a foreign card you build in your opponent's principality. If your opponent doesn't have a free region, you can't build the *Thieves' Hideout*. If, later in the



game, your opponent doesn't have another free region with at least 1 resource, you can't move the *Thieves' Hideout*. If you want to build the *Thieves' Hideout* at a region adjacent to which a marker card has been placed, or if you want to move it there, then your opponent must place the marker card adjacent to another region (see also p. 6, *Marker Cards*). If your opponent has 5 or more strength points (or pays 3 stars), the *Thieves' Hideout* is immediately removed and placed on the discard pile (**Tournament Game**: on the discard pile of the owner of the *Thieves' Hideout*). If your opponent already has 5 or more strength points, you can't build the *Thieves' Hideout*.

SETTLEMENT/CITY EXPANSIONS (3 CARDS)

BUILDINGS

Common Land (1):

The Common Land is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the Common Land.



Village School (2): You may only build 1 Village School in your principality. If you are building the Village School and your Public Feeling card only has room for 1 star or no room at all, the star or stars are forfeited. If your Public Feeling card doesn't have room for the star when the Trade event occurs, the star is forfeited.



CITY EXPANSIONS

(12 CARDS)

UNITS

Prince (1): You may only build 1 *Prince* in your principality. If you have built the *Princess*, you can't play the *Prince*. The *Prince* can never be taken over directly or enticed away by the opponent. The *Prince* is a unit required for some action cards. If you use the *Prince* to retrieve an *Artwork* from the discard pile, the order of the cards in the discard pile remains unchanged. You must show your opponent the retrieved card. [The parenthesis “(from your own discard pile)” refers to the Tournament Game.]



Princess (1):

You may only build 1 *Princess* in your principality. If you have built the *Prince*, you can't play the *Princess*. The *Princess* can never be taken over directly or enticed away by the opponent. The *Princess* is a unit that serves as requirement for some action cards. If you use the *Princess* to retrieve an *Artwork* from the discard pile, the order of the cards in the discard pile remains unchanged. You must show your opponent the retrieved card. [The parenthesis “(from your own discard pile)” refers to the Tournament Game.]



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BUILDINGS

Aqueduct (2): You may only build 1 *Aqueduct* in your principality. The *Aqueduct* has an effect on all 4 regions adjacent to the city. The *Aqueduct* is a building required for other city expansions and certain action cards.



Builders' Hut (2): You may only build 1 *Builders' Hut* in your principality. Stars (and owls) are not resources and thus are not taken into account to pay for buildings you can build at a reduced cost by means of the *Builders' Hut*. The *Builders' Hut* only makes it cheaper to build buildings—it does not lower the cost of other cards with similarly high building costs. The *Builders' Hut* can be combined with the Building Crane ("The Era of Progress"); in this case, the corresponding buildings for city expansion become 2 resources cheaper.



City Palace (1): You may only build 1 *City Palace* in your principality. You may choose a unit that has a requirement. Duel of the Princes and Tournament Game: in the 2nd edition of *The Rivals for Catan*, the Doctor card (*The Era of Progress*) and Gudrun, Terror of the Seas (*The Era of Gold*) have requirements and thus cannot be chosen via the *City Palace*. [The parenthesis "(from your own discard pile)" refers to the Tournament Game.]



Hospital (2): You may only build 1 *Hospital* in your principality. If you don't have an *Aqueduct*, you can't build the *Hospital*.



Monument to the Prince (2):

You may also build the *Monument to the Prince* if your opponent doesn't have any units. If your opponent has only 1 unit, you receive that unit. Your opponent is not allowed to choose units you can't include in your hand (e.g., *Prince* and *Princess*). If your opponent has only this type of units, you do not receive any unit.



Theater (1): If you don't have room for the star on the *Public Feeling* when building the *Theater*, you forfeit the star.



ROAD COMPLEMENTS

(3 CARDS)

UNITS

Mercenaries (1): If you don't have a free road (without road complement), you can't build the *Mercenaries*.



Traveling Theater (1):

If you don't have room for the star on the *Public Feeling* when building the *Traveling Theater*, this star is forfeited. If you don't have a free road (without road complement), you can't build the *Traveling Theater*. If, later in the game, you don't have another free road with at least 1 resource on an adjacent region, you can't



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move the *Traveling Theater*. You are not allowed to move the *Traveling Theater* during the turn you play this card.

BUILDINGS

Small Market Town (1):

If you don't have a free road (without road complement), you can't build the *Small Market Town*.



MARKER CARDS

(2 CARDS)

***Public Feeling* (2):** In the Theme Game and in the Duel, each player receives 1 *Public Feeling* card at the beginning of the game. (Tournament Game:

You must incorporate the *Public Feeling* in your deck and may place it as soon as you have it in your hand. In the Tournament Game, you may also place both *Public Feeling* cards.) Place the *Public Feeling* above or below any region of your choice. If you later need the building site adjacent to this region, you may place the *Public Feeling* adjacent to any other region of your choice, at any time. However, the *Public Feeling* can never be removed! (See also p. 6, "Marker Cards" and p. 13-14, *The Era of Prosperity*.)



EVENT CARDS

(4 CARDS)

***Insurrection* (2):** Mind the special rule for assembling the event card stack at the beginning of the Theme Game and for returning the *Insurrection* to the event card stack.

[The parenthesis "(under one of their own matching draw stacks)" refers to the Tournament Game.]



***Taxation* (2):** If a player has only room for 1 gold or 1 resource, they only receive 1.



Want more character in your game? With the Rivals card editor, it is easy to create cards with your own text and images. You can even add yourself to the world of The Rivals for Catan.

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THE TOURNAMENT GAME

The Tournament Game is the most challenging variant of *The Rivals for Catan*. To be able to play the Tournament Game, each player needs one copy of *The Rivals for Catan* and (if possible) all game expansions. In the Tournament Game, each player assembles their own “deck” from their cards. During the game, each player only has access to their own card stacks. Therefore, each player determines which cards they want to build or play during the game.

A PDF of the Tournament Game rules can be found at http://www.catan.com/en/download/?Rfc-Tournament_Game.pdf

You have purchased a game of the highest quality. However, if you find any components missing, please use our customer support portal (hosted by Asmodee North America) to obtain replacement pieces. at:

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Please note: Most of the differences between the card texts of the *Theme Game* and, respectively, *The Duel of the Princes* stem from the fact that in the Theme Game and in the Duel you use shared draw decks and a shared discard pile. In the Tournament Game, each player has their own draw stacks and discard pile. To determine which discard pile or draw stack a player must access in the Tournament Game, a respective reference in parenthesis is included. The reference on the *Grove of Freedom*, for example, looks like this: “1x during your turn: Choose 1 card from a draw stack (from one of your own draw stacks).” The text in parenthesis has no bearing on the *Theme Game* and the *Duel of the Princes*. They only apply to Tournament Game play.



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Expanding Your Principality and Collecting Resources

Cards in your hand:

- Abbey
- Scout
- Storehouse

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">● Invention (2x)● Year of Plenty (2x) Action cards: <ul style="list-style-type: none">● Arsonist● Benjamin the Traveling Scholar● Brigitta the Wise Woman (3x)● Doctor● Goldsmith● Gustav the Librarian● Mendicants● Merchant● Merchant Caravan (2x)● Relocation● Scout● Traitor	Settlement/city expansions: <ul style="list-style-type: none">● Austin● Brick Factory● Grain Mill● Harald● Irmgard, Keeper of the Light● Iron Foundry● Lumber Camp● Toll Bridge● Storehouse (2x)● Wainwright City expansions: <ul style="list-style-type: none">● Bath House● Hedge Tavern● Library● Pharmacy (2x)● Secret Brotherhood
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How to play the deck:

This deck places emphasis on producing resources via production die and event die. You should be able to build at least 5 settlements that way. With 3 commerce points and 3 strength points, you can obtain the trade advantage or, respectively, the strength advantage only if your opponent isn't making too great an effort to get those advantages for himself.

Do not change the default starting regions. Build the Abbey and the Storehouse between brick/wool and lumber/gold. Build the first road between lumber and brick. When drawing cards, exchange cards until the Lumber Camp and the Brick Factory are in your hand. If need be, use excess gold to search for the cards. If you draw Austin, Harald, or Irmgard, you can also place them on free spaces. The same applies to the two Storehouses, the Wainwright, and the Toll Bridge. Expansion should have priority though.

Build the 2nd road between ore and grain and use the 2nd Scout to find an ore region and a fields region, which is where you build the other two resource-doubling cards. If your opponent also expands, it makes more sense to use the resources for building the next settlement or road than into looking for the Scout. In a pinch, you can use the Relocation card to optimize your set-up.

If you do not need to optimize your set-up, you can also sell the Scout or the Relocation to the Secret Brotherhood. The heroes you can't build because your opponent built them first would also end up with the Secret Brotherhood.

You should build the two additional Storehouses in such a way that the robbers can't see the resources you receive most.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

Basic cards: <ul style="list-style-type: none"> ● Austin ● Brick Factory ● Brigitta the Wise Woman (2x) ● Goldsmith ● Grain Mill ● Harald ● Iron Foundry ● Lumber Camp ● Merchant Caravan (2x) ● Relocation ● Scout ● Storehouse ● Toll Bridge The Era of Barbarians: <ul style="list-style-type: none"> ● Secret Brotherhood The Era of Gold: <ul style="list-style-type: none"> ● Merchant ● Storehouse 	The Era of Progress: <ul style="list-style-type: none"> ● Bath House ● Benjamin the Traveling Scholar ● Brigitta the Wise Woman ● Doctor ● Gustav the Librarian ● Library ● Pharmacy (2x) The Era of Intrigue: <ul style="list-style-type: none"> ● Pilgrimage Site The Era of Merchant Princes: <ul style="list-style-type: none"> ● Mendicants ● Wainwright The Era of Turmoil: <ul style="list-style-type: none"> ● Arsonist ● Hedge Tavern ● Irmgard, Keeper of the Light ● Traitor
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Variations:

A simple modification can be introduced by exchanging the heroes. For example, you can replace Austin with Godfrey or Siward, or you can replace Harald with Osmund or Heinrich. You can also replace the two Pharmacies with Bath Houses, in which case you don't receive resources if a Plague occurs but potentially may suffer fewer losses. You can also take a Trading Post instead of the Wainwright.

Heading for New Shores

Please note that this set is only suitable for the Tournament Game in explorer mode.

Cards in your hand:

- Cartographer
- Pilgrimage Site
- Shipyard

The stacks contain the following cards:

<p>Event cards:</p> <ul style="list-style-type: none">• Friendship Between Peoples• Good Neighbors (2x)• Most Successful Explorer <p>Action cards:</p> <ul style="list-style-type: none">• Ambassador• Arsonist• Brigitta the Wise Woman (2x)• Broadside• Cartographer• Doctor (2x)• Lars the Naval Hero (2x)• Mendicants• Merchant• Merchant Caravan (2x)• Navigator (2x)• Traitor	<p>Settlement/city expansions:</p> <ul style="list-style-type: none">• Armory (3x)• Sailmakers' Shop• Toll Bridge <p>City expansions:</p> <ul style="list-style-type: none">• Astronomer• Bath House (2x)• Cannon Foundry• Hedge Tavern <p>Road complements:</p> <ul style="list-style-type: none">• Small Market Town• Trading Post <p>Center cards:</p> <ul style="list-style-type: none">• Explorer Metropolis
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How to play the deck:

This deck places emphasis on exploration and additional resource production via Good Neighbors cards.

Change the default starting regions so that forest is located above mountains, or pasture above fields, or mountains adjacent to a lateral side of fields. Build the Pilgrimage Site in the settlement on the right. Build the Shipyard above or below one of the two left regions.

If you draw the Sailmakers' Shop when replenishing your hand, you should by all means keep the card; if, however, you draw city expansions or the Explorer Metropolis, you should exchange them. After the introductory round, use the Cartographer to view the sea card to the left of the Explorer Harbor and one of the two sea cards in the upper or lower left corner; if there's a pirate adjacent to the Explorer Harbor, place him somewhere else. It would be most convenient if the Island of the Scholars or the Island of the Merchants were located next to the Explorer Harbor.

If you couldn't draw the Sailmakers' Shop "blindly," it is worthwhile to search for it, because it is the only card that allows you to discover another 3 sea cards. Hunt pirates only after you have built the Armory or if your hand of cards contains Lars. You can defeat Cimmarone without difficulty if you have built all 3 Armories and the Cannon Foundry, so save Lars for Jean – unless you have a surprise encounter with Cimmarone or Jean.

If necessary, use the Trading Post to ensure that the lumber or wool you obtained via the Shipyard is converted into ore or grain (if you no longer need the lumber or wool for the Island of the Scholars and the Island of the Merchants). After you have built the city, build a Bath House in it, between fields and mountains, and use the Doctors to build the 2nd city. To quickly get buildings lost due to Insurrections back into your hand, deplete one of the stacks as fast as possible, to be able to temporarily store the removed building there. Also, if you lose any of the cards in your hand, you can discard them to the empty stack; thanks to the Pilgrimage Site, these cards can then immediately be returned to your hand.

Don't play the Broadside until your opponent has rotated an island to level 3 and you can reach level 3 immediately afterwards – if need be, by means of a Navigator. After you have built the Hedge Tavern, you can also fight the opponent via Arsonist and Traitor.

The deck contains 4 strength points, which is why you can only obtain the strength advantage if the opponent isn't going after it. Since there are only 5 commerce points in the deck, it also becomes difficult to obtain the trade advantage against a trade deck.

To be able to build all expansions in your deck, you only need one more settlement. You upgrade this settlement and the two starting settlements to cities. Now you only have to rotate 2 sea cards (islands or pirates) to level 3.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman (2x) ● Merchant Caravan (2x) ● Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant <p>The Era of Explorers:</p> <ul style="list-style-type: none"> ● Ambassador ● Armory (3x) ● Astronomer ● Broadside ● Cannon Foundry ● Cartographer (2x) ● Explorer Metropolis ● Lars the Naval Hero (2x) ● Navigator (2x) ● Sailmakers' Shop ● Shipyard 	<p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Bath House (2x) ● Doctor (2x) <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Trading Post <p>The Era of Prosperity:</p> <ul style="list-style-type: none"> ● Small Market Town <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Arsonist ● Hedge Tavern ● Traitor
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Variations:

You can secure the deck against decks containing Insurrections by including Public Feeling cards and cards that produce stars. Another possibility is to include sages and, in particular, the Grove of

Great Foresight and the Grove of Vigilance, to arm yourself against trade decks and decks containing other unfavorable events.

You could also aim for the strength advantage by including strong heroes - or for the trade advantage by including more cards with commerce points - so as to be able to use action cards that allow you to bother your opponent.

The deck gives no attention to skill; therefore, when the "Celebration" event occurs, you will only receive 1 resource if your opponent doesn't have cards with skill points either. You can avoid this situation by including Inga, for example, who provides you with 3 skill points; most of the time, this allows you to be the only one to profit from the Celebration. You could also start with Austin instead of the Pilgrimage Site; in this case, however, you should also exchange your event cards.

Needless to say that other combinations are possible too. Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.

Strong Heroes

Cards in your hand:

- Drill Ground
- Siward the Scout
- Osmund

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">• Feud• Fraternal Feuds• Gift for the Prince• Retreat of the Barbarians Action cards: <ul style="list-style-type: none">• Archer• Arsonist• Brigands• Castellan (2x)• Contest of the Heroes• Mendicants• Merchant• Merchant Caravan (2x)• Michael the Master Builder• Reiner the Herald• Sebastian the Itinerant Preacher• Traitor• Voyage of Plunder Region expansions: <ul style="list-style-type: none">• Gold Cache	Settlement/city expansions: <ul style="list-style-type: none">• Heroes:<ul style="list-style-type: none">• Baroc the Barbarian• Carl Forkbeard• Gottfried the Intriguer• Heinrich the Sentinel• Marie the Shieldmaiden• Olaf the Merchant Ship Captain• Wolfgang the Street Performer• Buildings:<ul style="list-style-type: none">• Lookout Tower• Toll Bridge• Extraordinary Sites:<ul style="list-style-type: none">• Pilgrimage Site• City expansions:<ul style="list-style-type: none">• Bailiwick• Castle• Fairgrounds• Hedge Tavern• Secret Brotherhood• Tithe Barn
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How to play the deck:

Depending on what your opponent is building, you should first build the Drill Ground or Osmund. If, for example, your opponent starts with a Drill Ground and his hand still includes cards whose backs indicate that they belong to the Basic Set, it would make sense for you to first build Osmund - after all, your opponent might also start with this same deck. In that case, it wouldn't be possible for you to build the Drill Ground or Siward, but your opponent wouldn't be able to obtain the strength advantage either. Of course, if it isn't your lucky day, your opponent might have other heroes in his deck. If your opponent does not start with a Drill Ground or you are the starting player, you should first build the Drill Ground. Afterwards, you have to decide whether you absolutely want to have the strength advantage - in which case you should build Osmund.

- or want to wait and see which events will come up next. In the latter case, you should pay 1 grain to build Siward and afterwards view the event card stack to see if Riots are impending. You could also be bold enough to build both Siward and Osmund. Then you also can view the event cards, but you will have spent the gold that might protect you against Riots. In this case, it would actually be better to view the 3 top cards of a draw stack - then you have the option to choose this stack when replenishing your hand.

Your next steps depend on your opponent's actions. If he didn't build any heroes, you first should expand. You should build a total of 4 settlements, to later upgrade them to 4 cities and thus - together with the city expansions and the strength advantage - reach 15 victory points. If your opponent has also built heroes though, a struggle for the strength advantage might ensue. Therefore, you should first focus on building more heroes. In that case, it is also advisable that you quickly build the Pilgrimage Site, so that you can immediately draw new cards if Fraternal Feuds occur.

However, it may also make sense for you to use Olaf, the Pilgrimage Site, and the Toll Bridge to secure - at least temporarily - the trade advantage. The 3 trade points might not be enough to stand up against a trade deck though. But then at least you can use the Mendicants.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

Basic cards: <ul style="list-style-type: none"> • Merchant Caravan (2x) • Toll Bridge The Era of Turmoil: <ul style="list-style-type: none"> • Archer • Arsonist • Brigands • Carl Forkbeard • Fairgrounds • Hedge Tavern • Heinrich the Sentinel • Lookout Tower • Sebastian the Itinerant • Preacher • Tithe Barn • Traitor • Voyage of Plunder 	The Era of Gold: <ul style="list-style-type: none"> • Gold Cache • Merchant • Reiner the Herald The Era of Intrigue: <ul style="list-style-type: none"> • Gottfried the Intriguer • Michael the Master Builder • Pilgrimage Site The Era of Merchant Princes: <ul style="list-style-type: none"> • Mendicants • Olaf the Merchant Ship Captain The Era of Barbarians: <ul style="list-style-type: none"> • Baroc the Barbarian • Bailiwick • Castellan (2x) • Castle • Contest of the Heroes • Marie the Shieldmaiden • Secret Brotherhood • Wolfgang the Street Performer
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Variations:

Since the Rivals include many more heroes, you have the possibility to exchange some heroes without changing the nature of the deck. If you like it a bit more risky, you may do without Heinrich and the Lookout Tower. However, if you don't like risks, then you should add Fire Brigades. Instead of the Castle and the two Castellans, you can also add a Bath House and the two Doctors to your deck, the advantage of the a Bath House being that you are less threatened by plagues Plagues. Or you add both Chapels to your deck and thus are secure from Riots. You can also gear your deck towards fighting the barbarians. If you do so, you should replace 3 event cards with the Barbarian Attack cards and also add a Triumph Card and Arnd as well as Siegfried to your deck. In any case, after you have played some games you should adapt the deck to your own way of playing – also to avoid that you and your opponent sometimes happen to use exactly the same deck.

Hunger for Wisdom

Cards in your hand:

- Frederich, Sage of the Hills
- Peter, Sage of the Forest
- Walther, Sage of the Gold Field

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">• Council of the Sages (2x)• Famine (2x) Action cards: <ul style="list-style-type: none">• Age of Enlightenment (2x)• Doctor (2x)• Great Foresight (2x)• Mendicants• Merchant• Merchant Caravan (2x)• Power of the Groves• Scout• Wise Compensation (2x)• Wise Protection Region expansions: <ul style="list-style-type: none">• Barbara, Sage of the Fields• Michaela, Sage of the Pasture• Piet, Sage of the Mountains• Principal Sage Woman• Thieves' Hideout	Settlement/city expansions: <ul style="list-style-type: none">• Grain Mill• Grove of Freedom• Grove of Great Foresight• Grove of Vigilance City expansions: <ul style="list-style-type: none">• Academy of Sages (2x)• Bath House• Cole, Paladin of the Sages• Granary• Robert, Herald of the Sages Road complements: <ul style="list-style-type: none">• Small Market Town Marker cards: <ul style="list-style-type: none">• Manifesto of Humane Conduct
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How to play the deck:

This deck places emphasis on controlling the events via the sages and affecting the opponent via Famines.

Change the default starting regions so that the fields region and the gold field are on the left or right side and the mountains region is adjacent to the fields region. Build your first road between the fields region and the gold field, and when building your first settlement, choose the fields region and the gold field via the Scout, making sure that they have the same production number. Place the Principal Sage Woman adjacent to one of the two new regions or adjacent to a region where the opponent has also placed a sage, which allows you to receive a resource from this region when the "Council of the Sages" event occurs even though you can't build one of your specialized sages there. The first two cities are built via Wise Compensation. To do so, you must allow your opponent to take the lead or let him build his cities first. If he takes the lead by means of the trade advantage, you can get 2 resources from him via the Mendicants – if possible, take grain. You can also use the Thieves' Hideout for this purpose. As soon as possible, build the Grain Mill between the two fields regions. It shouldn't be a problem to find the Grain Mill via the Grove of Freedom. Until you build the Granary, always retain at least 1 grain, in case a Famine occurs. Once the Granary is built, you

can also use your grain to obtain a resource you lack from your opponent if he has no grain. However, you should only use the grain if a Famine is not imminent.

The deck only contains the strength points from Cole and Robert, meaning that you can't obtain the strength advantage until relatively late in the game - provided that the opponent doesn't have more than 4 strength points. If the opponent has built a Church or Marie the Shieldmaiden, don't build the two heroes until the victory points they provide allow you to win the game, because otherwise you might lose the heroes.

Due to the fact that it only has 2 commerce points, the deck also gives little attention to the trade advantage, and without skill points it often happens that the Celebration is only beneficial for the opponent. However, you can ward off the events "Celebration" and "Trade" via the Grove of Vigilance. Do this whenever you could lose important resources and the event card you reveal instead of the voided event is not causing major damage. The Great Foresight card allows you to quickly find out the order of the event cards in the stack, and you should remove event cards that either are harmful or only benefit your opponent.

Without the strength advantage, when rotating the Manifesto to level 3 you only need a total of 3 settlements you upgraded to cities. However, a fourth settlement improves your chance of victory, particularly if your opponent has 4 or 5 settlements. The resources you receive via the Age of Enlightenment card could be used for the third city.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none">● Grain Mill● Merchant Caravan (2x)● Scout <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none">● Mendicants <p>The Era of Progress:</p> <ul style="list-style-type: none">● Bath House● Doctor (2x) <p>The Era of Gold:</p> <ul style="list-style-type: none">● Merchant <p>The Era of Prosperity:</p> <ul style="list-style-type: none">● Small Market Town● Thieves' Hideout	<p>The Era of Sages:</p> <ul style="list-style-type: none">● Academy of Sages (2x)● Age of Enlightenment (2x)● Barbara, Sage of the Fields● Cole, Paladin of the Sages● Frederich, Sage of the Hills● Granary● Great Foresight (2x)● Grove of Freedom● Grove of Vigilance● Grove of Great Foresight● Michaela, Sage of the Pasture● Peter, Sage of the Forest● Piet, Sage of the Mountains● Power of the Groves● Principal Sage Woman● Robert, Herald of the Sages● Walther, Sage of the Gold Field● Wise Protection● Wise Compensation (2x)
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Variations:

One possibility is to include other strategies that offer advantages when the events "Celebration" and "Trade" occur. To this end, you can use the other standard decks as models. In this case, you normally have to do without some of the sages. Building 2 sages is often sufficient. The Famine/Granary combination can also be replaced with something else.

Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.

Maritime Trade

Cards in your hand:

- Gold Ship
- Ship Builder
- Siward the Scout

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">• Capricious Sea• Fortunate Trade Voyage (2x)• Trade Ships Race Action cards: <ul style="list-style-type: none">• Arsonist• Gero the Master Merchant• Guido the Ambassador• Gustav the Librarian• Hergild the Master Merchant• Maritime Trade Monopoly• Merchant• Merchant Caravan (2x)• Michael the Master Builder• Traitor Road expansions: <ul style="list-style-type: none">• Brigand Camp• Trading Post (2x)	Settlement/city expansions: <ul style="list-style-type: none">• Caravel• Grain Ship• Large Trade Ship (2x)• Lumber Ship• Olaf the Merchant Ship Captain• Ore Ship• Pilgrimage Site• Toll Bridge• Wool Ship City expansions: <ul style="list-style-type: none">• Bailiwick• Chapel (2x)• Harbor• Hedge Tavern• Lighthouse (2x)• Secret Brotherhood
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How to play the deck:

How you set up the regions does not matter here. First build Siward, then build the Ship Builder in the same settlement and the Gold Ship in the other settlement. Use Siward to view the 3 top cards of a stack, then draw another trade ship if possible. After you have built another ship, first expand and exchange cards in the process. Then, in the next settlements, build other ships or the Toll Bridge and the Pilgrimage Site. Build the Pilgrimage Site particularly if, via Siward, you found out about "impending" Good Neighbors or Religious Disputes. If your opponent plays an Era of Barbarians deck, you may want to quickly build a city and place a 3rd trade ship and the Caravel there. Through the Caravel and Siward, you may also be able to obtain the strength advantage if your opponent has less than 3 strength points in his deck. Otherwise, build the Caravel only in case of impending Barbarian Attacks and, in the cities, keep the spaces adjacent to the trade ships clear for the Lighthouses. If you fall behind, you can play Guido and

Gustav. Build the Trading Posts in such a way that the Large Trade Ships adjacent to the Lighthouses can trade resources of 3 possible regions at a 1:1 rate.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none">● Grain Ship● Large Trade Ship● Lumber Ship● Merchant Caravan (2x)● Ore Ship● Wool Ship● Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none">● Harbor● Large Trade Ship● Merchant <p>The Era of Turmoil:</p> <ul style="list-style-type: none">● Arsonist● Chapel (2x)● Hedge Tavern● Traitor	<p>The Era of Progress:</p> <ul style="list-style-type: none">● Guido the Ambassador● Gustav the Librarian <p>The Era of Intrigue:</p> <ul style="list-style-type: none">● Michael the Master Builder● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none">● Brigand Camp● Gero the Master Merchant● Hergild the Master Merchant● Lighthouse (2x)● Maritime Trade Monopoly● Olaf the Merchant Ship Captain● Trading Post (2x) <p>The Era of Barbarians:</p> <ul style="list-style-type: none">● Bailiwick● Caravel● Secret Brotherhood
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Variations:

Instead of the Toll Bridge, you can also add a Pirate Ship to your deck, in which case you would have to make sure that a Traitor doesn't steal it. Instead of the Chapels, which protect against Riots, you might also build Bath Houses or Arsenals, which protect against Plagues or, respectively, Brigand Attacks. To obtain more commerce points, you can also add the Salt Silo to your deck, although it is expensive. The Parish Hall would be an alternative to Siward - especially if you fear that you might not be able to build him. In this case, the Town Hall would also be an option, to be sure you can play Guido and to always be able to choose a card for free when exchanging cards at the end of your turn.

Prosperity for the Poor

Cards in your hand:

- Village School
- Scout
- Public Feeling

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">• Insurrection (2x)• Taxation (2x) Action cards: <ul style="list-style-type: none">• Artwork: Epic• Artwork: Sculpture• Artwork: Fountain• Bera the Insurgent• Brigitta the Wise Woman (3x)• Court Astrologer• Feeding the Poor (2x)• Mendicants• Merchant• Merchant Caravan (2x)• Prosperity• Reiner the Herald• Relocation	Region expansions: <ul style="list-style-type: none">• Abbey Brewery• Thieves' Hideout Settlement/city expansions: <ul style="list-style-type: none">• Common Land• Toll Bridge City expansions: <ul style="list-style-type: none">• Aqueduct• Builders' Hut• City Palace• Hospital• Monument to the Prince (2x)• Prince• Theater Road complements: <ul style="list-style-type: none">• Mercenaries• Small Market Town Marker cards: <ul style="list-style-type: none">• Public Feeling
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How to play the deck:

This deck places emphasis on the Public Feeling and the use of the cards from The Era of Prosperity Theme Set.

Change the default starting regions so that pasture and fields are on the left or right side. If you forgot to do so, you can later change them via Relocation if need be. Build your first road between these two regions, and when building your first settlement, choose fields and pasture via the Scout. If you started with fields-5/pasture-1, choose fields-1/pasture-5, and if you started with fields-6/pasture-4, choose fields-1/pasture-6 or fields-3/pasture-6, so you can use Brigitta in an optimal fashion. Afterwards, upgrade this settlement to your first city, provide it with Builders' Hut, Prince, and Aqueduct, and then build the Hospital there.

The deck only contains 2 strength points, which is why you can only obtain the strength advantage if you can take over one or two of your opponent's units by means of the Monument to the Prince cards and then build these units. Another 2 strength points can be obtained via the Abbey Brewery.

Since there are only 2 commerce points in the deck, it also becomes difficult to obtain the trade advantage against a trade deck. A Monument to the Prince and/or the Abbey Brewery can help you here too.

Without the two advantages, you need to upgrade a total of four settlements to cities. To obtain the resources required for these upgrades, you should also use the Thieves' Hideout. The City Palace should primarily be used to recycle Brigitta.

Using all of the deck's possibilities requires a very focused attention. Always make sure that on each turn the Hospital is used to obtain either a resource or a star, and don't forget the Common Land and the Small Market Town. Since 2 of the events are Insurrections, at least 1 star should always remain on a Public Feeling at the end of the turn.

In the following list, all cards are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman (2x) ● Merchant Caravan (2x) ● Scout ● Relocation ● Toll Bridge <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Abbey Brewery <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Mendicants <p>The Era of Progress:</p> <ul style="list-style-type: none"> ● Brigitta the Wise Woman <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Merchant ● Reiner the Herald 	<p>The Era of Prosperity:</p> <ul style="list-style-type: none"> ● Aqueduct ● Artwork: Epic ● Artwork: Sculpture ● Artwork: Fountain ● Bera the Insurgent ● Builders' Hut ● City Palace ● Common Land ● Court Astrologer ● Feeding the Poor (2x) ● Hospital ● Mercenaries ● Monument to the Prince (2x) ● Prince ● Prosperity ● Public Feeling ● Small Market Town ● Theater ● Thieves' Hideout ● Village School
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Variations:

One possibility is to include sages and, in particular, the Grove of Great Foresight and the Grove of Vigilance, to arm yourself against trade decks and decks containing other unfavorable events.

You could also aim for the strength advantage by including strong heroes - or for the trade advantage by including more cards with commerce points - so as to be able to use action cards that allow you to bother your opponent.

At the beginning, the deck gives little attention to skill; only by building the Builders' Hut you receive at least 1 star in case of a Celebration, and after building the Theater you have 2 skill points. However, when the "Celebration" event occurs, initially you will only receive 1 resource if your opponent doesn't have cards with skill points either. You can avoid this situation by including Inga, for example, who provides you with 3 skill points; most of the time, this allows you to be the only

one to profit from the Celebration.

Instead of the Mercenaries and the Small Market Town, the Traveling Theater can also be useful.

Needless to say that other combinations are possible too. Therefore, after the first few games you should do your own experiments to find a deck that matches your personal style.

Alma Mater

Cards in your hand:

- Abbey
- Pilgrimage Site
- Storehouse

The stacks contain the following cards:

Event cards: <ul style="list-style-type: none">● Invention (2x)● Year of Plenty (2x) Action cards: <ul style="list-style-type: none">● Benjamin the Traveling Scholar● Bishop● Doctor (2x)● Guido the Ambassador● Gustav the Librarian● Mendicants● Merchant● Merchant Caravan (2x)● Michael the Master Builder● Mineral Mining (2x)● Missionary● Three-Field System (2x)	Settlement/city expansions: <ul style="list-style-type: none">● Cannoneer (2x)● Heinrich the Sentinel● Irmgard, Keeper of the Light● Marketplace● Toll Bridge● White Raven Tavern City expansions: <ul style="list-style-type: none">● Bailiwick● Bath House (2x)● Bishop's See● Building Crane● Library (2x)● Parliament● University
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How to play the deck:

This deck places emphasis on producing resources via University action cards and event die. 3 settlements upgraded to cities should enable you to reach 15 victory points. With 10 strength points and the possibility to use the Bishop's See and the Missionary to deprive your opponent of heroes, it should be possible for you to obtain the strength advantage - although probably not until towards the end of the game.

Change the default starting regions in such a way that grain and lumber are located on one side of your principality and gold and wool on the other side. Build the Abbey and the Storehouse between brick/lumber and grain/ore. Build your first road between wool and gold, then build your 3rd settlement there and upgrade it to a city. When you draw cards to replenish your hand, exchange cards until your hand contains a Merchant Caravan, so you can soon build the city. If need be, use excess gold to search for the card. Afterwards, build another city using the resources obtained via the University action cards, then build a Bath House in both cities. If your opponent expands, you should build the Marketplace as soon as possible.

If you happen to have the resources for a fourth settlement, there is no reason why you shouldn't build it. It makes you more flexible and provides you with more space for settlement/city expansions.

You should keep in mind that the deck contains only very few cards that you could use to interfere with your opponent. Therefore, the protection Heinrich provides should have priority if it is foreseeable that your opponent wants to build a Hedge Tavern.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

<p>Basic cards:</p> <ul style="list-style-type: none">• Marketplace• Merchant Caravan (2x)• Toll Bridge <p>The Era of Gold:</p> <ul style="list-style-type: none">• Merchant <p>The Era of Turmoil:</p> <ul style="list-style-type: none">• Heinrich the Sentinel• Irmgard, Keeper of the Light <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none">• Mendicants <p>The Era of Barbarians:</p> <ul style="list-style-type: none">• Bailiwick• White Raven Tavern	<p>The Era of Progress:</p> <ul style="list-style-type: none">• Bath House (2x)• Benjamin the Traveling Scholar• Building Crane• Cannoneer (2x)• Guido, the Ambassador• Gustav the Librarian• Doctor (2x)• Library (2x)• Mineral Mining (2x)• Parliament• Three-Field System (2x)• University <p>The Era of Intrigue:</p> <ul style="list-style-type: none">• Bishop• Bishop's See• Michael the Master Builder• Missionary
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Variations:

Instead of the Bath Houses, you can also add Fire Brigades to your deck, to be protected against your opponent's Arsonists. If you do so, however, you have to reckon with losses when Plagues occur. The Tavern is surely also a card you may want to exchange, although together with Irmgard it might generate some resources when the Celebration event is rolled, and it also might convert the gold you receive for the Toll Bridge when the Plentiful Harvest event occurs into resources.

RIVALS FOR CATAN™ *Deluxe*™

Welcome to *Rivals for Catan*™!

The game you are holding in your hands is the new deluxe edition of *Rivals for Catan*. The core design for this game was first published in Germany in 1996 as the *Catan Card Game*™ then revised in 2010 as *The Rivals for Catan*™. After many successful years, this ultimate 2-player CATAN® experience truly deserves a deluxe treatment.

The rules of the game are designed to introduce you gradually to its unique system. First, you are introduced to your principality and the basic game mechanisms by playing the short Introductory Game. Once you are comfortable with the core concepts of the game, you may add the individual “Theme Games.” Each Theme Game introduces more cards and game mechanisms—step by step.

Rivals for Catan takes you on a virtual tour through the history of Catan. The Introductory Game, *The First Catanians*, recreates the early days of the settlement of Catan. The three Theme Games recreate a different era of Catan’s past—*The Era of Gold*, *The Era of Turmoil*, and *The Era of Progress*. You can find more information about the history of Catan and its thematic realization in at catan.com.

Once you have played all three of the Theme Games, you will be familiar with all of the cards and rules in the game. You are now ready for the ultimate Rivals experience: *The Duel of the Princes*! This scenario uses cards from all of the Theme Sets at once. Master that, and you are truly the greatest monarch in Catan!

Rivals for Catan Deluxe includes:

- 189 cards:
 - 1 *Basic Set* with 94 cards
 - 1 *The Era of Gold* Theme Set with 27 cards
 - 1 *The Era of Turmoil* Theme Set with 28 cards
 - 1 *The Era of Progress* Theme Set with 31 cards
 - 9 Rivals for Catan Deluxe special promo cards
- 4 card trays to keep your draw stacks organized
- 2 plastic tokens: 1 *hero token*, 1 *trade token*
- 2 dice: 1 *production die* (the die with numbers), 1 *event die* (the die with symbols)
- 1 rules book: You are reading it now



RULES

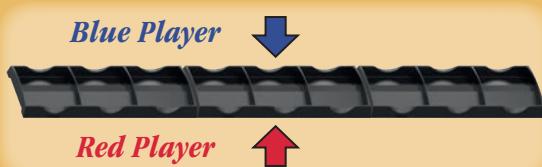
INTRODUCTORY GAME - THE FIRST CATANIANS

Initial Steps...

First you are going to be guided through the game setup.

Prepare the Trays

Put 3 of the card trays end-to-end and place them in the center of the table between you and your opponent. It should stretch left to right like a wall between the players.



A Little Bit of Sorting

Sort all of the cards using their backs and form them into stacks. The cards with the red backs are called the **Basic Set**. These red cards are used in the Introductory Game as well as in each of the 3 **Theme Games**.

The Theme Game cards have orange, purple, and green backs. Put them back in the box for now.



The Era of Gold



The Era of Turmoil



The Era of Progress



Basic Set



Basic Card Tray Setup

Blue player faces this way

3 card trays end-to-end



RULES

Your Principality

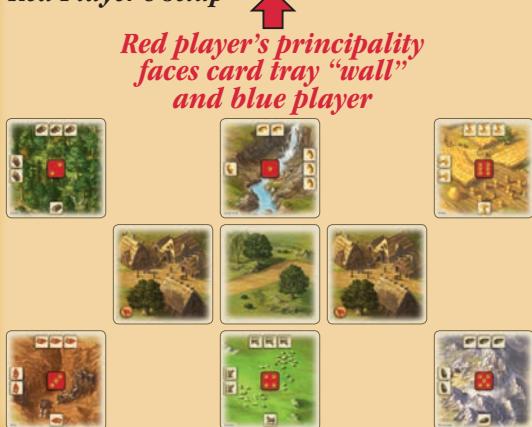
You and your opponent should each choose one of the two 9-card stacks with the shield on the back (red shield or blue shield). These are your “starting cards.” You and your opponent use these cards to build your respective principalities.



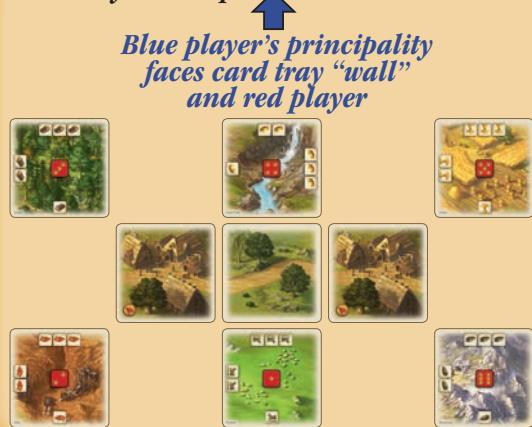
First, you need to get to know your principality. To start the game, it consists of 6 different regions and 2 settlements connected by a road. Place your cards aligned towards you as shown below. **Hint:** *The name of each region card is shown in the bottom left corner. During setup, make sure that you orient all of your region cards so the text is in the bottom left as you face your cards.*

Refer to the examples below (or from the back of the rules book) to set up your principality.

Red Player's Setup



Blue Player's Setup



Regions

As the prince or princess, you have a steady income. You receive this income in the form of *resources*: lumber, wool, gold, brick, ore, and grain. Each resource is produced by one of your *regions*: forest, pasture, gold field, hills, mountains, or fields.



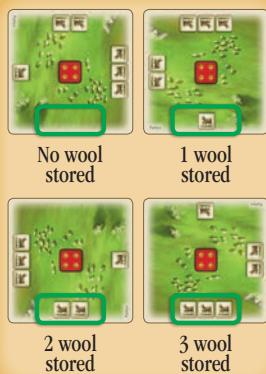
How much you have of a certain resource is indicated by the orientation of the corresponding region. The edge of the region card closest to you is crucial in this context. At the beginning of the game, each region—except for the center-top gold field—is aligned so that its edge with 1 resource symbol is closest to you. This means that you have exactly 1 of each of these resources stored and available for use. You do not start with gold, so your gold field card starts with its “no resource” edge closest to you.

During the game, you receive resources and spend them. When you receive 1 resource, rotate the card 90° counter-clockwise so that its edge with one **more** resource is closest to you. When you spend 1 resource, rotate the card 90° clockwise. You can thus store between 0 and 3 resources in a region. If you already have 3 resources stored in a region and receive another resource there, you won't be able to store it—the additional resource is lost.



1 resource

0 resources



RULES

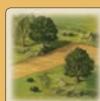
Settlements

Settlements are the centerpieces of your principality. Each *settlement* is worth 1 victory point (represented by an icon of a gold circle with the red flag). You need victory points to win. A settlement also provides 2 empty *building sites* for expansion cards (buildings or units), one above and one below the settlement. You may also upgrade settlements to cities—you'll learn how to do this later.



Roads

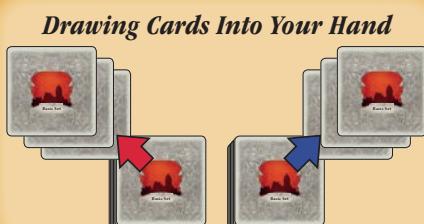
Your 2 starting settlements are connected by a *road*. In order to build an additional settlement and extend your principality, you must first place a road adjacent to your left or right settlement (see Building site for road in the example on the bottom of page 5). Roads allow you to build additional settlements. That is their only function.



The illustration on the back of this rules book shows the finished game set up for an introductory game. You and your opponent are facing each other—you each have your respective principalities aligned towards yourselves. Between the principalities are the trays that hold the stacks of roads, settlements, regions, and cities as well as the draw stacks and the event card stack.

THE GAME BEGINS

Each player rolls the production die. If you are the high roller, you are the *starting player*. Draw the **3 top cards** from one of the 4 draw stacks. Then your opponent draws the 3 top cards from a different draw stack. These cards form your respective *hands*. You should always conceal the cards in your hand from your opponent.



GAME TURN

You and your opponent alternate taking turns. When taking your turn, you are the *active player*. The turn sequence is always executed as follows:

- 1. Rolling the Dice:** Roll both dice and resolve the results.
- 2. Taking Your Action Phase:** In any order and as often as desired: play cards and trade resources.
- 3. Replenishing Your Hand:** Check the number of cards in your hand and, if need be, draw or discard 1 or more cards (discarded cards are removed from the game).
- 4. Exchanging a Card from Your Hand:** If desired be, exchange a card from your hand.

1. Rolling the Dice

Roll both dice (production die and event die) at the beginning of your turn.

First, let's have a look at the *production die*—it has the numbers 1 through 6. The production die result determines what new resources **each** player receives. Each region whose number matches the production die result receives 1 resource—that is, the region is rotated 90° counterclockwise (see the example below). The 6 regions in your starting principally each have a different number from 1-6. When you get more regions, numbers on multiple regions will match the production die result. You receive 1 resource in each region matching any production die roll.



Example of Resource Production



On her first turn, player A rolls a “6”. Her fields region has the number 6, so player A receives 1 grain. She indicates this by rotating the fields region 90° so that its side showing 2 grain symbols is now aligned towards her. Player B also receives 1 resource in his region marked with a “6”; in his case, it is the mountains region. He thus receives 1 ore and indicates this in the same fashion as player A.

RULES

The *event die* result determines which random event occurs. This will be explained later (see page 8—Event Die). Now let's examine the other parts of the turn sequence.



Settlement/City Expansions

A settlement/city expansion must always be placed on an empty *building site* adjacent to a settlement/city. Once placed, it provides permanent advantages for the rest of the game. There are two different types of settlement/city expansions: buildings and units. Units are further subdivided into heroes and trade ships.

To add an expansion from your hand to a settlement or city, place the card on an empty building site and pay the building costs indicated on the card. From then on, you may use the building or unit along with any associated effect.

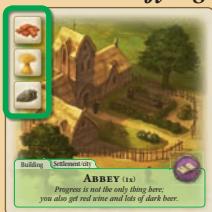
Please note: Some cards, like Abbey, are marked "(1x)". This means that you may only have 1 of these cards in your principality.

Example for Paying the Building Costs



You place an Abbey. Pay the building costs by rotating the fields, mountains, and hills region 90° clockwise. Afterwards, you still have 1 grain, 1 lumber, and 1 wool but no more brick and ore.

Identifying Building Costs



Green text box = settlement/city expansion. When played, this card is placed in your principality.



Yellow text box = action card. This card may be played from your hand and placed on the discard pile.

Building Sites



Building site for 1 expansion card



Building site for 1 expansion card



Building site for road



Building site for road



Building site for 1 expansion card



Building site for 1 expansion card



RULES

Action Cards

Action cards are always played from your hand and have immediate effect. To play an action card, read the text on the card to your opponent and resolve the action. Then place the card face up on a discard pile used by both players. This removes the card from play.

b) Playing the Center Cards

There are 4 stacks of cards between the two players: *roads*, *settlements*, *cities*, and *regions* (associated with the settlements). The roads, settlements, and cities are called *center cards*, because these cards lie between the two players and both players have direct access to them. The active player can build any available road or settlement center card directly by paying the building costs indicated on that card's back. A city center card requires that its building costs be paid and that a settlement be available to upgrade.

Building a Road

You need roads to extend your principality. There must always be exactly 1 road between 2 settlements. So if you want to build a new settlement, you first have to build a road.

Building a Road



You build a road and pay 1 lumber and 2 brick



Building a Settlement

A settlement may only be built adjacent to the open end of a road (i.e., its open left or right edge). You get a number of advantages from new settlements:

- Each settlement is worth 1 victory point.
- Each settlement provides 2 new building sites (1 above and 1 below the settlement).

- When you build a new settlement, you also receive the 2 top cards from the region stack. Place these regions adjacent to the unoccupied corners of the settlement, aligned so that the edge with zero resource symbols is closest to you.

Building a Settlement



You build a settlement and pay 1 brick, 1 grain, 1 wool, and 1 lumber. You draw one mountains region and one gold field. In the future, you will receive wool and ore if a "4" is rolled and lumber and gold if a "2" is rolled.

Building a City

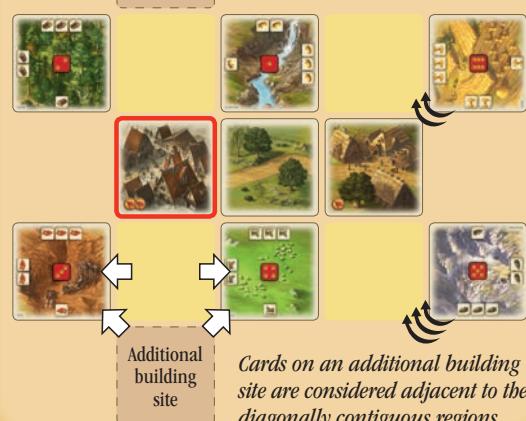
Settlements can be upgraded to cities. When you build a city, you pay the building costs and place the city on top of an existing settlement. For the rest of the game, the settlement card remains underneath the city card. You get advantages from a city:

- Each city is worth 2 victory points. (The victory point of the settlement covered by the city is **not counted**).
- Each city provides 2 additional building sites. Now you can place 2 settlement/city expansions above and 2 below the city.

Building a City

Additional building site

You pay 3 ore and 2 grain and place the city on top of one of your settlements.



RULES

Important: Some expansion cards affect adjacent regions on the left and right. Positioning an expansion card either above or below a settlement/city may thus be important. However, it doesn't matter which of the two neighboring building sites you occupy: the two regions on the left and right are equally adjacent to both building sites (see the white arrows in the Building a City example on page 6).

c) Trading Resources

Sometimes you may have too many of one resource and not enough of another. In such cases, you may exchange your resources for other resources.

Regular Exchange Rate

You can always trade 3 for 1. Pay 3 resources of the same type and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

Example: Regular Exchange Rate



You trade 3:1 – pay 3 ore (from 2 regions) and take 1 wool in return.

Improved Exchange Rate

If you have a trade ship in your principality, your trade rate improves to 2 for 1. Pay 2 resources of the resource type indicated by the trade ship and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

Example: Improved Exchange Rate



You have an Ore Ship in your principality. You pay 2 ore and take 1 wool.

3. Replenishing Your Hand

When you no longer want to (or can't) take another action, you can end your turn. But first check to see if you have as many cards in your hand as you are allowed to hold.

- At the end of your turn, you may have no more than 3 cards in your hand. However, you may hold 1 additional card for each card with a progress point (book symbol) you have in your principality.
- If you have fewer cards in your hand than you are allowed to hold, draw cards until you have the number of cards allowed. For this purpose, randomly draw cards from the tops of the draw stacks.
- If you have more cards in your hand than you are allowed to hold, you must discard cards until you have the number of cards allowed. Place discarded cards under your choice of draw stack(s).



Progress point

Normally, you have a limit of 3 cards in your hand. Building an Abbey allows you to increase the number of cards in your hand to 4.

Cards drawn to replenish your hand can't be used immediately—you must wait until your next turn.

4. Exchanging a Card from Your Hand

Once you have as many cards in your hand as you are allowed to hold, you may *exchange* 1 card from your hand for a card from one of the draw stacks. First place 1 card of your choice under any one of the draw stacks. Then you may either:

- **Take a random card.** Draw the top card from a draw stack of your choice, OR
- **Select a specific card.** Pay any 2 resources of your choice. Choose a draw stack and look at all of its cards. Then take 1 card of your choice from that stack.

Please note: You may not change the order of the cards in the draw stack!

Cards you exchange can't be used immediately. You have to wait until your next turn to use them.

OTHER RULES

1. Strength Advantage and Trade Advantage

Some cards have axe or scale symbols. Each axe symbol is worth 1 *strength point* and each scale symbol is worth 1 *commerce point*.



Strength Advantage

You have the *strength advantage* if your principality has 3 or more strength points **and** you have more strength points than your opponent. Whenever you have the strength advantage, take the token that depicts an axe. This “hero token” is worth 1 victory point. Place it on one of your settlements/cities.



If you have the hero token and your strength points fall below 3 **or** below the number of strength points owned by your opponent, remove the hero token from your principality. Your opponent takes it if she has 3 or more strength points. Otherwise, set the hero token aside.

Trade Advantage

You have the *trade advantage* if your principality has 3 or more commerce points **and** you have more commerce points than your opponent. Whenever you have the trade advantage, take the token that depicts a scale. This “trade token” is worth 1 victory point. Place it on one of your settlements/cities.



If you have the trade token and your commerce points fall below 3 **or** below the number of commerce points owned by your opponent, remove

the trade token from your principality. Your opponent takes it if they have 3 or more commerce points. Otherwise, set the trade token aside.

2. Skill Points and Progress Points

Skill points: Skill points are depicted on heroes. The symbol of skill is a *harp* inside a round green icon. Each skill point may give you an advantage when the *Celebration* event is rolled.



Progress points: On some buildings, progress points are depicted. The symbol of progress is a *book* inside a round purple icon. Each progress point allows you to hold 1 additional card in your hand.



Skill points may give you an advantage when the Celebration event is rolled.
Progress points allow you to increase the number of cards in your hand.

3. Event Die

At the beginning of each turn, roll the event die in addition to the production die. There are 5 different symbols on this die, each of them having a different effect.



Four of these symbols are black. When someone rolls a black symbol, an event occurs (see below) or the players may receive additional resources.

When someone rolls the red symbol, the brigands strike and both players may face negative effects, depending on the number of resources they have stored.

The color of the symbol rolled determines whether the result of the production die roll or the result of the symbol die roll is resolved first:

- If the symbol is the red club, a *Brigand Attack* takes place. **Resolve it before** resolving the result of the production die roll.

Brigand Attack: Any players that have more than 7 resources lose all of their gold and wool resources (rotate those regions to show 0 resources).



RULES

- If the symbol on the event die is a **black symbol**, resolve it after resolving the result of the production die roll. You and your opponent each receive your resource income. Afterwards, resolve the result of the event die roll.

Trade: If one of the players has the trade advantage, that player receives 1 resource of his/her choice from the opponent.



Celebration: If one of the players has the most skill points, that player alone receives 1 resource of his/her choice. Otherwise, each player receives 1 resource of their choice.



Plentiful Harvest: Each player receives 1 resource of their choice.



Event Card: The player who rolled the dice draws the topmost event card and reads the event aloud. Any players affected by the event (which can be none, one, or both players) resolve the event. Then return the card to the bottom of the event card stack.



If you draw the *Yule* card, prepare a new event card stack. Then draw and resolve a new event card.



To Prepare a New Event Deck –

(Set up the event deck exactly as you did to start the game.) Keep the *Yule* card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the *Yule* card face down on top of these 3 cards. Then place the remaining event cards on top of the *Yule* card.



The principality depicted here belongs to a victorious player. She won the game with 2 cities, 1 settlement, the trade token, and the hero token.

The Card Index that starts on page 13 provides details on the use and effects of each card. Each card is listed according to the set it belongs to: the Basic Set or one of the Theme Sets.

When questions arise, check this index for answers.

GOAL & END GAME

The **Introductory Game** ends when a player has **7 (or more) victory points** at the end of their turn and wins. Each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point.

Congratulations! You have mastered the *Introductory Game “The First Cataniens.”* Now you know all the basic rules of *Rivals for Catan*. If you feel comfortable using the Introductory Game rules and cards, you may start playing the Theme Games. Each provides a longer game and a more challenging and varied experience. The Theme Games not only introduce new cards but they also provide entirely new card types and building possibilities.

THE THEME GAMES

All the rules you already learned also apply in the Theme Games. However, the Theme Games add some new rules that are described below. You may want to play the Introductory Game a few more times in order to get more comfortable with the game flow and the *The First Catanians* rules. Once you feel ready for the Theme Games, begin with the general additional rules that always apply when playing the Theme Sets. The special rules for the three individual sets will follow afterwards.

Recommendations: Play the Theme Games in the order in which the rules are presented.

The Era of Gold introduces you to new card types and some simple requirements for action cards.

The Era of Turmoil brings some aggressive cards into play. You can use them to harass your opponent.

The Era of Progress is more peaceful. The focus is on the constructive development of both principalities.

Once you have mastered the Theme Games, you can combine various elements of the individual Theme Game strategies in The Duel of the Princes.

GENERAL RULES

Preparation

In all of the Theme Games, you will need to place all 4 card trays end-to-end.

1. Event Card Stack

Always use the Basic Set event cards and the event cards from the appropriate Theme Set. First separate out the *Yule* card. Then shuffle the remaining event cards from the Basic Set and the particular Theme Set you have chosen. Take 3 cards from the shuffled cards and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.



Example “Event Card Stack”: In the Theme Game The Era of Gold, the event card stack consists of the Basic Set event cards and the 3 event cards from that specific Theme Set: Gift for the Prince, Traveling Merchant, and Trade Ships Race.

2. Face-up Expansion Card Stack

In each Theme Set, there are expansion cards that must be accessible to both players. Separate these cards out and place them as a face-up expansion card stack next to the draw stacks. These cards are never part of your hand. Instead, you may look through this stack, select the card you want to build, and pay the building costs as usual. Then place the card on an empty building site in your principality.

Note: Each card in the face-up stack is a “1x” (see Settlement/City Expansions on page 5).

3. Preparing the Draw Stacks

Shuffle the Basic Set cards whose backs show the Basic Set symbol. Organize these cards into 3 *Basic Set draw stacks* of 12 cards each. Separately shuffle the appropriate Theme Set cards not already in stacks. Organize these cards into 2 *Theme Set draw stacks*—each with an equal number of cards.



Example “Draw Stacks”: In The Era of Gold, the 2 Theme Set draw stacks and the face-up expansion card stack containing the Merchant Guild and the Moneylender are placed next to the 3 Basic Set draw stacks in the card tray.

4. Choosing the Starting Cards

You don't draw your starting cards randomly from a stack like you've done in the Introductory Game. Instead, beginning with the starting player, each player chooses a Basic Set draw stack and selects 3 cards for a starting hand. You may not change the order of the cards in the draw stack.



Example “Choosing Starting Cards”: The player selects the cards Storehouse, Parish Hall, and Merchant Caravan from a Basic Set draw stack.

5. Rearranging Regions

After building your principality and taking your starting cards, you may rearrange your 6 regions.

Example: If a Weaver's Shop is among the cards in your hand, it makes sense to place the pasture region at the periphery. This allows you to place a second pasture region (selected perhaps by means of a Scout) when building the next settlement. If you place the Weaver's Shop in between, the production of both pastures doubles.



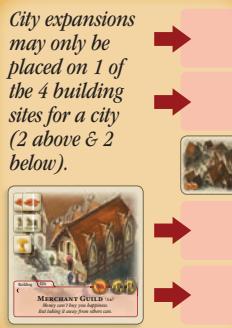
6. Discard Pile

Only the face-up top card of the discard pile is visible. You are not allowed to look through the other cards of the pile.

Other Rules Additions

1. City Expansions

"City expansion" is a new card type in the Theme Sets. Each of these cards has a red text box. You may only place a city expansion card on a building site adjacent to a city. Each city has 4 building sites (2 above, 2 below).



2. Region Expansions

"Region expansion" is another new card type. Each of these cards has a brown text box. You may only place a region expansion above or below a region—never on a building site for a settlement/city.



3. Removal of Units and Buildings

As the game progresses, you may find that you no longer have empty building sites in your principality. To address this, during your action phase you may remove one of your buildings or units in your principality. This costs you nothing. Place the removed card on the discard pile. If you remove a building you took from the face-up expansion card stack, do not place it on the discard pile but return it to that expansion card stack.

4. Requirements

The Theme Sets introduce cards that have special requirements that must be met before you can play them. The requirements may vary significantly—such as requiring the trade advantage or strength advantage or requiring that another building must already be in your principality. You may use a card only if you and your opponent can meet all requirements indicated in its text. For example, you are not allowed to play the *Archer* card if your opponent does not have a unit with at least 1 strength point and, therefore, cannot remove a unit.



Example "Requirements:" Both Trade Master and Staple House require the Merchant Guild. If you want to play the Trade Master action card or build a Staple House, you must have placed a Merchant Guild in your principality.

5. Placing Cards Under the Right Stack

When you place a card under a draw stack, you must choose a stack whose cards have the same back as the discarded card. A stack consists of any number of cards. If a stack is totally depleted, you may still place the card at the former stack location and thereby reestablish the stack with 1 card. During the entire course of a game, the number of possibilities to discard a card remains the same.

End of the Game

You play each **Theme Game** until a player reaches **12 victory points** (or more) during their turn. This player wins the game, no matter how many victory points their opponent has at that moment. In addition to victory points counted in the Introductory Game, each victory point symbol on your city expansions is also worth 1 victory point.

Note: If you already have 12 victory points on your turn before you roll the dice, the game ends immediately and you win.

To summarize: Each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point. Finally, each victory point symbol on your city expansions is worth 1 victory point.

SPECIAL RULES

1. The Era of Gold

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the 2 *Merchant Guild* cards. The set contains the region expansion *Gold Cache*.

Tip: This set intensifies the struggle for the trade advantage. Gold resources also become more important—among other things due to another Toll Bridge, the Mint, and the Gold Cache. If you use trade ships to build your trading empire, beware of Pirate Ships.



2. The Era of Turmoil

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the 2 *Hedge Tavern* cards.

Tip: Traitors, Archers, and Arsonists make things harder for the players. When you have the strength advantage, you will find that you have more opportunities to harass your opponent. You also should always try to have enough gold to protect your units from Riots.



3. The Era of Progress

These two Theme Set draw stacks each contain 12 cards. The face-up expansion card stack consists of the 2 *University* cards.

Tip: University, Three-Field System, Mineral Mining, and Building Crane can help you reap the fruits of progress. Unfortunately, the Plague doesn't spare Catan. Happy is the player who protects her principality from major losses with Bath Houses and Pharmacies.



The Draw Stacks

Prepare the Basic Set cards as in the Theme Game: 3 Basic Set draw stacks of 12 cards each. Some of the Theme Set cards are marked with half moon symbols. You do not use these cards. Put them back in the box. Shuffle the remaining cards in each Theme Set and place the resulting 3 Theme Set draw stacks next to the 3 Basic Set draw stacks. So the Theme Set draw stacks contain only cards **not** marked with half moons. There are no face-up expansion card stacks in this version of the game.

Draw Stacks in *The Duel of the Princes*:

Remove all cards marked with half moons. They are “out of play.”



Place the 3 reduced Theme Set draw stacks next to the 3 Basic Set draw stacks.

The Event Card Stack

Separate all of the event cards marked with half moons. The remaining event cards are all used in *The Duel of the Princes: Yule, Invention, Year of Plenty, Riots, Traveling Merchant, and Plague*.

Event Cards in *The Duel of the Princes*:
6 randomly selected event cards marked with half moons
and all of the event cards not marked with a half moon form the event card stack.



Now, randomly select 6 of the 15 event cards marked with a half moon (remove the remaining 9 from the game).

Add the 6 randomly selected “half moon” event cards to the event cards without half moons. Set the *Yule* card aside and shuffle the rest facedown. Take 3 of the shuffled cards and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.

THE DUEL OF THE PRINCES

Once you have played all 3 Theme Games and are familiar with all of the cards, you are ready to play *The Duel of the Princes*. In this version of the game, you use cards from all 3 Theme Sets and the Basic Set cards. No new rules are added, except for a few changes to the way that the draw stacks and event cards are prepared.

Goal of the Game

You play *The Duel of the Princes* until a player reaches **13 victory points** on their turn and wins.

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CARD INDEX

BASIC SET



There are 94 Cards in the Basic Set

CENTER CARDS

(49 CARDS)

(including starting cards)

- **Regions (24):** 4x each of fields, mountains, gold field, hills, forest, and pasture; 1 card of each type has a red shield back, 1 card of each type has a blue shield back, 2 cards of each type have region backs.
 - **Settlements (9):** 9x settlements; 5 cards have settlement backs, 2 cards have red shield backs, 2 cards have blue shield backs.
 - **Cities (7):** 7x cities; all 7 cards have city backs.
 - **Roads (9):** 9x roads; 7 cards have road backs, 1 card has a red shield back, 1 card has a blue shield back.
- Center cards cannot be removed, and your opponent cannot attack them.

BASIC CARDS

(36 CARDS)

(action cards & settlement/city expansions)

ACTION CARDS

(9 CARDS)

Brigitta the Wise Woman (2):

Play this card before rolling the dice. First choose the result of the production die roll and turn the die so that the chosen side is face up. Then roll the event die and resolve both results in the usual order. You may not play *Brigitta* retroactively in order to change an inconvenient production die roll result.



Goldsmith (2):

You may take the gold from different gold fields and/or from the *Gold Cache*.



Merchant Caravan (2):

You may exchange 2 resources of the same type or 2 different resources. The resources may come from the same or different regions. You may also exchange them for 2 identical resources if it seems reasonable to you. However, you must have at least 2 resources to play the *Merchant Caravan*.



Relocation (1):

This card can help you to use production boosters (see the next page) more effectively.



Scout (2): You may use this card only when you are building a new settlement. At that point, you may play the *Scout* and take 2 regions of your choice from the stack of region cards. Play them as the new regions for the new settlement.



SETTLEMENT/CITY EXPANSIONS

(27 CARDS)

BUILDINGS

Abbey (2):

You may only have 1 *Abbey* in your principality. The *Abbey* has a progress point that allows you to have one more card in your hand. At the end of your turn, replenish your hand accordingly. If you lose the *Abbey*, at the end of your next turn you must meet your reduced card limit, discarding if necessary.



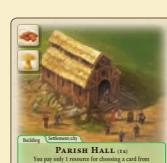
Marketplace (2):

You may build only 1 *Marketplace* in your principality.



Example regarding its function: Your opponent (blue shield) has built the first settlement of the game and receives a fields region with a "3" and the gold field region with a "3". They now have 2 regions (with the die symbol "3") more than you. If a later production die roll result is a "3", you get 1 additional resource that your opponent also has received via this roll: 1 grain, 1 gold, or 1 lumber. If your opponent received a resource via the production die roll but couldn't accommodate it in the corresponding region because the region was already full, you may still choose this resource.

Parish Hall (2): You may only have 1 *Parish Hall* in your principality. (The parenthesis "(from one of your own draw stacks)" refers to the Tournament Game.)



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Storehouse (2):

During a *Brigand Attack* event, the resources to the left and right of a *Storehouse* are not counted. If, despite this, more than 7 resources are counted in your principality, you may also lose gold and/or wool in a region adjacent to a *Storehouse*.



Toll Bridge (1):

You must be able to store any gold you receive on your gold fields or a *Gold Cache*. If you only have storage space for 1 or 0 gold, the excess is lost.



Production booster cards (5):

Brick Factory (1);

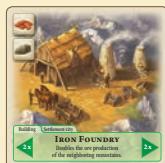
Grain Mill (1);

Iron Foundry (1);

Lumber Camp (1);

Weaver's Shop (1):

Production boosters have an effect only if you receive the corresponding resource due to a production die roll at the beginning of a turn. If the affected region has no storage space for the additional resource, the resource is lost.



UNITS

Large Trade Ship (1):

With the *Large Trade Ship*, you can trade the resources produced in the regions to the left or right. You may **not** combine resources from the right and left regions; you either trade resources from the left region or resources from the right region. However, you may first trade resources from the left region and then resources from the right region.



"Common" heroes (6):

Austin (1); Candamir (1);

Inga (1); Harald (1);

Osmund (1); Siglind (1):

"Common" heroes only differ in building costs, skill points, and strength points.



"Common" trade ships (6):

Brick Ship (1); Grain Ship (1);

Lumber Ship (1); Gold Ship (1);

Ore Ship (1); Wool Ship (1):

With a trade ship, you can trade resources of a single specified type at a better rate. The resources you trade may be taken from different regions that are storing resources of the appropriate type. You may use a trade ship several times per turn if you have enough of the appropriate resource.



EVENT CARDS

(9 CARDS)

Feud (1):

If the affected player has only 3 or fewer buildings, they are automatically affected. The affected player chooses which one they want to remove. (The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)



Fraternal Feuds (1):

If you have the strength advantage, your opponent gives you all her cards. You choose two of them and place them under draw stacks whose cards have matching backs. That is, you either place them both at the bottom of the same stack **or** at the bottom of 2 different draw stacks. (The parenthesis "(under matching draw stacks of their own)" refers to the Tournament Game.) All your opponent knows is under which draw stack(s) you placed the cards. Give the remaining cards back to your opponent. Your opponent may not replenish their hand until the end of their next turn.



Invention (1):

Each player determines which resources to receive and among which regions to distribute them.



Trade Ships Race (1):

If no player has built a trade ship, no one receives the resource.



Traveling Merchant (2):

You also may use any gold you have received via the current production die roll.



Year of Plenty (2):

If various *Abbeys* and/or *Storehouses* are adjacent to a single region, that region gets one resource for each of these adjacent buildings—provided that the region has sufficient storage space.



Yule (1):

If the *Yule* event card is revealed, prepare a new event card stack; then draw a new event card.



To Prepare an Event Deck—(Use the standard method.)

Keep the *Yule* card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the *Yule* card face down on top of these 3 cards, then place the remaining event cards on top of the *Yule* card.

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REGION EXPANSIONS

(1 CARD)

THE ERA OF GOLD



There are 27 cards in *The Era of Gold*.

ACTION CARDS

(8 CARDS)

Brigands (1):

If you don't have the strength advantage, you can't play the *Brigands*. The opponent must give you the requested resources. The opponent decides which regions they want to take these resources from.



Goldsmith (1):

See Basic Set.

Gudrun, Terror of the Seas (1):

If you don't have a *Pirate Ship* and/or your opponent has no gold in her regions, you can't play *Gudrun*. Your opponent must give you the gold you requested: at the most, all the gold she owns—and no more than you can store in your gold fields (and in your *Gold Cache* if applicable). Your opponent decides which regions she wants to take the gold from.



Merchant (2):

If you have neither a city nor 3 commerce points, you can't play the *Merchant*. If you play the *Merchant*, choose 1 or 2 resources your opponent must give you. The opponent chooses the regions they want to take the resources from. Afterwards, you must give them any 1 resource of your choice in return; this may be a resource you just received from them. If your opponent doesn't have any resources at all, you can't play the *Merchant*.



Reiner the Herald (1):

When a *Celebration* event is resolved, you normally wouldn't receive a resource when your opponent has more skill points than you. You always get at least 1 resource with this card.



Trade Master (2):

If you don't have a *Merchant Guild*, you can't play the *Trade Master*. If you play the *Trade Master*, choose 1 or 2 resources that your opponent must give you. The opponent chooses the regions to take the resources from. If your opponent doesn't have any resources at all, you can't play the *Trade Master*.



EXTRAORDINARY SITES

Gold Cache (1):

Place the *Gold Cache* above or below any region of your choice. Gold in the *Gold Cache* is safe from the *Brigand Attack* event. You may freely use the gold stored in the *Gold Cache* for actions such as building and trading. If your opponent demands gold from you by playing an action card such as the *Merchant* or *Brigands*, the gold in your *Gold Cache* is also affected.



SETTLEMENT/CITY EXPANSIONS

(5 CARDS)

BUILDINGS

Storehouse (1): See Basic Set.

Toll Bridge (1): See Basic Set.

UNITS

Large Trade Ship (1): See Basic Set.

Pirate Ship (2):

A *Pirate Ship* sinks an opponent's trade ship (*Brick Ship*, *Grain Ship*, *Lumber Ship*, *Gold Ship*, *Ore Ship*, and *Wool Ship*) only when the *Pirate Ship* is built. (The parenthesis "(on their own discard pile)" refers to the Tournament Game.) If your opponent doesn't have a trade ship, nothing happens. A trade ship that is built later is not affected by an already existing *Pirate Ship*. However, you always receive 1 gold when the event *Plentiful Harvest* event is rolled.

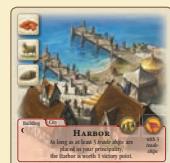


CITY EXPANSIONS

(10 CARDS)

Harbor (1):

You may build the *Harbor* even if you have fewer than 3 trade ships—even if you have none at all. In this case, only the commerce point counts. As soon as you have 3 trade ships, the *Harbor* is immediately worth 1 victory point. If you lose a trade ship and thus have fewer than 3 trade ships, you lose the victory point as well. The commerce point remains unaffected.



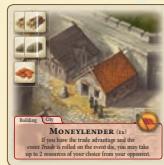
Merchant Guild (2):

You may only build 1 *Merchant Guild* in your principality. The *Merchant Guild* is a prerequisite for other expansion and action cards. If you remove the *Merchant Guild* from your principality, all buildings in your principality that require the *Merchant Guild* remain.



Moneylender (1):

You may build the *Moneylender* even if you don't have the trade advantage. If your opponent has only 1 resource, it is the only one you get. You may only take resources you can store in your regions. If your regions have no storage space, your opponent keeps her resources.

**Mint (2):**

On each of your turns, you may use a *Mint* to trade 1 gold for 1 other resource. If you have built both *Mints*, you may use each *Mint* to trade 1 gold for 1 other resource.

**Salt Silo (1):**

You may build the *Salt Silo* even if you don't have trade ships. In this case, only the victory point of the *Salt Silo* counts. If you later have a trade ship, it immediately is worth 2 commerce points, as long as the *Salt Silo* is in your principality.

**Staple House (2):**

If you don't have a *Merchant Guild*, you can't build the *Staple House*. First, you must pay the entire cost of the *Staple House*—then you receive any 2 resources of your choice. Therefore, you cannot "offset" the resources you receive after building the *Staple House* against its building costs.

**Trading Base (1):**

You may build the *Trading Base* even if you don't have a *Harbor* or *Marketplace*. In this case, only the commerce point and the victory point of the *Trading Base* counts. If you later have the *Harbor* and/or the *Marketplace*, each is immediately worth 2 commerce points, as long as the *Trading Base* is in your principality.

**EVENT CARDS**

(3 CARDS)

***Gift for the Prince* (1):**

You must be able to store the gold on your gold fields (or in your *Gold Cache* if applicable). If you receive more gold than you can store, the excess is lost.



***Trade Ships Race* (1):** See Basic Set.

***Traveling Merchant* (1):** See Basic Set.

THE ERA OF TURMOIL

There are 28 cards in *The Era of Turmoil*.

ACTION CARDS

(10 CARDS)

Archer (2):

If you don't have a *Hedge Tavern*, you can't play the *Archer*. If your opponent doesn't have a unit with strength points, you can't play the *Archer* either. Your opponent chooses which of their units they want to remove. (The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)

**Arsonist (2):**

If you don't have a *Hedge Tavern*, you can't play the *Arsonist*. If your opponent doesn't have an unprotected building, you can't play the *Arsonist* either. If your opponent wants to use a defense card (*Heinrich the Sentinel*, *Lookout Tower*), you may wait for the dice roll result before determining the *Arsonist's* target. (The parenthesis "(under a matching draw stack of their own)" refers to the Tournament Game.)

**Brigands (1):**

See "The Era of Gold."

***Sebastian the Itinerant Preacher* (1):**

You can play this card only at the moment an appropriate event card is revealed. You can't play the card if you already have a *Chapel* that protects you against the *Riots* event. If you have gold, you may choose to use the gold or *Sebastian* to fend off the *Riots*.

**Traitor (2):**

If you don't have a *Hedge Tavern*, you can't play the *Traitor*. If your opponent has no cards in her hand, you can't play the *Traitor* either. If applicable, you also may immediately play or build a stolen card. Your opponent draws a replacement for the stolen card at the end of her next turn. If you don't like your opponent's cards, you may refrain from taking one of them—however, the *Traitor* is placed on the discard pile anyway.

***Voyage of Plunder* (2):**

If you don't have the strength advantage, you can't play *Voyage of Plunder*. If your opponent has no resources at all for you to accommodate in your regions, you are not allowed to play the card.



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SETTLEMENT/CITY EXPANSIONS

(5 CARDS)

BUILDINGS

Drill Ground (1):

The building costs for heroes are reduced by any 1 resource of your choice. The *Drill Ground* does not affect any units other than heroes.



Lookout Tower (1):

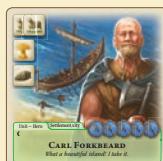
If you also have *Heinrich the Sentinel* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If the *Lookout Tower* is combined with *Heinrich the Sentinel*, the die is still rolled only once.



UNITS

Carl Forkbeard (1):

See Basic Set:
“Common” heroes.



Heinrich the Sentinel (1):

Heinrich is a hero who, in addition to his strength points, has a special effect. If you also have a *Lookout Tower* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If *Heinrich* is combined with the *Lookout Tower*, the die is still rolled only once.



Irmgard, Keeper of the Light (1):

Irmgard is a heroine who, in addition to her skill points, has a special effect. You receive a resource whenever an action card of your opponent or an event forces you to remove an expansion card from your principality. If *Irmgard* herself is removed, you don't receive a resource.



CITY EXPANSIONS

(9 CARDS)

Chapel (2):

The result of the current production die roll applies (that is, the dice are not re-rolled). One of the two *Chapels* protects you against the event *Riots* when a 1, 2, or 3 is rolled, while the other *Chapel* protects you against this event when a 4, 5, or 6 is rolled. If you have both *Chapels*, you are protected against the *Riots* event in all cases.



Fairgrounds (1):

First, you must pay the entire cost of the *Fairgrounds*—then you receive any 2 resources of your choice. Therefore, you cannot “offset” the resources you receive after building the *Fairgrounds* against its building costs. You may build the *Fairgrounds* even if you don't have the most skill points. However, in that case, you don't receive resources.



Fire Brigade (2):

The *Fire Brigade* protects all buildings (settlement/city expansions and city expansions) in the city where the *Fire Brigade* is placed, including the *Fire Brigade* itself.



Hedge Tavern (2):

You may only have 1 *Hedge Tavern* in your principality. The *Hedge Tavern* is a prerequisite for many action-attack cards.



Large Festival Hall (1):

This card is worth 2 victory points.



Tithe Barn (1):

When you build the *Tithe Barn*, choose a resource type—either wool or grain. For each of your heroes, you receive 1 resource of the chosen type. If you have 3 heroes, you thus get either 3 wool or 3 grain. You must be able to store the received resources in your regions. If you receive more resources than you can store, the excess is lost.



ACTION CARDS

(4 CARDS)

Feud (1):

See Basic Set.

Fraternal Feuds (1):

See Basic Set.

Riots (2):

If you have enough gold but don't want to pay, you may voluntarily decide to remove 1 unit. Removed units must be placed under matching stacks. (The parenthesis “(under a matching draw stack of their own)” refers to the Tournament Game.)



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THE ERA OF PROGRESS



There are 28 cards in *The Era of Turmoil*.

EVENT CARDS

(11 CARDS)



Benjamin the Traveling Scholar (1):

If you have *Benjamin* in your hand, you should make a mental note of the production roll result. If you later build a new settlement and play *Benjamin*, you may get resources in your new regions due to *Benjamin*—provided the region's number matches the production roll result. Expansion cards (e.g., production boosters) that increase a region's production are not applicable to the effects of *Benjamin*.

Brigitta the Wise Woman (1):

See Basic Set.

Doctor (2): If you don't have a *Bath House*, you can't play the *Doctor*.



Guido the Ambassador (1):

If you don't have a *Town Hall*, you may play *Guido* only in case you have fewer victory points than your opponent. You may also immediately play the card you take from the discard pile—if possible. (The parenthesis “(from your opponent's discard pile)” refers to the Tournament Game.)



Gustav the Librarian (1):

If you don't have a *Library*, you may play *Gustav* only if you have fewer victory points than your opponent. You also may immediately play the card you take from the discard pile—if possible. (The parenthesis “(from your opponent's discard pile)” refers to the Tournament Game.)



Mineral Mining (2):

If you don't have a *University*, you can't play the *Mineral Mining*. You may distribute the received ore among any mountains regions of your choice. If you don't have enough storage space in your mountains, the excess ore is lost.



Relocation (1):

See Basic Set.

Three-Field System (2):

If you don't have a *University*, you can't play the *Three-Field System*. You may distribute the grain received among any fields regions of your choice. If you don't have enough storage space in your fields regions, the excess grain is lost.



SETTLEMENT/CITY EXPANSIONS

(2 CARDS)

UNITS

Chief Cannoneer (2):

If you don't have a *University*, you can't play the *Chief Cannoneer*. The *Chief Cannoneer* is a unit but not a hero. Therefore, it is possible for you to place 2 *Chief Cannoneers* in your principality. Cards referring to heroes do not apply to the *Chief Cannoneer*. Cards referring to units do apply to the *Chief Cannoneer*.



CITY EXPANSIONS

(13 CARDS)

Bath House (3):

The 4 regions adjacent to the city with a *Bath House* are protected against the *Plague*.



Building Crane (1):

If you don't have a *University*, you can't build the *Building Crane*. The cost reduction the *Building Crane* provides only applies to city expansions that cost more than 4 resources, and only if the *Building Crane* is in your principality. You choose which resource you want to save.



Library (2):

If appropriate, you may immediately play the card you chose. (The parenthesis “(from a draw stack of your own)” refers to the Tournament Game.)



Parliament (1):

If you don't have at least 2 progress points on the expansions of your principality, you may not build the *Parliament*.



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Pharmacy (2):

If you have a *Pharmacy* and a *Plague* occurs, you receive 1 resource in any one region of your choice even if you lose no resources. If you have more than 1 *Pharmacy*, you receive 1 resource for each *Pharmacy*.



Town Hall (2):

To be able to build the *Town Hall*, you must have placed your *Parish Hall* in one of your cities. If you build the *Town Hall*, the *Parish Hall* stays beneath the *Town Hall*. If you have to remove the *Town Hall*, the *Parish Hall* remains. If you play the *Relocation* card to move the *Town Hall* to another city, the *Parish Hall* also moves. If you have built the *Town Hall*, you may not build a second *Parish Hall*, because the first *Parish Hall* still exists in your principality.



University (2):

If you have neither an *Abbey* nor a *Library* in your principality, you are not allowed to build the *University*. You may only have 1 *University* in your principality. The *University* is a prerequisite for other expansion and action cards. If you remove the *University* from your principality, all units and buildings in your principality requiring a *University* remain.



EVENT CARDS

(5 CARDS)

Invention (2):

See Basic Set.

Plague (3):

Regions bordering on 2 cities lose only 1 resource. Region expansions such as the *Gold Cache* are not affected by the *Plague*.



DELUXE PROMO CARDS



These 9 cards were originally given away as promotional cards at various shows over the years. Many have never been produced in English before. Be sure to check the back of each card to see if it is playable in the Theme Set you wish to play.

Some of these cards work with Theme Games from the two *Rivals for Catan Expansions*, *Age of Darkness™* and *Age of Enlightenment™* (both available separately).

Axel the Inventor (1):

Usable in *The Era of Gold*. *Axel* is mainly used when you have a building that you no longer need, e.g. an *Abbey* when your stacks are empty. You can replace them with buildings that have victory points. You can also use *Axel* to place a building whose building costs you cannot pay. You must obey all other building rules.



Johannes the Advocate (1):

Usable with *The Era of Merchant Princes*. A Theme Game found in the *Rivals for Catan Expansion: Age of Darkness*.



Carol the Game Instructor (1):

Carol is a fun card to use when teaching the game to a new player. Don't shuffle *Carol* into the draw stacks. The more experienced player places *Carol* in their principality during setup. Alternatively, randomly determine who starts with *Carol*.



Alexander and Sebastian the Bookkeepers (1):

Usable with *The Era of Prosperity*. A Theme Game found in the *Rivals for Catan Expansion: Age of Enlightenment*. If you don't have a *Prince* or a *Princess*, you can't play *Alexander and Sebastian*.



Catan Mobile (1):

Usable in the Basic Set, this fun "share-the-wealth" card was originally given away as a promo for playing in the now-defunct *Catan Bus* program in Germany.



Gavin the Polyglot (1):

Usable in the Basic Set, *Gavin* allows you to react efficiently when the production roll matches a region where you already have 3 resources.



Arnd the Fisher (1):

Usable in *The Era of Gold*. *Arnd* explores the gold-streams to find useful resources.



Heiko the Swimmer (1):

Usable in the Basic Set, *Heiko* allows you to build efficiently during *Celebration* events.

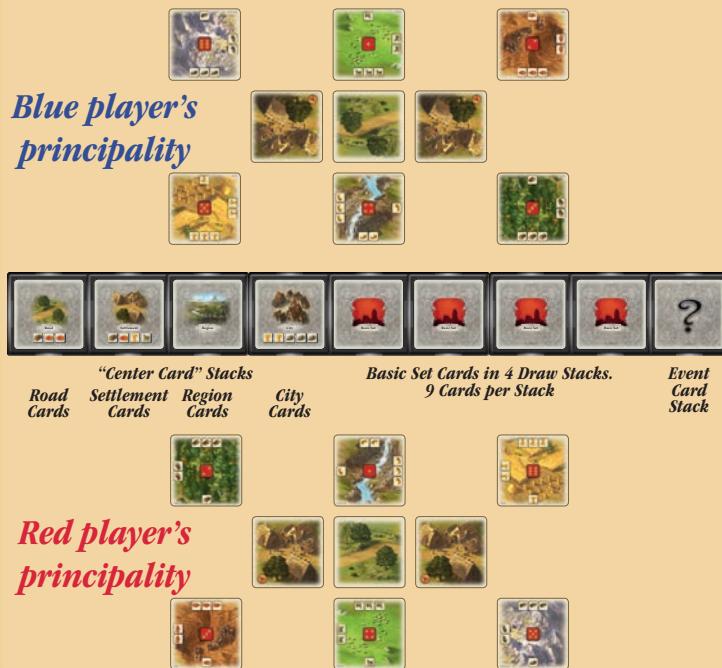


Ron the Well-Travelled Man (1):

Usable in *The Era of Progress*. If you don't have a *Town Hall*, you can't play *Ron*.



The Basic Starting Setup



Credits

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Teuber, Keith Thomasson, and Kelli Schmitz.

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Event Die Results

Brigand Attack: First, any player who has more than 7 resources loses all of their gold and wool supplies. Then, both players receive resources.



Trade: First, both players receive resources. Then, if 1 of the players has the trade advantage, they receive 1 resource of her choice from their opponent.



Celebration: First, players receive resources. Then, if one player has the most skill points, that player alone receives 1 resource of their choice. Otherwise, both players receive 1 resource of their choice.



Plentiful Harvest: First, players receive resources. Then, both players receive 1 resource of her choice.

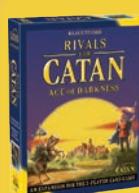


Event Card: First, both players receive resources. Then, the player who rolled the dice draws the topmost event card and reads it aloud. All players affected by the event—which can be none, one, or both players—resolve the event.



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