CATAN
EXTENSION
5-6 PLAYER

*The boundless lands of **Catan** lie before you. The enormous island stretches for miles in all directions. It offers the promise of bountiful harvests and limitless riches. Alas, were it not so crowded! Many other leaders have risen to power around you, and you must challenge them if you wish to realize your dream of dominating **Catan**!*

The *Catan 5–6 Player Extension*™ allows you to play this exciting game of trade and development with up to six players. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

Game Components

To use this expansion you need the *Catan*® base game (or *The Settlers of Catan*®).

This expansion contains:

- 11 terrain hexes (1 desert, 2 fields, 2 forest, 2 pasture, 2 mountains, 2 hills)
- 4 small frame pieces (2 plain shore, 1 generic **3:1** harbor, 1 wool **2:1** harbor)
- 2 sets of wooden playing pieces, including:
  - – 10 settlements (5 green, 5 brown)
  - – 8 cities (4 green, 4 brown)
  - – 30 roads (15 green, 15 brown)
- 25 resource cards (5 lumber, 5 grain, 5 wool, 5 brick, 5 ore)
- 9 development cards (6 knight cards, 1 Monopoly card, 1 Year of Plenty card, 1 Road Building card)
- 2 "Building Costs" cards
- 28 circular number tokens
- 2 harbor markers

***Note:** Before you begin your first game, remove the game pieces from the frame.*

Game Rules

Except as noted below, this *Extension* uses the same rules found in the *Catan*™ base game. The additional rules include:

- Assembling the larger board
- The Special Build Phase

Assembling the Larger Board

At the beginning of each game, you will need to assemble the board. This *Extension* uses a board very similar to the one used in *Catan*.

Note: *The five and six player games use all of the hexagonal tiles and harbor pieces from this* ***Extension*** *and all of the tiles and harbor pieces from the standard* ***Catan*** *game. But, you only use the number tokens from this Extension (Lettered A to Y and Za, Zh, and Zc).*

Assemble the frame as specified in *Catan*, and add the 4 frame pieces from this *Extension* as shown in illustration A:

- Place an all-sea frame piece between the "2-2" joint (A).
- Place the 2:1 wool harbor frame piece between the "3-3" joint (B).
- Place the 3:1 harbor frame piece between the "5-5" joint (C).
- Place an all-sea frame piece between the "6-6" joint (D).

Construct the island from the 30 land hexes by following these steps:

Illustration A

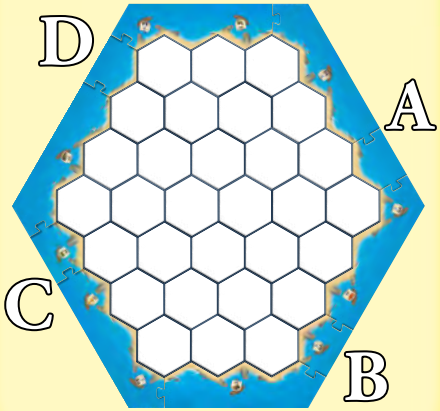

Illustration B

1. Shuffle all of the land hexes face down. Place the hexes face down as shown in illustration A (page 2).
2. Turn the hexes face up, without changing their order.
3. Take the 11 harbor pieces (the small 5-sided pieces with ships on them) and randomly place them on top of each harbor on the frame as shown in illustration C.

Illustration C

4. Place the number tokens from this *Extension* on the board (**do not** use the number tokens from *Catan*) as shown in illustration B. Place the number token labeled "A" on any of the corner tiles. Continue placing the tokens in alphabetical order along a spiral, starting on the outside ring and proceeding *counter-clockwise* toward the center of the board. Place each token so that the numbered side is facing up. When the chain of tokens reaches a desert hex, skip over that hex and continue on the other side.

   Note: *the last three tokens are each marked with two letters:* Za, Zb, Zc.

5. Place the robber on any one of the desert hexes.

The Special Building Phase

We've added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Catan*:

- **Roll the Dice—**You must roll for resource production.
- **Trade/Build Phase—**You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase development cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn—**Once you complete all of your trading/building and you have finished your turn, pass the dice to the next player.
- **Special Build Phase—**Your opponents may build as outlined below.

The **Special Build Phase** occurs after your turn (i.e., between player turns). All the other players may participate in the special build phase. In clockwise order, each player then takes a special build turn. On your special build turn, you are allowed to build anything you can create with your resource cards.

During the special build phase, **you are not allowed to** play development cards, nor trade with other players, nor use maritime trade. You may only use the resources you have in your hand. For this reason, players are advised to trade as much, and as advantageously, as possible with the current player during that player's trade phase. This could give you the resources you need to build during the special build phase.

The special build phase is an opportunity for all the other players (who are not currently taking their turn) to build roads, settlements, and cities, and/or to buy development cards. This phase will allow each player to influence the game, even though it is not their turn! Since players are allowed to build every turn, they can interfere with the plans of others and attempt to evade the robber.

As in *Catan*, you may play one development card at any time during (and only during) your turn (i.e., at any point you possess the dice). Therefore, you may **not** play a development card during the special build phase.

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1 RED
GAMEGENIC

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CATAN

5-6 PLAYER EXTENSION

SEAFARERS™

The unknown islands of Catan lie before you. Some dot the horizon, while others are shrouded in the shifting mists. Some are charted, while others are known only through wild tales. Some, like the legendary gold fields, offer fortune beyond measure. Others offer danger and despair. Together, they offer the promise of bountiful harvests and limitless riches to the first explorers to reach their shores.

But alas, other princes have also risen to the challenge to become the first to explore and settle the great archipelago! Only one question remains… Can you outsail and outmaneuver them to become the master of the Isles of Catan?

Catan: Seafarers 5-6 Player Extension™ (aka Seafarers Extension) allows you to play the exciting game of seafaring, exploration, trade, and development with up to six players. Nine splendid new scenarios follow, all full of challenge and excitement. The islands are new and more varied, the demand for resources is fiercer, and the thrills are even greater!

Extension Rules

Except where noted below, *Catan: Seafarers 5-6 Player Extension*™ uses the same rules as *Catan*®, *Catan: Seafarers*®, and *Catan 5-6 Player Extension*™.

GAME COMPONENTS

Catan: Seafarers 5-6 Player Extension contains:

- 30 wooden ships (15 in each of two colors)
- 7 sea hex tiles
- 2 gold field hex tiles
- 1 desert hex tile
- 2 frame pieces
- 2 harbor tokens
- 35 Catan chits
- 9 exciting new scenarios
- Extension game rules & scenarios

Before you begin your first game, you have to remove the pieces from the die-cut frames.

Important Information!

It is easy to assemble the frame when you insert the *Catan* frame pieces from above, placing them **down** into the *Seafarers* frame pieces!

If you proceed the other way around, you'll need more force. This may damage the frame sections.

WHAT YOU NEED

To play the scenarios in *Catan: Seafarers 5-6 Player Extension*, you need the components from a copy of *Catan*, *Catan: Seafarers*, and *Catan 5-6 Player Extension*.

Each scenario includes a scenario diagram and a table listing all the specific components you need to play that scenario.

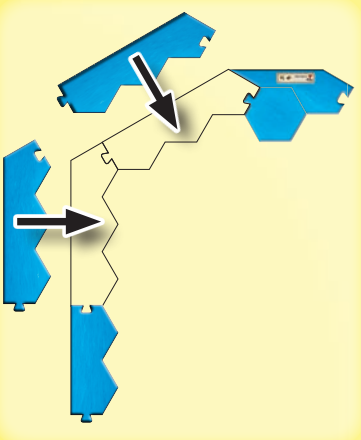
ASSEMBLING THE BOARD

Before you can start a scenario, you must first construct the board. Each scenario in this book includes a scenario diagram that shows how the board should be built.

Assemble the frame as shown in the image on the right as well as the individual scenario diagrams.

After you build the frame, place the hexagonal tiles (hexes). Arrange these hexes exactly as shown in the scenario diagram.

After you place the hexes, you need to arrange the round tokens with the production numbers. These are also placed as shown in the scenario diagram.



After you build the board, randomly place the harbor tokens. Take the harbor tokens listed in the scenario description and shuffle them face down in a pile. Randomly select the harbor tokens, one at a time, and place them on the board where the scenario diagram indicates.

RULES CHANGES FOR FIVE AND SIX PLAYERS

We've added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Catan* and *Catan: Seafarers*:

- Roll the Dice – You must roll for resource production.
- Trade/Build Phase – You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase development cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- End of Turn – Once you have finished your turn, pass the dice to the next player.
- Special Build Phase – Your opponents may build as outlined below.

Note: *During the special build phase, all other players, in turn, will have an opportunity to build and/or purchase development cards. Players ARE NOT ALLOWED to do any trading with other players, nor are they allowed to use maritime trade, during the special build phase. Additionally, you cannot move ships during the special build phase.*

Complete rules for the special build phase, and other rules concerning 5- and 6-player games can be found in *Catan 5-6 Player Extension*.

SCENARIOS

Each scenario is presented in this format:

NAME OF SCENARIO

1. Components

These tables show how many of each component you need to play the scenario.

2. Preparation

If the scenario has any special instructions for preparing the game, they are explained in this section.

3. Additional Rules

Any additional rules for the scenario are described here.

4. Variable Set-up

This section provides advice on how to vary the standard set-up.

SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

Wonder Cards for Scenario 8

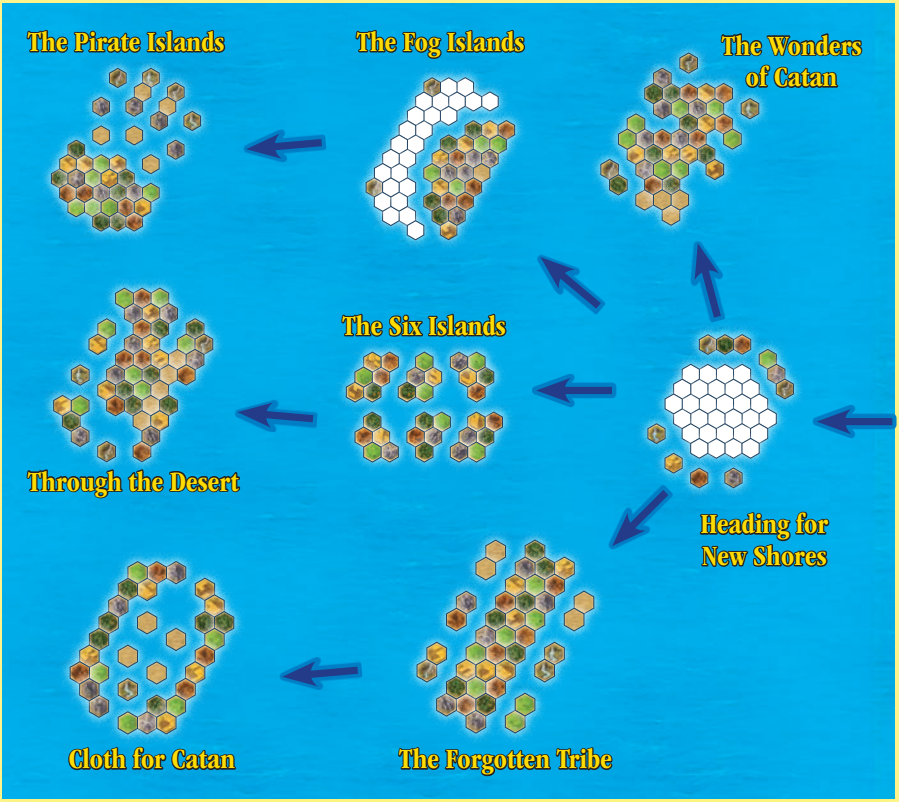
VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by means of these famous "voyages" from the history of Catan. In the diagram below you can find 8 destinations of these voyages of discovery. Experience the history of Catan for yourself!

This epic campaign consists of 8 scenarios. The first four scenarios are modeled on the basic rules of the *Seafarers Expansion*. They are easy to play.

Scenarios 5 through 8 are more complex. We've added new rules. So you should play the scenarios in the order shown.

Scenario 9 is intended for free play. Use your own ideas to construct an island mix.



SCENARIO 1: HEADING FOR NEW SHORES

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: In addition to the 30 terrain hexes and 28 numbered tokens for The Settlers of Catan 5-6 Player Extension island you need:

Terrain Hexes

Type	#
Sea	16
Desert	0
Gold field	3
Fields	1
Hills	2
Mountains	2
Pasture	1
Forest	1
Total:	26

Number Tokens

Value	#
2s	1
3s	1
4s	1
5s	1
6s	1
8s	1
9s	1
10s	1
11s	1
12s	1
Total:	10

Additional Components: 48 Catan chits

2. Preparation

Set up the game map as shown in the scenario diagram—build the big island (main island) according to the rules for *Catan 5-6 Player Extension*. The additional required game components are listed in the component section. Finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

3. Additional Rules

As specified in the 3-4 player scenario, "Heading for New Shores" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "Heading for New Shores" in *Catan: Seafarers*.

4
8
2
11
5
9
10
6
3
12

SCENARIO 2: THE SIX ISLANDS

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea	24
Desert	0
Gold field	0
Fields	6
Hills	6
Mountains	6
Pasture	7
Forest	7
Total:	56

Number Tokens

Value	#
2s	2
3s	3
4s	4
5s	4
6s	4
8s	3
9s	4
10s	4
11s	2
12s	2
Total:	32

Additional Components: 60 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Four Islands" in *Catan: Seafarers*.

11
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6

SCENARIO 3: THE FOG ISLAND

1. Components

Harbors: You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Face-up Terrain Hexes		Face-up Number Tokens		Face-down Stack Terrain Hexes		Face-down Stack Number Tokens	
Type	**#**	**Value**	**#**	**Type**	**#**	**Value**	**#**
Sea	12	2s	1	Sea	12	2s	2
Desert	1	3s	3	Desert	0	3s	1
Gold field	2	4s	3	Gold field	1	4s	1
Fields	5	5s	2	Fields	2	5s	2
Hills	5	6s	3	Hills	2	6s	1
Mountains	5	8s	3	Mountains	2	8s	1
Pasture	4	9s	2	Pasture	3	9s	2
Forest	4	10s	3	Forest	3	10s	1
Total:	38	11s	3	**Total:**	25	11s	1
		12s	2			12s	1
		Total:	25			**Total:**	13

Additional Components: None

2. Preparation

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Fog Island" in *Catan: Seafarers*.

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6

SCENARIO 4: THROUGH THE DESERT

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea	20
Desert	5
Gold field	3
Fields	7
Hills	7
Mountains	7
Pasture	7
Forest	7
Total:	63

Number Tokens

Value	#
2s	3
3s	4
4s	4
5s	4
6s	4
8s	4
9s	4
10s	4
11s	4
12s	3
Total:	38

Additional Components: 20 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "Through the Desert," in *Catan: Seafarers*.

12
9
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6
3
8
10

SCENARIO 5: THE FORGOTTEN TRIBE

1. Components

Harbors: You need 8 harbor tokens: 5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea	22
Desert	4
Gold field	3
Fields	7
Hills	7
Mountains	6
Pasture	7
Forest	7
Total:	63

Number Tokens

Value	#
2s	1
3s	4
4s	4
5s	4
6s	3
8s	3
9s	3
10s	3
11s	3
12s	1
Total:	29

Additional Components: 10 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Forgotten Tribe" in *Catan: Seafarers*.

6
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SCENARIO 6: CLOTH FOR CATAN

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 Wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	**#**
Sea	24
Desert	4
Gold field	2
Fields	6
Hills	4
Mountains	5
Pasture	5
Forest	6
Total:	56

Number Tokens

Value	**#**
2s	3
3s	4
4s	4
5s	4
6s	4
8s	4
9s	4
10s	4
11s	4
12s	3
Total:	38

Additional Components: 70 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*—with the following exceptions:

There are 12 "villages" with 5 Catan chits each. The "general supply" consists of 10 Catan chits.

The robber begins the game on the fields hex with token number "11".

3. Additional Rules

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*

4. Variable Set-up

As specified in the 3-4 player scenario, "Cloth for Catan" in *Catan: Seafarers*

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SCENARIO 7: THE PIRATE ISLANDS

1. Components

Harbors: You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea 2	6
Desert	5
Gold field	4
Fields	5
Hills	4
Mountains	7
Pasture	6
Forest	6
Total:	63

Number Tokens

Value	#
2s	1
3s	4
4s	4
5s	4
6s	4
8s	4
9s	3
10s	3
11s	4
12s	1
Total:	32

Additional Components: 18 Catan chits

2. Preparation

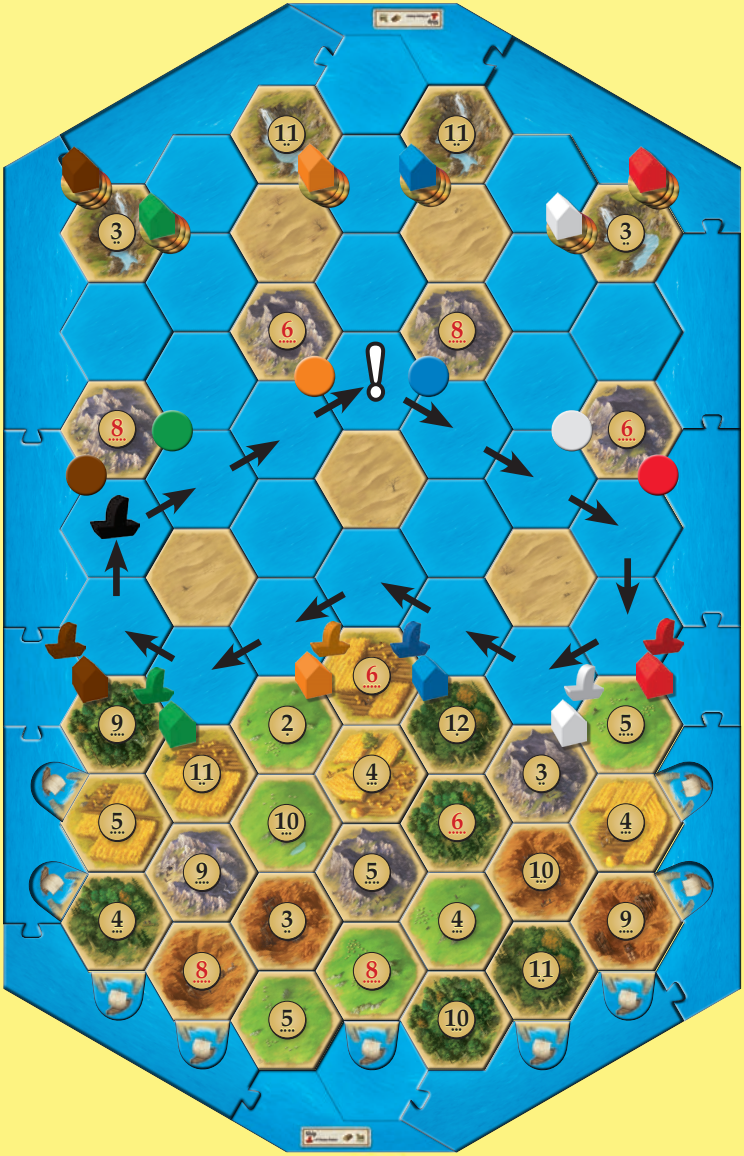
As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*—with the following exception. In a 5-player game, do not use the brown pieces.

3. Additional Rules

As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*—with the following exception. If the pirate fleet ends its move for a turn on the hex marked with a large white "!" on the scenario diagram, there are no pirate attacks that turn (i.e., for that dice roll).

4. Variable Set-up

As specified in the 3-4 player scenario, "The Pirate Islands" in *Catan: Seafarers*.


11
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SCENARIO 8: THE WONDERS OF CATAN

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 Wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea	24
Desert	4
Gold field	3
Fields	6
Hills	6
Mountains	6
Pasture	7
Forest	7
Total:	63

Number Tokens

Value	#
2s	2
3s	3
4s	4
5s	4
6s	4
8s	4
9s	4
10s	4
11s	4
12s	2
Total:	35

Additional Components: 7 wonder cards and 18 Catan chits

2. Preparation

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*—with the following exceptions. The robber starts on one of the 4 desert hexes. There are 7 wonders to chose from—the 5 from *Seafarers* and 2 new ones on page 3.

3. Additional Rules

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "The Wonders of Catan" in *Catan: Seafarers*.

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4

SCENARIO 9: NEW WORLD

1. Components

Harbors: You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes

Type	#
Sea	21
Desert	3
Gold field	4
Fields	7
Hills	7
Mountains	7
Pasture	7
Forest	7
Total:	63

Number Tokens

Value	#
2s	2
3s	3
4s	4
5s	5
6s	5
8s	5
9s	5
10s	4
11s	4
12s	3
Total:	39

Additional Components: 50 Catan chits

2. Preparation

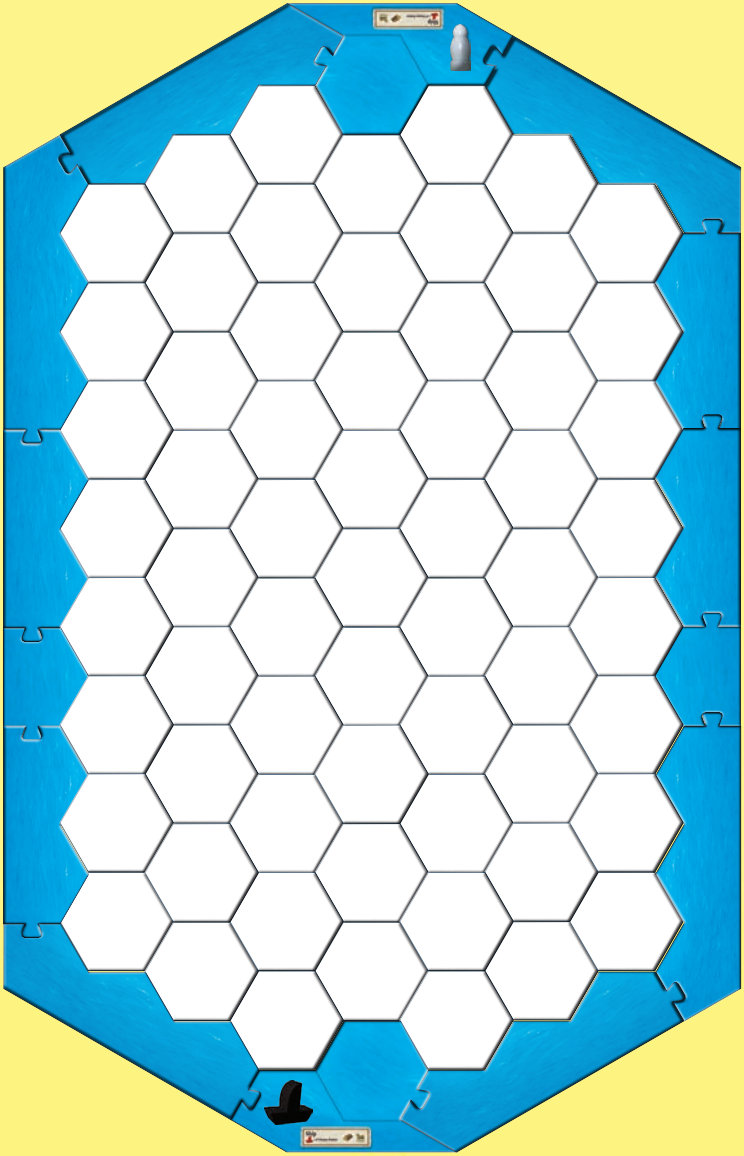
As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.

3. Additional Rules

As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.

4. Variable Set-up

As specified in the 3-4 player scenario, "New World" in *Catan: Seafarers*.



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The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN extension.

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CATAN
5-6 PLAYER EXTENSION
CITIES & KNIGHTS

*Welcome to the **Catan–Cities & Knights 5-6 Player Extension**™! Now you'll face even more competition from your fellow leaders as you struggle to dominate the island of Catan! Meanwhile, an even larger and more powerful horde of barbarians awaits the first sign of weakness from the island's feuding leaders. Will you rally the defenders of Catan, seize the initiative in expanding and improving your land, and construct one of the three great metropolises of Catan? Or will you instead be brushed aside by your covetous neighbors while someone else seizes the glory of victory?*

Game Components

To use this *Extension* you need:

- The *Catan*® base game (*Catan*)
- The *Catan 5-6 Player Extension*™ (*Catan 5-6*)
- *Catan: Cities & Knights*® (*C&K*)
- This *Extension* (*C&K 5-6*)

This *Extension* contains:

- 18 commodity cards:
  - – 6 coin cards
  - – 6 paper cards
  - – 6 cloth cards
- 2 "Defender of Catan" victory point (VP) cards
- 2 development flip-charts
- Playing pieces in 2 colors (green and brown):
  - – 6 city walls, 3 of each color (square wooden tokens)
  - – 12 knights, 6 of each color (round wooden tokens)
- 1 sheet of knight labels
- 1 *Catan: Cities & Knights 5-6 player Extension* rules booklet

Before you begin your first game, remove the game pieces from the tile sheet. Then apply the adhesive labels to the knight tokens. Find instructions on using the labels in the *Catan–Cities & Knights* "Almanac."

Extension Game Rules

Except where noted below, the *Cities & Knights 5-6 Player Extension* uses all of the rules found in *Catan–Cities & Knights*.

These additional rules include:

- rules for assembling the larger board;
- rules for the special build phase; and
- rules about activating knights.

Assembling the Board

First, set up the frame, using all of the pieces from the *Catan* base game and the *Catan 5-6*—exactly as outlined in *Catan 5-6* rules. This will enlarge the *Catan* frame so that it will hold a larger island.

Second, place the "barbarian tile" with the movement squares for the barbarian ship next to the frame. Then, construct the island following all of the rules in *Catan 5-6*.

Third, distribute a set of pieces to each player, as described in *C&K*.

Place the robber in either desert, and place the barbarian raiding ship in the "barbarian ship" space on the barbarian tile.

The Special Build Phase

Each player's turn in *C&K 5-6* has an additional phase called the "special build phase." This phase is explained in full detail in the *Catan 5-6* rules. Briefly, the turn order now changes to the following sequence:

- You must roll all 3 dice.
- Resolve the event die results.
- Progress cards may be drawn if allowed by the white event die.
- All players produce the resources indicated by the red die and the yellow die.

- You may do any or all of the following in any order:
  - Trade resources and/or commodities with other players or with the bank.
  - Build roads, settlements, cities, knights, city walls, and/or city improvements.
  - Activate, promote and/or perform actions with your knights.
  - Play any number of progress cards.
- Once you have finished your turn, pass the dice to the next player.
- Now the special build phase begins: in clockwise order (starting with the player who received the dice from you), the other players may build.

During the special build phase, each other player who did not just finish taking their turn may build anything for which they have resources and/or commodities available in their hand.

Other players **may not**, however:

- perform any actions with their knights;
- play any progress cards; or
- make any trades with other players and/or with the bank.

These players **may**:

- build roads, settlements, cities, knights, city walls, and/or city improvements; and
- activate and/or promote knights.

Note: *The rules for* ***Catan 5-6*** *indicate that a player may purchase development cards during the special build phase. Since the development cards are not used when playing* ***C&K****, this option is no longer available.*

Activation of Knights

Normally, a knight may not perform any actions on the turn that it has been activated. However, a knight can be activated during the special build phase. Since the special build phase is the last part of a turn, the knight could then perform an action during its controlling player's next turn.

Example: *Anna's turn ends, and a special build phase follows. During this phase, in clockwise order (starting with the player next to Anna) each of Anna's opponents may build, using the resource cards in their hand. Leif spends a grain resource to activate 1 of his knights. After the special build phase has concluded, it is Leif's turn. After rolling the dice and resolving the events and production for his turn, Leif may take an action with the knight he activated during the special build phase.*

Credits

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Art: Michael Menzel, James Graham Walsh, and Pete Fenlon
Graphic Design: Pete Fenlon, Michaela Kienle, and Ron Magin
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With Thanks to: Arnd Beenen, Peter Bromley, Darwin Bromley, Ariel Butler, Coleman Charlton, Keywood Cheeves, Jason O. Hawkins, Emily Johnson, Olivia Johnston, Wolfgang Lüdtke, Luc Mertens, Reiner Müller, Jessica Ney-Grimm, Schar Niebling, David Platnick, Lou Rexing, Al Hassan Ibn Muhammad Al Wazzan (LSKC/212-55), Karl Roelofs, Bridget Roznai, Loren Roznai, Benny Teuber, Claudia Teuber, Liam Teuber, Leif Teuber, Matthew Schwabel, Tom Smith, Mike Strack, Karl Roelofs, H. Jean Vanaise, Trella Wilhite, Bill Wordelmann, Elaine Wordelmann, Ed Zavada, Gero Zahn, Alan Roireau, and the late Scott Anderson.

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If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN expansion.

CATAN
5-6 PLAYER EXTENSION
TRADERS & BARBARIANS

*Welcome to **Catan–Traders & Barbarians 5-6 Player Extension**™! With this extension you can play all five exciting **Traders & Barbarian**™ scenarios with up to six players. Now you'll face even more competition from your fellow settlers as you struggle to survive and prosper on the island of Catan!*

Game Components

- 43 game pieces
  - – 12 knights (6 of each color)
  - – 2 wagons (1 of each color)
  - – 11 camels (bronze color)
  - – 6 bridges (3 of each color)
  - – 12 barbarians (bronze color)
- 24 cards
  - – 2 cards for "The Fishermen of Catan"
  - – 2 sets of cards for "Traders & Barbarians"
- 12 terrain tiles and fishing ground tiles
- 16 gold coin counters (8 small, 8 large)
- 2 Special "Poor Settler" cards/tiles
- 18 commodity tokens
- 14 fish tokens
- 1 rules booklet

Contents

The Fishermen of Catan* page 2
The Rivers of Catan* page 3
The Caravans page 4
Barbarian Attack page 5-7
Traders & Barbarians page 8-10

What You Need

To play the scenarios in *Catan: Traders & Barbarians 5-6 Player Extension*™ (*T&B 5-6*), you need the components and rules from:

Catan® base game

Catan: Traders & Barbarians™ (*T&B*)

Catan 5-6 Player Extension™ (*Catan 5-6*)

Except where noted in this booklet, the rules from those three products apply to the scenario extensions provided in *T&B 5-6*.

THE FISHERMEN OF CATAN

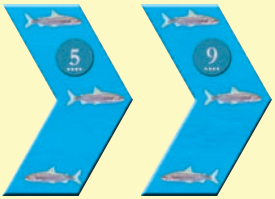
Additional Components: See illustration below

Preparation

Replace the desert hexes with the two lake hexes. You cannot place the lake on the edge of the island (i.e., the coast). Mix all of the fish tokens from *T&B* and *T&B 5-6* together face down and place them near the resource cards. On each frame section, place a fishing ground tile on each coastal space that does not have a harbor.

Additional Rules

You may not use fish tokens during the special build phase; other than that, the normal rules of this scenario from *T&B* apply.



2 fishing ground tiles (prod. #s: 5, 9)

14 fish tokens

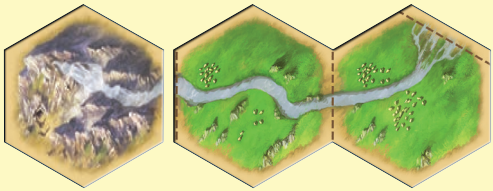
x 4 **x 5** **x 5**

1 lake hex (prod. #s: 4, 10)

2 overview cards

THE RIVERS OF CATAN

Additional Components: See illustration below



2 river tiles
(a 3-hex river on 2 tiles)

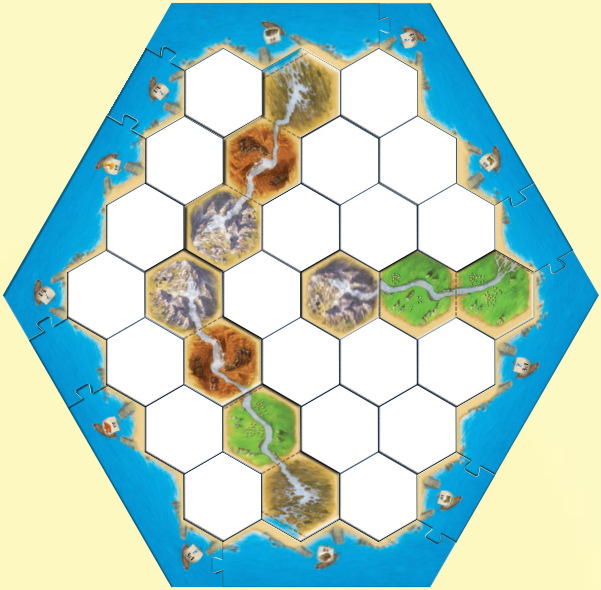
12 bridges
(3 of each color)

16 gold coins

2 Poor Settler tiles

Preparation

Assemble the frame and place the 5 river tiles as shown in the illustration at the right. Remove from play the following terrain hexes from your *Catan* and *Catan 5-6*: 3 mountains hexes, 2 hills hexes, 3 pasture hexes, 2 desert hexes. Use the remaining terrain hexes to create the rest of the island. Place all number tokens from *Catan 5-6*. The rule specifying that you place number token "2" on the hex with number token "12" does not apply.



Additional Rules

During the special build phase, you may not use gold to purchase resources.

THE CARAVANS

Additional Components: See the illustration on the right

1 oasis hex

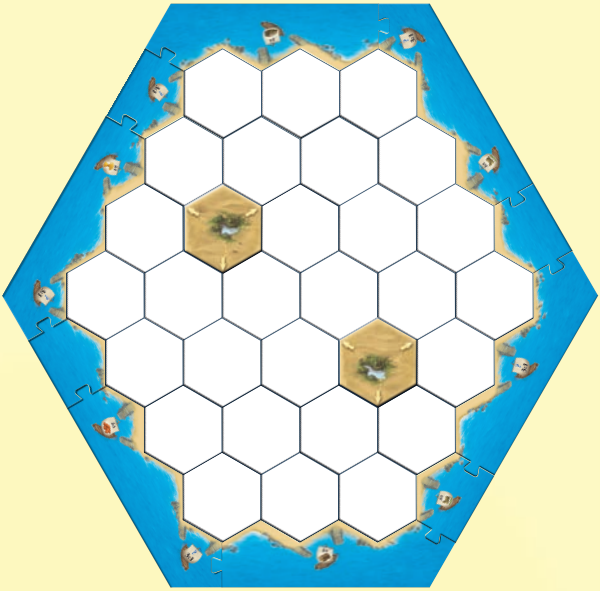
11 camels

Preparation

Assemble the game board as shown in the illustration on the right; other than that, the rules of the *T&B 3-4* player scenario apply.

Additional Rules

If, after set-up, you build any settlements or upgrade any settlements to cities during your turn, 1 camel is placed after you finish your turn and before the special build phase begins. If, during the special build phase, one or more players build or upgrade any settlements to cities, another camel is placed after the special build phase is finished. If a camel is placed after the special build phase, the player who just finished their turn also starts the voting round. This player may also place the camel if the established voting procedures do not lead to a majority of votes for one player or several players combined.



There are two oases now, as starting points for a total of 6 caravans. When you place a new camel, you are free to decide from which oasis to start your caravan and which caravan you want to extend with the new camel.

BARBARIAN ATTACK

Additional Components: See the illustration on the right

1 oasis hex

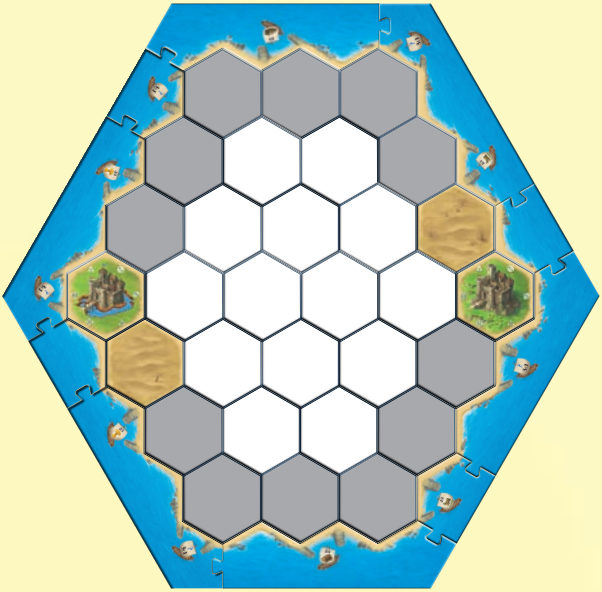
12 knights (6 of each color)

16 gold coins

12 barbarians

Preparation

- **Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown on the right. When aligning the castle hexes, make sure the edges marked with numbered shapes are oriented in the same direction. Randomly place the following hexes in the gray outer circle: 3 forest, 3 hills, 2 pasture, 2 mountains, and 2 fields.
- **Place the inner terrain hexes:** Randomly place the following hexes in the white, inner area: 2 forest, 2 hills, 3 pasture, 3 mountains, and 4 fields. One forest hex and one pasture hex are not used.



- **Place number tokens:** After placing the hexes, place the number tokens following the pattern shown on the right. Do not use one of the "2" tokens and one of the "12" tokens.
- Other than that, the rules of the *T&B* scenario apply.

Additional Rules

Barbarians land on Catan

There are two coastal hexes with a "5" number token and two with a "9" number token. If a "5" or a "9" comes up when rolling for barbarians, a barbarian lands on each of the two hexes showing showing the corresponding number. The dice are rolled three times; that way, up to 5 barbarians may land on Catan during each barbarian attack.

Move your knights / Expel the barbarians

You move your knights at the end of your turn, after you finish trading and building. The special build phase starts after you have checked if a victory over the barbarians occurs.

Special build phase

Development cards / knights

As in the T&B 3-4 player version, you reveal and resolve your development cards immediately after purchase. If, during the special build phase, you play a "Knighthood" card to place a knight, you must move this knight away from the castle hex once you have finished all your activities during this special build phase; only then, the next player starts their turn in the special build phase. If you buy several cards and thus obtain several knights by using the "Knighthood," you first must place all knights before you can move them.

Your turn

These are the steps to follow during your turn in the special build phase:

- Build roads, settlements, and cities, and buy/use cards.
- The knights you placed after playing the "Knighthood" card must be moved away from the castle hex (for up to the maximum distance allowed; you may use grain).
- Engage in any combats that are triggered by placing or moving knights.

Gold coins

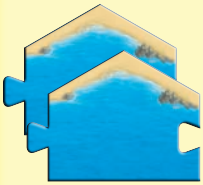
During the special build phase, you may not use gold coins to acquire resource cards.

Victory over the barbarians

After each turn and after each building turn during the special build phase, check for a victory over the barbarians. Start with a hex to the left of one of the two castle hexes and continue checking in clockwise direction. Once you have checked all hexes on this side of the island, go to the hex to the left of the other castle hex and continue checking. It doesn't matter which castle hex you start with.

TRADERS & BARBARIANS

Additional Components: See illustration below.



2 frame pieces

1 castle hex

2 quarry hexes

2 glassworks hexes

16 gold coins

10 baggage train cards

12 development cards

18 commodity tokens

2 wagons

Preparation

- Assemble the frame as shown in the illustration on page 9, using the two new frame pieces and the frame pieces from *Catan* and *Catan 5-6*.
- Place the 3 quarry hexes, 3 glassworks hexes, 2 desert hexes, and the new castle hex as shown in the illustration. The new quarries and glassworks have a slightly different design than the corresponding hexes in *T&B*. The new hexes also allow you to build roads and settlements on the coast, which is necessary to reach certain harbors. Make sure to place these hexes next to frame pieces showing harbors. You should be able to reach all harbors, as shown in the illustration on page 9.
- Fill the free spaces of the island with terrain hexes, in random order. You need all terrain hexes from basic *Catan* as well as from *Catan 5-6*.
- Place the number tokens exactly as shown in the illustration on page 9. You need all of the number tokens from *Catan 5-6*.
  Note: *Because of the large number of hexes that require no number token, the number tokens cannot be distributed in alphabetical order as usual.*

- Place the commodity tokens produced by the castle beside the game board. Arrange the commodity tokens of the marble quarry into 3 stacks of approximately the same size and place one stack next to each quarry. Proceed accordingly for the commodity tokens of the glassworks. Should the card stack next to one of the quarries or glassworks become depleted during the game, you may also draw from either of the other two stacks—the individual stacks are not assigned to a particular trade hex. The arrows in the illustration below indicate the suggested locations for the stacks of commodity tokens.
- There are still only 3 barbarians in a game with 5 or 6 players. Place them on the paths marked with a black "X" in the illustration below.

Additional Rules

Building roads and settlements/cities

You may build roads on all paths, according to the usual rules. The quarry and the glassworks from *T&B* have 10 paths you can build roads on, and the corresponding hexes from *T&B 5-6* have 12 such paths. All possible road building paths are marked in gray in the illustration at the right.

As always, you may not build a settlement on the central plaza intersection of a trade hex. You may build settlements/cities on the 4 intersections of the trade hexes from *T&B* that border on neighboring hexes, as long as you observe the distance rule. The same applies for the corresponding 6 intersections of the trade hexes from *T&B 5-6*. All potential settlement sites are marked in gray in the illustration on the right.

A “2” or a “12” is rolled

When you roll a “2” or a “12” as your production roll, do not re-roll the dice—there are hexes showing these numbers.

Special building phase

During the special build phase, you may **not** use gold to acquire resources.

During the special build phase, you may **not** move the wagon (or use it in any way), but you may upgrade the wagon.

Card Deck Manifest

The following is a breakdown of all of the cards included in *Catan: Traders & Barbarians 5-6 Player Extension*.

Fishermen of Catan Deck

Rules Summary Card x2

Traders & Barbarians Development Card Deck (26)

Knight x6
Road Building x3
Swift Journey x3

Traders & Barbarians Baggage Train Cards (21)

10 baggage train cards numbered 1-5 x1 set per player

If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN expansion.

Credits

Design: Klaus Teuber (www.klausteuber.com)
Art: Michael Menzel, Volkan Baga, Harald Lieske
Graphic Design: Pete Fenlon, Michaela Kienle, and Ron Magin
Production: Ron Magin & Pete Fenlon
Special Thanks: Robert T. Carty, Jr., Coleman Charlton, Morgan Dontanville, Chris Funk, Alex Colón Hernández, Stephanie Newman, Donna Prior, Kelli Schmitz, and Tjampitjinpa (LSKC/61-8),

Original Product Development: Gavin Allister, Peter Bromley, Lee Calamaio, Robert T. Carty Jr., Coleman Charlton, Dan Decker, Pete Fenlon, Susan Hepler, Olivia Johnston, Nick Johnson, Emily Johnson Teuber, John McBrady, Marty McDonnell, Brigett Roznai, Joe Roznai, Larry Roznai, Loren Roznai, Guido Teuber, Bill Wordelmann, Elaine Wordelmann, Alex Yeager, and Gero Zahn

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Explorers & Pirates 5-6

Game Board Set-up

Assembling the Game Board Frame

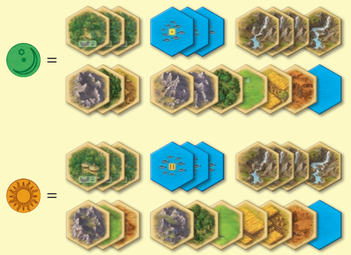
Assemble the game board frame as shown in Example 4.

The two hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.

Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6."

40 unexplored hexes used in this scenario:



Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens, from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- All 6 gold fields and pirate lairs from the bag containing the "Pirate Lairs" sorting tile.
- 2 gold fields and pirate lairs from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- 6 fish hexes from the bag containing the "Fish for Catan" sorting tile.
- 6 spice hexes from the bag containing the "Spices for Catan" sorting tile.

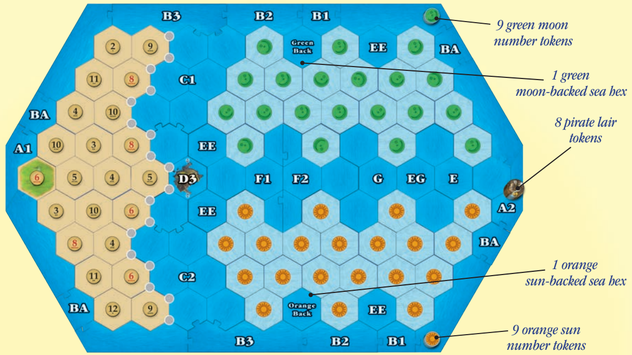
Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 4.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Example 4:



Game Play

All of the rules from Explorers & Pirates for 2-4 players apply when playing 5-6 players. There is, however, one rule addition that players of the Catan 5-6 player extension will already be familiar with—The Special Building Phase.

As always, on your turn, you first perform the following three actions:

1) Roll the dice for resource production
2) Trade and build
3) Move your ships and perform ship actions if you wish

And here's the addition:

After you finish your turn, starting with the player to your left, each of your opponents may now, in turn order, perform special builds.

The Special Building Phase

During the Special Building Phase, as stated on page 3 of *The Settlers of Catan 5-6 Player Extension* rule book, you may **build** anything that you are able to create with your resources. You may not trade resources with your opponents or the bank (maritime trade). You are not allowed to move your ships, and you may not buy anything with gold. See Example 5, below, for an example of how the Special Building Phase works.

Example 5: Special Building Phase in action.

Cathy has just finished her turn. Before she passes the dice to the player on her left, she asks her opponents whether someone wants to perform a special build. If only one player says "yes," that player may build immediately. If more than one player says "yes," their builds must be performed in normal clockwise order. Once all of the special builds are complete, Cathy passes the dice to the player on her left. That player now begins their normal turn.

Credits

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5th Ed. Development Team: Pete Fenlon, Arnd Fischer, Ron Magin, Benjamin Teuber, and Guido Teuber

Art: Michael Menzel, Pete Fenlon

Graphic Design: Pete Fenlon, Michaela Kienle, Ron Magin

Production: Ron Magin & Pete Fenlon

Tile Component Design: Andreas Klober

Translation: Gavin Allister

Wooden Piece Design: Klaus Teuber

Special Thanks: Robert T. Carty, Jr., Coleman Charlton, Morgan Dontanville, Chris Funk, Alex Colón Hernández, Stephanie Newman, Donna Prior, and Kelli Schmitz.

Original Product Development: TM-Spiele and Sebastian Rapp. The author and publisher wish to thank the following people for playtesting: Stefan Wiewiora, Stefanie Dohmen, Benjamin Teuber, Guido Teuber, Claudia Teuber, Gero Zahn, Arnd Beenen, Peter Gustav Bartschat, Dr. Reiner Düren, Christoph Rother.

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CATAN
5-6 Player Extension
Explorers & Pirates™

WAIT! You must have the following items before you can use this extension:

- *Catan* base game (CN3071)
- *Catan 5-6 Player Extension* (CN3072)
- *Catan: Explorers & Pirates Expansion* (CN3075).

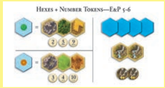
Game Component Overview & Preparation

Before Your First Game

Detach the die-cut parts from their cardboard frames and put the large "tri-hex" parts "D3" and "EG" into the 5-6 Player Extension box.

Put all game components listed below into a bag:

- 1 "Hexes + Number Tokens—E&P 5-6" sorting tile.
- 4 sea hexes (marked "EE")
- 6 standard hexes "E"
  green moon icon: mountains, forest, fields
  orange sun icon: mountains, pasture, hills



- 6 number tokens (green: 2, 5, 9; orange: 3, 4, 10)
- 2 gold field hexes (1 green moon; 1 orange sun)
- 2 pirate lair tokens: 9, 10.

Put the remaining sets of game components each into their own bag:

- "Green Player's Pieces" sorting tile, 1 green building costs card, 22 green game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)

- "Brown Player's Pieces" sorting tile, 1 brown building costs card, 22 brown game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)

- "E&P 5-6 Fish & Spices" sorting tile, 2 fish hauls, 12 spice sacks

Game Components Required for All 5-6 Player Scenarios

A) The "Explorers & Pirates" game components required for each corresponding scenario (*see each scenario*).

B) The game components required from the Base Game (bag containing the "Terrain Hexes + Number Tokens - BASE GAME" sorting tile).

C) From your copy of the "Catan 5-6 Player Extension":

- 7 terrain hexes: pasture, mountains (2 each) forest, fields, hills (1 each)
- 7 number tokens: 2, 4, 5, 6, 8, 9, 10 (1 each)
- 4 frame pieces (shown as "BA" in these rules)
- 25 resource cards
- 5 green settlements
- 15 green roads
- 5 brown settlements
- 15 brown roads

Put these cards and tile components from "C" into a bag containing the "Catan 5-6 Player Extension Pieces" sorting tile. Place the green and brown wooden pieces into the same bag or into the corresponding player pieces bags if you prefer.

D) Various components from this extension, depending upon which scenario you are playing (*see each scenario*).

***Note:** When playing with 5-6 players we recommend that you skip Scenario 1 (Land Ho!) and move straight to Scenario 2 (Pirate Lairs).*

Pirate Lairs 5-6

Game Board Set-up

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 1.

The two hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.

Please note: *In this scenario use the back side of the "D3" piece without the "Council of Catan" Island.*

Creating the Starting Island

Place the hexes and number tokens in the area of the starting island. For this purpose, use the content of the 2 bags containing the "Terrain Hexes + Number Tokens BASE GAME" and the "BASE GAME 5-6 Player Extension Pieces" sorting tile, respectively.

Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

Place all 22 number tokens exactly as shown in Example 1.

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.
- 6 standard hexes and number tokens from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- All 6 gold fields and pirate lairs from the bag containing the "Pirate Lairs" sorting tile.
- 2 gold fields and pirate lairs from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.

Additional Preparations

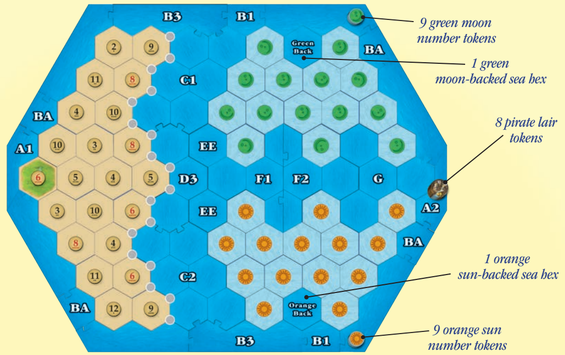
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 1.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 1.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 1.

28 unexplored hexes used in this scenario:

Example 1:



Fish for Catan 5-6

Game Board Set-up

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 2.

The two hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.

Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6."

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 12 terrain hexes (2 of the extra standard sea hexes are not used) and all 12 number tokens from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- 6 gold fields and pirate lairs from the bag containing the "Pirate Lairs" sorting tile.
- 2 gold fields and pirate lairs from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- 6 fish hexes from the bag containing the "Fish for Catan" sorting tile.

Additional Preparations

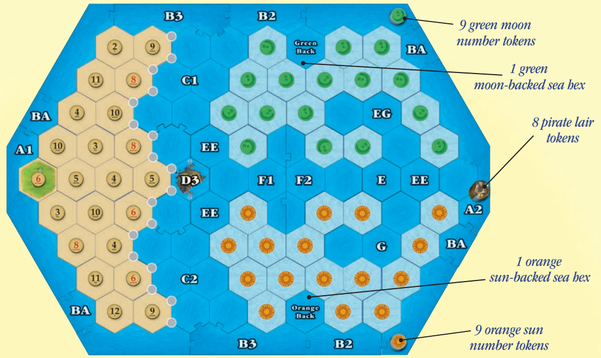
Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up, and place them as shown in Example 2.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 2.

32 unexplored hexes used in this scenario:

Example 2:



Spices for Catan 5-6

Game Board Set-up

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 3.

The two hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.

Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6."

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the "Standard Hexes + Number Tokens GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "Hexes + Number Tokens—E&P 5-6" sorting tile.
- 6 spice hexes from the bag containing the "Spices for Catan" sorting tile.
- 6 fish hexes from the bag containing the "Fish for Catan" sorting tile.

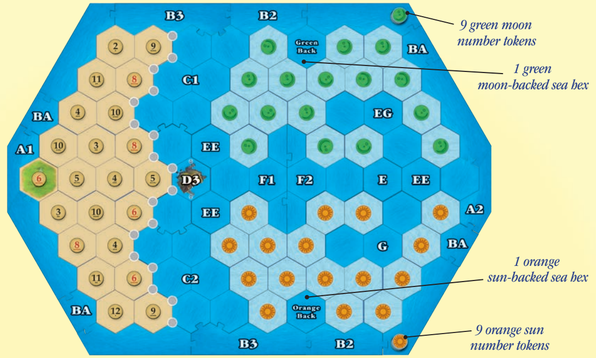
Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

32 unexplored hexes used in this scenario:

Example 3:



CATAN CARD GAME

GAME RULES & ALMANAC

Your clan has established a modest foothold in the fair new land called Catan. It is now time to strike out and settle new territory. But another prosperous clan has designs on those same regions, and a race is on to see who will establish the dominant principality!

In the ***Catan Card Game,*** you control a growing realm engaged in a great struggle with your neighbor. Building roads and establishing settlements, you try to tame a land rich in beautiful but unexplored mountains, hills, forests, fields, and pastures. You must outmaneuver your opponent and survive the challenges of nature in order to prevail.

Start by creating your principality. Then embark on the quest to settle new lands. Use your memory, speed, cunning, and strength to crush your rival. Guide your settlers to victory by clever trading and cunning development. Acquire your resources through wise card play and the luck of the dice. Use gold and combinations of resources-grain, wool, ore, brick, and lumber-to develop your domain.

Expand your settlements into cities. Build a bathhouse for protection against the awful plague. Establish garrisons to thwart the ever-present threat of brigands. Increase your resource production with grain and wool mills. Improve trade by building a harbor or a counting house, or construct fleets to dominate commerce. Recruit knights to defend your territory and compete on the tournament field. But beware! When your opponent plays the Black Knight, even your strongest champion can fall!

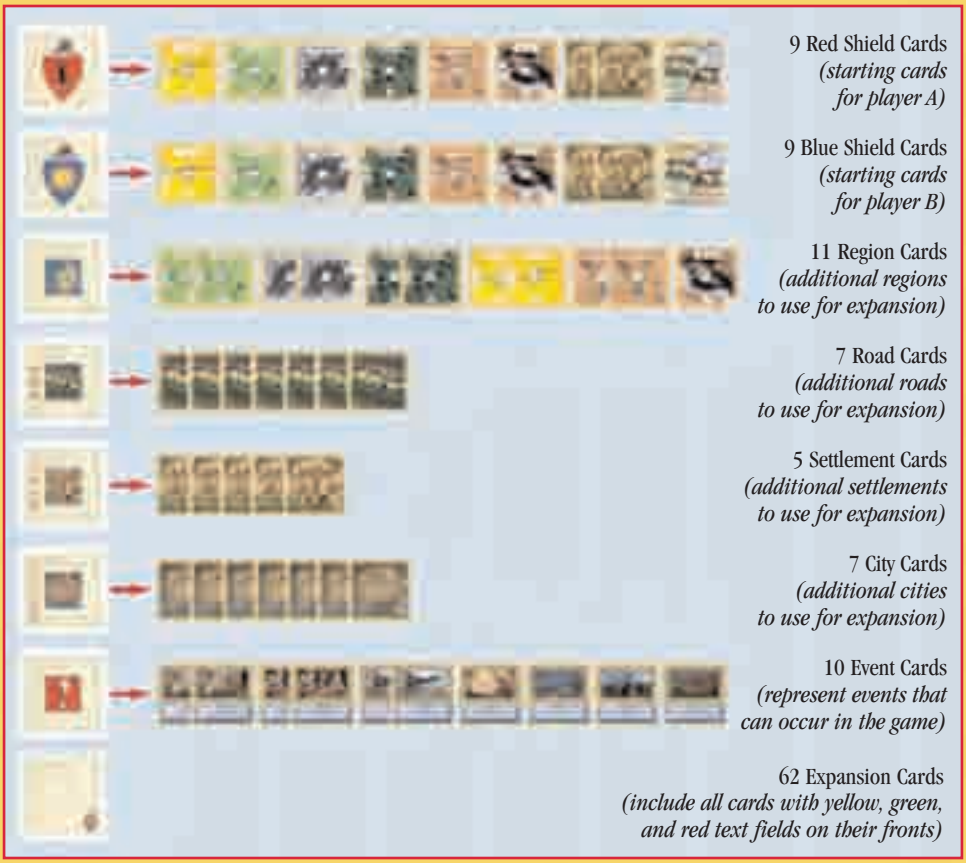
Now is the time to lead your clan to victory. Your people look to you for vision and insight. Be tough! Be firm! It is a glorious adventure! Have fun with your challenge, knowing that the best strategy and a dash of luck insure that you will be the undisputed ruler of Catan!

Would you like to learn how to play the *"Catan Card Game"* right away? Then visit **www.profeasy.com**.

— Prof. Easy

GAME COMPONENTS

- 1 Windmill Token
- 1 Knight Token
- 1 Event Die
- 1 Production Die
- 120 cards — These cards should be sorted according to the symbols on their backs.



GAME RULES

This section contains the *Game Rules* for the *Catan Card Game*. If you have questions about specific cards, you can refer to the Almanac that starts on page 19.

SETTING UP THE GAME

Before you can play, you must sort the cards by the symbols on their backs:

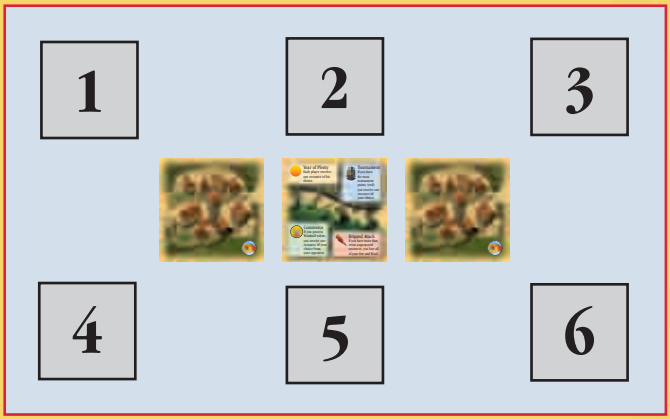
- 9 cards have a red coat-of-arms; these are the starting cards for one player.
- 9 cards have a blue coat-of-arms; these are the starting cards for the other player.
- 11 cards have a map; they are called **Region Cards.**
- 7 cards have a road; these are used to connect settlements.
- 5 cards have a settlement; each is worth 1 Victory Point.
- 7 cards have a city, which are worth 2 Victory Points each.
- 10 cards have a question mark; these are the **Event Cards.**
- The 62 cards that have no symbols on the back are called Expansion Cards. These are the cards you will draw and play to expand your holdings.

Next you will prepare the Development and Expansion Cards. Shuffle the Event Cards and place them face-down in the middle of the table. Then place the other four stacks of Development Cards in a row between you and your opponent.

Shuffle the Expansion Cards together. The Expansion Cards include all the cards with yellow, green, and red text fields. Divide this deck into five roughly equal "expansion stacks," and place them next to the Development Cards. When you draw cards during the game, you can draw them from any of these five stacks.

Now there will be ten stacks of cards on the table: five stacks of Expansion Cards (each with a mix of cards with yellow, green, and red text fields), four stacks of Development Cards (roads, settlements, cities, and regions), and one stack of Event Cards (with blue text fields).

Now you can build your principality! Choose one coat of arms and take all nine cards with that symbol on the back. Give the other set of nine starting cards to your opponent. You will arrange your nine cards as shown here:



- Place the road card with the Event Die summary in the middle of your side of the table.
- Place a settlement at each end of the road.
- Arrange your six Region Cards diagonally around the two settlements (spaces 1 to 6 in the illustration), in any order you choose. Since you will rotate the cards during the game, you should leave a little bit of space around each Region Card.

Important: *At the beginning of the game you have 1 of each resource. So, you need to arrange your Region Cards so that the side showing 1 resource icon is closest to you.*

Place the Event Die and the Production Die nearby, along with the two wooden tokens.

Roll the Production Die to determine who will be the first player. The highest roller starts.

The first player chooses one stack of Expansion Cards, and chooses three cards from that stack to begin the game with. The other player chooses a different stack and also chooses three cards. After you choose your three starting cards, return the stack

to the center of the table without shuffling.

Important: *When you choose your starting cards:*

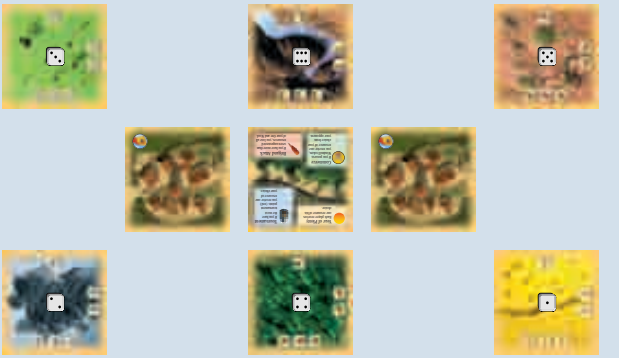
- *You may not change the order of the cards in the stack!*
- *It is probably best to start with cards that have green text fields. Why? Because "Action Cards" (with yellow text fields) can't be played until the combined score of both players is at least seven Victory Points and "city expansions" (with red text fields) can only be played in a city.*

GAME OVERVIEW

You control a principality with two settlements, connected by a road. Scattered about the settlements are six regions, which supply you with six different raw materials.

Each settlement is worth one Victory Point, so you already have two points to start the game! The first player to reach 12 Victory Points is the winner, so you only need to find 10 more points to win.

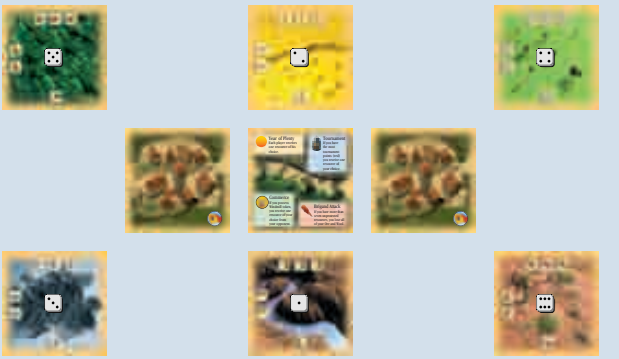
Your opponent's principality!



The Resources

(Cards which come into play later in the game)

Your principality!



In order to build up your principality, you will need raw materials. These resources come from your Region Cards. Each turn a die roll will determine which regions produce. Each time the number rolled matches the number on one of your regions, you receive one of that resource.

Collected Resources

0 1 2 3

Recording Resource Production

You don't collect resources in the form of cards or tokens. Instead you use the Region Cards to keep track of your supply. Each Region Card can store from 0 to 3 resources. The actual number of resources is always shown on the side of the card closest to you.

Region	Resource
Fields	Grain
Mountains	Ore
Pasture	Wool
Forest	Lumber
Hills	Brick
Gold Field	Gold

When you gain a resource (such as through the production roll or by trading), rotate the card to show the next higher value. When you spend resources (such as when you build), rotate the card to show the next lower value.

If you have the right resources, you will be able to build. This way you can expand or improve your principality!

When you expand your principality, you make it larger by adding new cards to the left or the right. You will need to build a road before you can add another settlement (worth 1 Victory Point).

In order to build a road, settlement, or city you need to pay the resources shown (on the back of the card). Take the card from the development stack and add it to your principality face-up.

Every settlement will have one Region Card at each (diagonal) corner (a total of four Region Cards). So, when you build a new settlement, you also immediately draw two new Region Cards and place them at the empty corners. These new regions can increase your resource production (by adding more numbers that can be rolled each turn).

When you improve your principality, you add new Buildings and Units. But you can only make improvements if you have the right kind of cards in your hand! If you pay the required resources, you can add a card to your principality. These improvements are placed between your Region Cards above and below your settlements and cities.

If you don't have the Buildings or Units you want, you will have to try to find them in the expansion stacks. At the end of your turn, you will be able to draw cards into your hand until you reach your hand limit. You can draw the cards randomly off the top, or you can spend resources to go looking for the card you want.

New resources are always produced at the beginning of the turn. On your turn you will roll both dice, and both players can receive production from regions that match the number rolled. Also, an Event will occur, determined by the roll of the Event Die. There are five different Events (see "The Event Die" on page 9).

A Typical Partially Developed Principality

Rule Summary

Once you have completed the setup described in "Setting Up the Game," and both players have chosen their three starting cards, you are ready to begin!

The *Catan Card Game* is played in turns. Both players alternate taking turns, starting with the "first player," until one player wins by earning a total of 12 points!

Turn Sequence

There are five steps that you take in order on your turn:

1. **Event:** Roll both dice. The Event Die is resolved first! Resolve the effects of the event first. The event affects both players.
2. **Production:** Players receive production. All Region Cards in both principalities that have a number that matches the Production Die roll produce resources.
3. **Take Actions:** This is the heart of your turn. During this step you may take the following actions as many times as you wish and in any order you choose:
   - **Build**
   - **Trade Resources**
   - **Play Action Cards**
4. **Draw:** When you are finished taking actions, trading, and building for the turn, you have a chance to draw replacement cards into your hand. At the end of your turn, you should always have a number of cards equal to your Hand Limit.
5. **Pass the Dice:** Your turn ends when you pass the dice to your opponent, who can then begin his turn!

These steps are explained fully in "The Game In Detail" on page 9.

Special Victory Points

There are two wooden tokens included in the game: the "Knight" Token and the "Windmill" Token. Each token is worth one Victory Point to the player who controls it.

The Knight Token is awarded to the player who has the "strongest" group of Knights. The strength of each Knight is equal to the black number next to the iron fist. If the Knights in your principality have a higher total strength than your opponent's Knights, you take the Knight Token and place it in front of you.

The Windmill Token is awarded to the player who has the "trade advantage." Many Buildings have a small windmill icon on them. These icons represent "Commerce

Points." If you have more Commerce Points than your opponent **and** you have at least one city in your principality, you take the Windmill Token and place it in front of you.

Important: *These tokens can change ownership during the game! If your opponent gains more Knight strength or Commerce Points than you, he takes the token (and the 1 Victory Point) away! If there is a tie for strength or commerce, neither player controls the token and it is returned to the center of the table. Remember that the Windmill Token has two requirements: if you have more Commerce Points but no city, you cannot claim the token!*

Hand Limits

There is a limit to the number of cards you can have in your hand at the end of your turn. This is called your "hand limit." At the beginning of the game, your hand limit is always three cards. But there are some Buildings that increase your hand limit. This will allow you to hold more cards in your hand, increasing your options!

The Game In Detail

The Event Die

There are five different Events. They all affect both players:

Tournament (Knight's Head)

If the tournament is rolled, look at all the Knights in your principality. Add up the Tournament Points (the red number next to the Knight's head) for all of your Knights. If you have a higher total tournament score than your opponent, you receive any one resource of your choice (turn the matching Region Card) in addition to your normal production. If there is a tie for Tournament Points, neither player receives the reward.

Trade Advantage (Windmill)

If you have the Windmill Token when the trade advantage is rolled, you may take any 1 resource of your choice from your opponent (each player rotates the appropriate Region Card). This is in addition to your normal production. If neither player holds the Windmill Token, no one gets the bonus.

Year of Plenty (Sun)

During a Year of Plenty, both players receive a bonus! Choose any one resource (rotate the matching region) as extra production that turn.

Brigand Attack (Club)

The club result means that brigands attack both players. Count the total number of resources on all of your Region Cards. If you have more than seven resources total, you must forfeit all the ore and wool from all your regions! Rotate all your pasture and mountains Region Cards to show zero resources. It is possible that both players will lose resources to the brigands!

There are no brigand attacks during the first two turns of the game. If the club is rolled during these turns, it is ignored. Do not re-roll the Event Die, there is simply no event that turn. Starting with the first player's third turn, the Brigand Attack event is resolved normally.

Important: *If you have a "Garrison" (a type of Expansion Card), you can "protect" some of your resources. When you count your resources to see if you lose resources, do not count resources on the two regions next to your Garrison. If you still have more than seven resources, you still lose all your wool and ore, even from regions "protected" by the Garrison.*

Event Card (Question Mark)

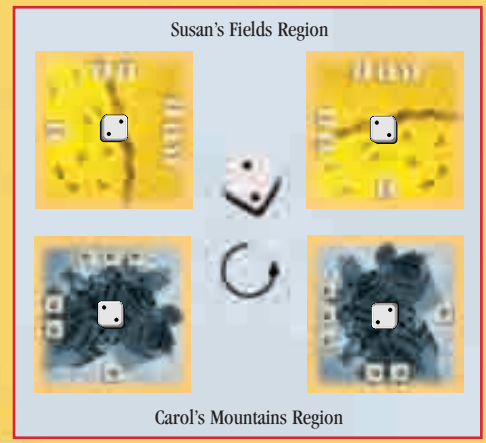
The question mark means that a special event occurs. Turn over the top card on the event deck (with the blue text fields) and read it aloud. Both players must follow the instructions on the Event Card immediately. Then the Event Card is returned to the bottom of the event deck face-down. Descriptions of each Event Card can be found in the Almanac.

Important: *If an Event Card causes you to draw cards above your hand limit, you must discard enough cards (of your choice) to reach your hand limit again.*

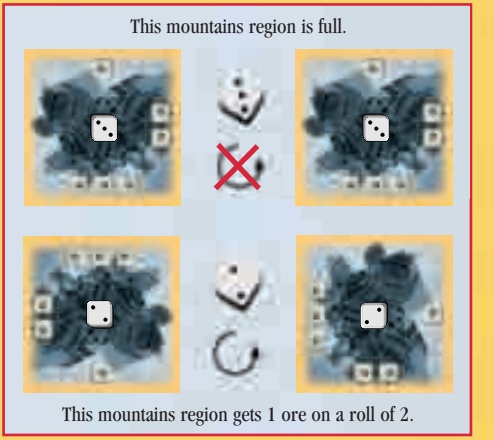
The Production Die

The Production Die (the normal spotted die) determines your resource production every turn. The number rolled applies to both players. All regions with a number that matches the roll provide resources. Each productive region is turned to show the next higher number of resources.

Example: *Susan rolls a "2." She receives 1 grain, and Carol receives 1 ore. Each player turns her Region Card to the next higher value.*



Each Region Card can hold 0, 1, 2, or 3 resources. No region may ever store more than three resources. If you would normally produce a fourth resource in a region that is already full, that resource is lost instead.



Example: *Jack has 2 mountains regions in his principality, one with the number "3" and one with a "2." The "3" mountains region already has 3 ore showing, and the "2" mountains region has 1. If a "3" is rolled on the Production Die, Jack would not get any ore because the "3" mountains region is already full! He cannot transfer the ore to the other mountains region.*

Take Actions

There are three types of actions you can take during the third step of your turn:

Building

In order to expand and improve your principality, you will need to add cards. In order to add a card to your principality, you will need to pay the resources showing on that card. To pay resources, just rotate the matching Region Card to show your reduced supply. There are a number of things you can build:

Roads

If you want to add more settlements to your principality you will need to build roads first. It costs three resources to build a road: 2 brick and 1 lumber. If all seven road cards have already been built, you will not be able to build any more roads!

When you build a road, pay the resources required and take a road card from the stack. Place the road face-up horizontally next to one of your settlements or cities. Roads are always played to the left or right of a settlement or city, never above or below. You may not build two roads next to each other.

Example: *At the beginning of the game, Amanda had 6 resources. On her turn, she rolled a "6" and received 1 brick (she turns her hills region to show 2 bricks). Now she wants to build a road. So, she pays both her bricks and 1 lumber, and takes a road card from the stack, placing it next to her right hand settlement.*

Settlements

Each settlement you build earns you one Victory Point. A new settlement costs four resources: one each of wool, lumber, brick, and grain. Settlements must always be connected to a road you have already built, never next to another settlement or city. If there are no settlement cards left in the stack, then you may not build any more settlements.

When you build a settlement, pay the resources required and take a settlement card from the stack. Place the card face-up next to one of your roads.

Each settlement has two "building sites" where you can play Regional Expansions (cards with green text fields). See "Building Sites" on page 13.

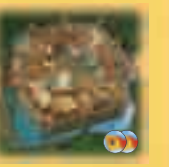
Region Cards (Free with a new settlement)

You will always have four Region Cards placed diagonally next to each settlement. When you build a new settlement, you will need to fill the missing spaces right away. Draw the top Region Card and place it near the new settlement, either above or below. Then draw the next Region Card and place it in the other empty space.

Important: *New Region Cards are always placed with the side showing zero resources!*

"Planned Development": If you play a "Scout" card when you build a new settlement, you get to choose your Region Cards! Search through the stack of Region Cards and pick the two you want, putting them in their places. Some Buildings provide extra advantages—such as doubling resource production, etc.—when built adjacent to specific types of regions.

Cities



You can upgrade a settlement to a city. This will earn you another Victory Point. A city costs five resources: 3 ore and 2 grain. There are only seven cities available in the game.

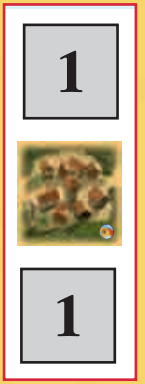
When you build a city, pay the resources required and take a city card from the stack. Place the card face-up on top of one of your settlements (the settlement below the city no longer counts for any purpose!). The city is worth two Victory Points. In addition, a city has twice as many "building sites" as a settlement (four instead of two).

Expansion Cards

Before the game, you draw a hand of three Expansion Cards. During the game, you can play Expansion Cards directly from your hand. At the end of your turn, you will draw replacement cards from the expansion stacks. There are three different kinds of Expansion Cards:

- Action Cards
- Region Expansion Cards
- City Expansion Cards

Action Cards have a yellow text field. The last two types of cards are used to build and improve your principality. They have green or red text fields.

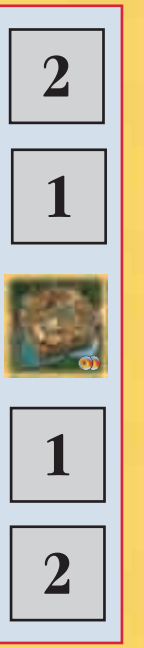


Building Sites

Expansion Cards that you add to your principality must be placed on a "building site." Each settlement has two building sites: one above and one below. Building sites in a settlement can only be used for the green region expansions.

Each city has four building sites: two above and two below. City building sites can be used for green region expansions or red city expansions.

Important: *Both building sites above a city, and both sites below, are equal. Cards built on sites 1 or 2 have the exact same effect on neighboring cards.*



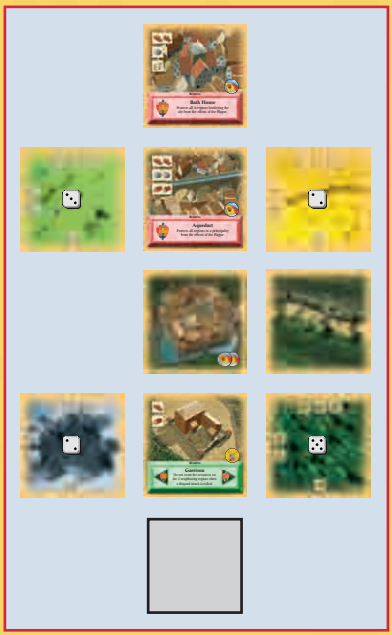
Region Expansions

Region expansions have a green text field. If you want to play one of these cards, simply pay the resource cost (turn the matching regions) and play the card face-up in your principality. Region expansions can only be played on an empty building site in a settlement or city. There are two types of region expansions: Units (Knights and Fleets) and Buildings (such as a Garrison, Sawmill, or Smithy).

Example: *Brad has decided to build an "Abbey" on his turn and has paid the resources shown on the card (lumber, ore and brick). Now he puts the card in an empty building site above his right-hand settlement. The Abbey will increase his hand limit by one card, so he can hold four cards at the end of his turn.*

Some expansions only help you if you build them next to a specific type of Region Card. They have no affect on other kinds of regions. For example, a Grain Mill only doubles the production of a fields region if it is built next to it.

City Expansions



City expansions have a red text field. If you want to play one of these cards, simply pay the resource cost (turn the matching regions) and play the card face-up in your principality. City expansions can only be played on an empty building site in a city. All city expansions are Buildings. City expansions will often give you Victory Points or Commerce Points (to earn the Windmill Token).

Important: *You cannot play city expansions next to a settlement!*

Example: *Ellen wants to build a Bath House. She pays the resources shown on the card, and places it in the top empty building site in her city (above the Aqueduct). The Bath House is worth 1 Victory Point, and it protects all 4 regions around the city (forest, mountains, pasture, fields) from the "Plague" Event Card effects (which would make them lose resources).*

On the second building site she has played a "Garrison," which protects the two adjacent regions from the Brigand Attack Event. Her forest and mountains regions are not counted when the club is rolled on the Event Die.

Hint: *If you want to save space, you can overlap the cards you build in a city, as long as the text field can still be seen.*

You may find that an Expansion Card you have in your principality is no longer useful to you. You might want to use that space for a new card instead. During your turn, you may discard any region or city expansion in your principality. Place the discarded building or unit out of play, in the same discard pile where Action Cards are placed (See page 16). You do not receive any resources for the discarded Expansion Card.

Special Victory Points

When you build, it can affect control of the two wooden tokens. Each is worth one Victory Point, but they can change hands during the game!

Commerce Points

You can earn the Windmill Token if you fulfill two requirements:

1. You must have at least one city in your principality.
2. You must have more Commerce Points than your opponent.

If there is a tie for Commerce Points, or if the player who has the most doesn't have a city, the Windmill Token is placed back in the middle.

Example: *Ziggy has already built a city. Now he builds the city expansion card "Marketplace" from his hand, paying 1 grain and 1 wool and placing it face-up below his city.*

Now he has 2 Commerce Points. Since his opponent has no Commerce Points, Ziggy takes the Windmill Token, which is worth 1 Victory Point.

Strength Points

Only region expansions with Knights have Strength Points. The strength of a Knight is equal to the black number next to the iron glove.

If you have the highest total of Strength Points, you are awarded the Knight Token. If your opponent builds a Knight giving him a higher total, he takes the token away. If you are tied, the token returns to the middle.

Example: *Faith is holding the Knight Card "Conrad the Swift" in her hand. She pays the required resources (1 ore and 1 grain), and adds him to one of her settlements.*

Konrad the Quick has a strength of 2. Since her opponent has no Knights, Faith now has the stronger force of Knights; so she takes the Knight Token-which is worth 1 Victory Point.

Trading

Sometimes, the production die just won't give you the resources you need. Fortunately you can trade!

There are two ways you can trade resources:

Trade with your Opponent

You may offer to trade resources with your opponent. The terms of the exchanges may be negotiated freely. In other words, both players can choose what resources they are willing to pay. If you can come to an agreement, the resources are exchanged and the matching regions are turned.

Trade with Foreign Merchants

You can also exchange resources by yourself (some players call this "trading with the bank"). You can pay three of the same resource (by rotating the matching regions) to get one resource of your choice. You can improve this exchange rate by building a "Trade Fleet." Each Trade Fleet allows you exchange a specific type of resource at a 2:1 rate.

The resources you exchange do not have to come from the same Region Card. If you have several of the same type of region, you choose which regions to take resources from and which to add them to.

Playing Action Cards

In the expansion stacks, there are a number of "Action Cards." These cards have a yellow text field.

You hold Action Cards in your hand until you choose to play them. You do not have to pay any resources to play an Action Card. You cannot play any Action Cards until the total score of both players combined is **at least seven Victory Points.**

Exception: *No matter how many Victory Points the players have, you can always play a Scout card when you build a new settlement.*

You can play any number of Action Cards during your turn. Simply play the card face-up and follow the instructions on the card. Unless the card says otherwise, you can only play Action Cards after the dice have been resolved for the turn. After the card is played, remove it from the game (place it in a "discard pile").

Note: *There are two cards that can be played to counter Action Cards played by your opponent: the "Bishop" and the "Herb Woman." You can play these cards during your opponent's turn in reaction to an Action Card he plays.*

Sometimes an Action Card will result in you adding cards to your hand. If it is your turn, you don't have to discard these extra cards until you get to step four of your turn, when you check your hand limit and draw cards. But, if it is not your turn when one of these Action Cards is played, you will have to discard down to your hand limit immediately. These discards are placed face-down under any expansion stack of your choice.

Check Hand Limit and Draw Replacement Cards

When you are done taking actions on your turn, you will need to check your current hand size. There is always a limit to the maximum number of cards you can have in your hand at the end of your turn. Normally, this limit is three cards. But, there are some Buildings that allow you to increase your hand limit (such as the "Abbey" or the "Library"). Each of these Buildings allows you hold an additional card in your hand.

If you have fewer cards in hand than your hand limit, you now draw enough cards to fill your hand. Each time you draw a card, you have two options of how you draw:

1. **Random Draw:** You can always draw the top card unseen from any of the five expansion stacks and add it to your hand.
2. **Search a Stack:** You can instead choose to search one of the expansion stacks for a card you want. First you must pay any two resources of your choice. Then select one stack. Without changing the order of the cards, you can examine the entire stack and choose any one card to add to your hand. The remaining cards are returned to their places face-down.

Important: *You must not change the order of the cards when you search a stack! Do not shuffle the cards after you look at them.*

If you need to draw multiple cards, you may choose one of these two options for each card you draw, in any order you choose.

Example: *Francis has played all his cards, so he needs to draw three replacements. First he pays two resources so he can search the first expansion stack and draw one card of his choice. Then he pays two more resources to search a second stack and picks one card. Finally he draws his third card for free by taking the top card from the first stack.*

If you have a number of cards in hand equal to or greater than your hand limit, you may choose to exchange **one** card. First you must discard enough cards to bring your hand size down to your limit, by placing them face-down beneath any expansion stack

(or stacks) you choose. Then, if you wish, you may choose one more card to discard to the bottom of a stack and draw a new card from the same stack. As above, you may either take the top card for free or you can pay two resources of any type to search the stack and take any card there.

Pass the Dice

Once you have drawn and/or discarded cards, your turn is over. You may not play your newly acquired card right away. Now your turn is over, so you must pass the dice to your opponent. He begins his turn by rolling the dice.

End of the Game

The game ends as soon as either player has reached **12 Victory Points** on his turn. If you are this player, you are the winner!

Tip: *New players may want to play to a lower Victory Point total for their first few games. This will make the game play in a shorter time, and will give you a chance to become familiar with all the different cards.*

ALMANAC

The Card Almanac contains detailed descriptions of all the cards. These are not the Game Rules! You don't need to read the whole Almanac before your first game, you can refer to it if questions come up during play. Once you have an idea of how the game is played, you may want to familiarize yourself with the different types of cards.

The entries below are arranged alphabetically within each of the 4 card categories:

- **Action Cards** (Yellow Text Fields);
- **Event Cards** (Blue Text Fields);
- **Region Expansion Cards** (Green Text Fields); and
- **City Expansion Cards** (Red Text Fields).

Expansion Cards that bear the Shield of Catan on the lower left corner are "counter cards" and serve to protect you.

ACTION CARDS (YELLOW TEXT FIELDS)

When you play an Action Card, place it on the discard pile. Some Action Cards cause you to draw cards into your hand. If you exceed your hand limit when it is not your turn, you must immediately discard the excess cards to the bottom of the expansion stack of your choice.

Alchemist (Action-Neutral; 2 in deck)

Gives you control of the Production Die roll.

You play this card **before** you roll the dice. Instead of rolling the Production Die, you pick a number and place the die on the table with your chosen face showing.

The results apply to both players.

After adjusting the Production Die, roll the Event Die normally. Remember that the Event Die is resolved first!

Arsonist (Action-Attack; 2 in deck)

You can use this attack card to destroy one of your opponent's Buildings.

Counter Card: *Bishop*

You can play the Arsonist even if you have no Buildings of your own. If you have no Buildings and you roll a "6," the Arsonist has no effect.

The hand limit applies when the victim takes back a destroyed Building Card.

Note: *Fleets and Knights are not Buildings. Only cards marked as Buildings can be attacked with this card.*

Bishop (Action-Defense; 2 in deck)

You can use this card to protect yourself from the Arsonist or Brigands.

The attacker, instead of being affected only on a "6," is now affected on a roll of a 3, 4, 5, or 6. In other words, the Arsonist's or Brigand's chances of victory are now only 33%.

This card must be played before the attacker makes his die roll.

The Black Knight (Action-Attack; 3 in deck)

You can use this attack card to eliminate one of your opponent's Knights.

Counter Card: *Herb Woman*

You can play the Black Knight even if you have no Knights of your own. If you have no Knights and you roll a "6," the Black Knight has no effect.

The hand limit applies when the victim takes back an eliminated Knight Card.

Brigands (Action-Attack; 1 in deck)

You can use this card to steal resources from your opponent.

Counter Card: *Bishop*

If your opponent only has one resource, you only steal one resource.

You can only steal resources that you can add to your matching Region Cards (i.e., you must be able to rotate a Region Card to the next higher value).

Caravan (Action-Neutral; 1 in deck)

You can exchange your own resources at a favored rate.

Choose up to two of your resources (they do not have to be the same) and exchange them for an equal number of other resources.

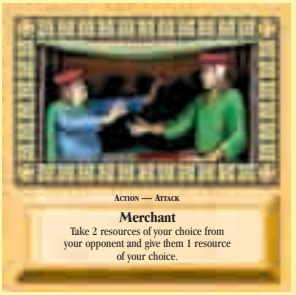
Example: *You can reduce the lumber held in a forest from 3 to 1, and increase the resources of 1 mountains and 1 fields by 1 each.*

Herb Woman (Action-Defense; 2 in deck)

You can use this card to protect yourself from the Black Knight.

The attacker, instead of being affected only on a "6," is now affected on a roll of a 3, 4, 5, or 6. In other words, the Black Knight's chances of victory are now only 33%.

This card must be played before the attacker makes his die roll.



Merchant (Action-Attack; 2 in deck)

You can force your opponent to make a 2 for 1 resource trade.

You take one or two resources of your choice from your opponent. You then give your opponent one resource of your choice (even a resource you just took from your opponent).

This swap is only permitted with available resources. In addition, you must have room on your Region Cards for your additional resources.

Example: *If your forest is already holding three lumber, then you cannot trade for additional lumber.*

Scout (Action-Defense; 2 in deck)

This card enables you to expand a settlement with the Region Cards of your choice. You must play this card immediately after you build a settlement. You can then look through the Region Card deck and select two cards. You must then reshuffle the deck, placing the cards face-down on the table.

You may always play this card anytime you build a new settlement. You may even play this card if the total combined score of both players is less than seven Victory Points.

Spy (Action-Attack; 3 in deck)

You can use this attack card to attempt to steal a card from your opponent's hand. When you play this card, your opponent must show you all of the cards in his hand. If he has any Unit cards or Action cards in his hand, you must take one of them. If you take a card, you must add it to your hand **or** play it immediately, paying any required costs normally.

Example: *You can play a Spy and, after examining your opponent's cards, steal his Spy. You can then play the stolen Spy on your opponent, stealing a second card (which is also immediately playable).*

You cannot play a Spy if your opponent has no cards in his hand.

Event Cards (Blue Text Fields)

Event Cards are never drawn into your hand. When you roll the question mark on the Event Die, draw the top card and follow the instructions. **Event Cards affect both players.** Then place the card face-down at the bottom of the deck.

Civil War (Event; 1 in deck)

This Event destroys Units in both principalities. Each player must return one Knight or Fleet Card of his choice to his hand. The player who rolled the Event chooses first.

If you have no Knights of Fleets, this Event has no effect on you.

The hand limit applies when taking back these cards.

Conflict (Event; 1 in deck)

If you have the Knight Token, you examine your opponent's hand. Choose any two cards and discard them face-down to the bottom of any one expansion stack of your choice.

Your opponent may not replenish his hand until the end of his next turn.

If neither player controls the Knight Token, this Event has no effect.

Master Builder (Event; 1 in deck)

You can trade in one card from your hand in exchange for a card from any expansion stack on the table. This card applies to both players.

When you roll the Event, you choose an expansion stack first. Your opponent must then choose a different stack.

Examine your chosen stack. You may choose **any one** card from that stack. You may also choose not to exchange any cards. Place your discarded card at the bottom of the stack and return it to the table face-down. You may play the new card on the same turn you drew it.

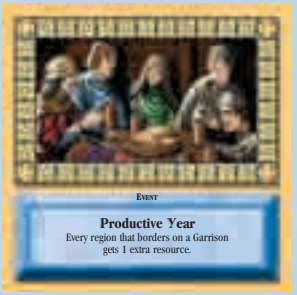
You may not change the order of the cards in the stack.

Plague (Event; 2 in deck)

Applies to both players and only affects Cities.

All four regions adjacent to each city lose one resource (if they have any). A region that is adjacent to two Cities still loses only one resource.

Counter Cards: *Bath House, Aqueduct*



Productive Year (Event; 2 in deck)

Both players receive bonus production. Each region that borders on a Garrison produces one extra resource. Regions that border on two Garrisons produce two extra resources.

A region that is already holding three resources produces no additional resources.

Progress (Event; 2 in deck)

Both players receive bonus production. Choose one resource for each Abbey, Library and University in your principality. (The University card is part of the "Science & Progress" deck in The Catan Card Game Expansion Set).

Example: *You have two Abbeys and one Library in your principality so you get three extra resources. Rotate the cards of your choice.*

Year End (Event; 1 in deck)

Before you reshuffle the event deck, return the Year End card to the stack.

Regional Expansions (Green Text Fields)

You can play Regional Expansions on building sites in settlements or cities.

Abbey (Building; 2 in deck)

When you have an Abbey in your principality, your hand limit is increased by one card (your maximum hand size becomes four cards). If you have two Abbeys, your hand limit is increased by two (up to five cards).

The increased hand limit for an Abbey is added to any increases you receive from other cards, such as a Library.

If you lose the Abbey, you must immediately discard down to your hand limit, placing the discards face-down under any expansion stack.

Garrison (Building; 3 in deck)

Counter card against Brigand Attack

A Garrison helps protect you from losing resources to a Brigand Attack. Do not count resources on the two adjacent regions when you count your total resources. If you still have more than seven **unprotected** (i.e., not next to a Garrison) resources, you still lose all your ore and wool, even if they are on mountains or pasture regions next to a Garrison.

Smithy (Building; 1 in deck)

Raises the Strength Points of each Knight in your principality by one.

Example: *If you have two Knights in your principality (strengths 2 and 3 respectively) and you build a Smithy, your Knights' total Strength Points increase to 7.*

Knights (Units; 1 each in deck—9 total)

Each Knight has two abilities, which are depicted by a symbol and a number.

The iron glove represents strength. A black number indicates the Knight's specific strength rating. A Knight with the black numeral "3" beside the iron glove has a strength of 3. He assists you in your struggle for the Knight Token.

The Knight's head represents his tournament skill. A red number indicates the Knight's specific tournament rating. A Knight with the red numeral "2" beside the helmet has 2 Tournament Points. He assists you when the tournament is rolled on the Event Die.

Production Buildings:
Brick Factory, Foundry, Grain Mill, Sawmill, Woolen Mill

(Buildings; 1 each in deck—5 total)

Each of these Buildings increases the production of one type of resource. The resource is shown on the card. A Grain Mill increases grain production, a Sawmill increases lumber production, a Brick Factory increases brick production, a Foundry increases ore production, and a Woolen Mill increases wool production.

Only regions next to the Building increase production.

Example: *A Grain Mill borders two fields regions. If you roll one of these region's numbers, it produces two grain instead of only one.*

If the region already has two resources on it, it only produces one resource. No region can hold more than three resources.

If one of these Buildings is built in a city, it does not matter if it is placed on the top or bottom building site. It still affects both adjacent regions.

Trade Fleets:

Brick Fleet, Gold Fleet, Grain Fleet, Lumber Fleet, Ore Fleet, Wool Fleet

(Units; 1 each in deck—6 total)

Trade Fleets allow you to trade with "foreign merchants" at a better rate. Each Fleet allows you to trade two of the pictured resource for one other resource. You may make this trade during your turn as many times as you wish, as long as you have the resources to trade.

The Trade Fleet does not have to be next to the Region Card(s) you trade with.

Example: *If you have a Wool Fleet, you can trade wool at a ratio of 2:1 even if the Fleet Card is placed between two mountains regions.*

The resources you trade in do not have to come from the same Region Card.

You may have more than one of a specific Fleet in your principality, but the second Fleet does not enhance your trading ability.

City Expansions (Red Text Fields)

You can only play city expansions on building sites in cities.

Aqueduct (Building; 2 in deck)

Counter Card against Plague

It is worth one Victory Point.

All regions in your principality are immune to the effects of the Plague. When the Plague card is drawn, none of the regions in your principality lose resources.

Bath House (Building; 2 in deck)

Counter Card against Plague

It is worth one Victory Point.

All four Region Cards surrounding this city are immune to the effects of the Plague. None of these regions lose resources when the Plague card is drawn.

Note: *This card applies to regions between two cities, even if only one of the cities contains a Bath House.*

Church (Building; 2 in deck)

Counter Card against Civil War

It is worth one Victory Point.

All Knights and Fleets in a city containing a Church are immune to the effects of Civil War.

The Colossus Of Catan (Building; 1 in deck)

The only purpose of this Building is glory! It is worth two Victory Points.

Counting House (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Harbor (Building; 1 in deck)

Increases the Commerce Points from each of your Trade Fleets by one. It is also worth one Commerce Point.

Example: *You have three Trade Fleets and you build a Harbor. Now your Fleets give you 6 Commerce Points (up from 3).*

Library (Building; 2 in deck)

It is worth one Victory Point.

When you have a Library in your principality, your hand limit is increased by one card (your maximum hand size becomes four cards). If you have two Libraries, your hand limit is increased by two (up to five cards).

The increased hand limit for a Library is added to any increases you receive from other cards, such as an Abbey.

If you lose the Library, you must immediately discard down to your hand limit, placing the discards face-down under any expansion stack.

Marketplace (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Merchant Guild (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Mint (Building; 1 in deck)

Improves your gold exchange rate. It is also worth one Commerce Point.

You can trade gold for resources at a 1:1 ratio (i.e., 1 gold for 1 resource of your choice).

You may make this trade during your turn as many times as you wish, as long as you have the resources to trade.

Town Hall (Building; 2 in deck)

Reduces your cost to search an expansion stack. It is also worth one Victory Point.

In the fourth step of your turn, when you draw replacement cards, you only have to pay one resource of your choice if you want to search a stack and pick the card you draw.

If you have more than one Town Hall, there is no further reduction in cost. You still must pay one resource to search a stack.

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Turn Sequence

After the first player begins, players alternate turns. At the start of your turn, you roll the Event and Production Dice (simultaneously). You then take the following actions in the order listed below:

1. **Event:** The Event Die is resolved first! Resolve the effects of the event first. The event affects both players.
2. **Production:** Now both players receive production. All Region Cards in both principalities that have a number that matches the Production Die roll produce one resource.
3. **Take Actions:** This is the heart of your turn. During this step, you may take the following actions as many times as you wish and in any order you choose:
   - **Build**
   - **Trade Resources**
   - **Play Action Cards**
4. **Draw:** When you are finished taking actions, trading, and building for the turn, you have a chance to draw replacement cards into your hand. At the end of your turn, you should always have a number of cards equal to your Hand Limit.
5. **Pass the Dice:** Your turn ends when you pass the dice to your opponent, who can then begin his turn!

Region	Resource
Fields	Grain
Mountains	Ore
Pasture	Wool
Forest	Lumber
Hills	Brick
Gold Field	Gold

CATAN
CARD GAME
EXPANSION SET

GAME RULES
& ALMANAC

GAME RULES

This section contains the Game Rules for the *Catan Card Game Expansion Set.* If you have any questions about a specific card or its effects, you should refer to the *Card Almanac* that starts on page 12.

INTRODUCTORY SUMMARY

Settle Catan! The people of your small principality are eager to expand! Now you are provided with a stunning assortment of options! Here you will find six different expansion decks, each with its own distinct flavor and style. We call them "Theme Decks." Now you can concentrate on trade, embrace science, recruit powerful Wizards, or lead an army of Knights against the barbarian threat! All of this and more await you in the *Catan Card Game Expansion Set!* With these cards, you can deepen and expand all kinds of possibilities when you play the *Catan Card Game.*

There are two ways that you can add the Expansion Set to your game. The first style is called the **Expanded Game.** This style of play is very much the same as the basic Catan Card Game. New cards are added, as are new rules and options, but the basic play of the game remains the same.

The second style is called the **Tournament Game.** When playing this style, each player will create his or her own unique assortment of cards. Instead of sharing a common deck, each player will play from his or her own deck during the game! So, at the beginning of the game, you will not know which cards your opponent is using!

In order to play the Tournament Game, each player will need his own copy of the Basic Game, and at least one *Expansion Set* Theme Deck.

We recommend that you begin with the Expanded Game first. This will give you a chance to learn all the new cards and see how they are played. Then, after playing a few games with the new cards, you will have no trouble mastering the Tournament Game. Then you will be able to combine cards from any of the six Theme Decks. Of course, you can also design an effective winning deck using just the cards in your Basic Game and one Theme Deck too!

Expanded Game Rules

To play the Expanded Game, you will need the Basic Game and an *Expansion Set* Theme Deck. All rules from the basic *Catan Card Game* are used, except where changed below.

Game Components

- 205 cards
- Game Rules
- 5 blank cards (for inventing your own!)
- Card Almanac (at the end of these rules)

Setting Up the Game

1. First, decide which Theme Deck you want to use. There are six Themes:

Knights and Merchants

This Theme features clever merchants and valiant Knights. You can take your struggle for dominance to the battlefield or outwit your opponent at the negotiating table.

Science and Progress

This Theme features scientific progress and learned invention. The University serves as a center of learning for your people, and that knowledge can propel you to greatness.

Wizards and Dragons

This Theme features powerful Wizards and mighty Dragons, magic spells to bedevil your foes, and mystical advantages to enhance your principality.

Barbarians and Traders

This theme features dangerous barbarians and brilliant traders and explorers to help expand and defend your principality's resouces and holdings.

Politics and Intrigue

This Theme features the shady side of running a principality: Secret Societies, bribed Knights, and clever diplomats. Or you can align yourself with the Church in this Theme.

Trade and Change

This Theme features new avenues for trade and commerce, new uses for trade fleets, and new opportunities that can change fundamental strategies.

Sort out all the cards from the Theme you have chosen to play. You can identify the Theme by the small hexagonal icon on each card. Place the five Themes you are not using aside.

2. Each player sets up his starting principalities as described on page 3 of the Basic Game rules. You may want to consider the rules changes when you set up your principality.

3. Separate the Event Cards for this Theme Deck from the rest of the Theme. Shuffle them together with the Event Cards from the Basic Set. This expanded event deck is placed in the middle of the table as usual.

4. Depending on the Theme Deck you have chosen, you will need to pull out some cards before you shuffle the deck. Except for the Inquisition cards from Knights and Merchants, these "set aside" cards are placed in a stack face-up next to the Event Cards:

Knights and Merchants: Remove the two Inquisition cards—they are not used when playing the Expanded Game.

Science and Progress: Remove and set aside both University cards from the Theme Deck.

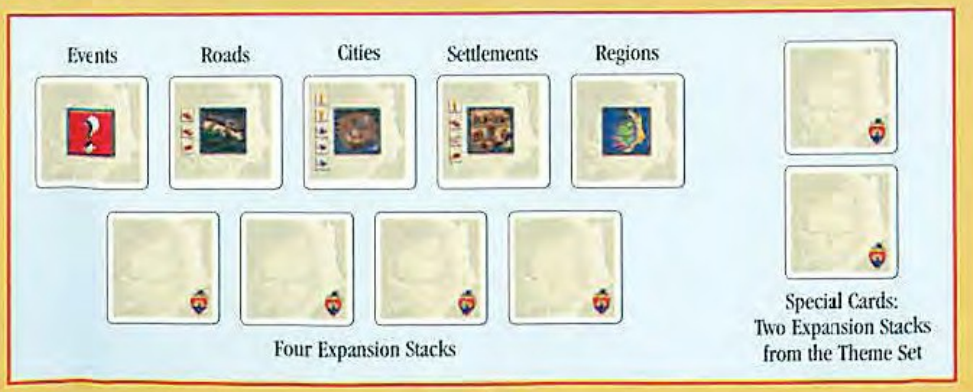
Wizards and Dragons: Remove and set aside all five Citadel cards from the *Expansion Set*—place them with the "Wizard Absent" side face-up.

Barbarians and Traders: Remove and set aside 2 Harbor cards and 2 Triumphal Arch cards from the Basic Game and *Expansion Set.* Also remove the 2 Wizards League cards—they are not normally used in the Expanded Game. They are included for players to use in Tournament play with the Wizards and Dragons Theme to offer new strategic options. If you wish, you can include them with the Wizards and Dragons set when playing the Expanded Game.

Politics and Intrigue: Remove and set aside both Town Hall cards and both Church cards from the Basic Set. You do not need to remove any cards from the *Expansion Set.*

Trade and Change: Remove and set aside the Counting House cards. One Counting House is in the *Catan Card Game;* the other is in the *Expansion Set.*

5. Arrange the rest of the Development Cards (roads, cities, etc.) and place them between the two players as normal.



6. Shuffle the remaining Expansion Cards from the Basic Set together. Instead of the usual five expansion stacks you make in the Basic Game, these cards are used to create four piles. These four expansion stacks are placed in a row between the two players.
7. Shuffle the remaining cards from the Theme Deck together and split them into two roughly equal-sized expansion stacks. Place these stacks near the Development Cards. This way you can tell which stacks are cards from the Basic Game, and which are from the Theme Deck.
8. As in the Basic Game, place the two dice and the two wooden tokens between you and your opponent. Then each of you selects one of the six expansion stacks and—without changing the order of the cards—chooses three cards for your starting hand. Then the expansion stacks are returned face-down to their places.

New Rules for the Expanded Game

The rules are the same as the Basic Game, except for the changes described below:

- Before the game, you pulled some cards out of the deck and set them aside to create a new development stack. There are always two copies of each card in this stack. (Exception: Citadels. See "Special Rules for Wizards and Dragons" on page 6.)
  The cards for each Theme are:

  Knights and Merchants: None;
  Science and Progress: 2 University cards;
  Wizards and Dragons: 5 Citadel cards;
  Barbarians and Traders: 2 Harbor cards and 2 Triumphal Arch cards;
  Politics and Intrigue: 2 Town Hall cards and 2 Church cards; and
  Trade and Change: 2 Counting House cards.

  You can purchase these cards just like other Development Cards. Simply pay the cost shown on the card and place it in a legal building site in your principality.

  Example: *You want to build the University. You pay 2 lumber, 2 grain, and 1 brick. Then you take a University card from the stack and place it in an empty building site next to one of your cities.*

  But, there is a special restriction: each player may only build **one** of each type of card in this stack. If one of these cards leaves play for any reason, return it to this special development card stack (this card can be rebuilt by the player who lost it).
- Whenever you draw cards from an expansion stack, you may choose any of the six stacks. You may choose each time you draw whether you want to draw from the four stacks from the Basic Game **or** the two stacks from the Expansion Set. If you pay the two resources to search a stack, you may choose to search one of the stacks from the Theme Deck if you wish. The two stacks from the Expansion Set are treated in all ways the same as the four stacks from the Basic Game.

- The "Brigand Attack" event has no effect during the first two rounds of play (until both players have played two full turns). Ignore the Brigand Attack if it is rolled on the Event Die during those turns. Do not re-roll the Event Die if a Brigand Attack is rolled.
- You may not play Action Cards with the label "Attack" or "Neutral" until the combined total score of both players is at least 7 Victory Points (i.e., if you add the two scores together, the total is 7 or more). If, for some reason, the total Victory Points drops back below 7, you may not play those cards until the total score is above 7 again. You may always play Action Cards labeled "Defense."
- Buildings, Wizards, and Magic Spells cannot be stolen with the Spy! When you play a Spy, you still get to examine your opponent's hand, but you may only choose to steal Units (Knights, Cannons, Dragons, and Fleets) or Action Cards.
- During your turn, you may choose to remove any Expansion Card from your own principality in order to make space for more important cards. There is no cost to remove a card this way, but you must place the card you removed into the discard pile. Do not return the card to your hand or to an expansion stack. You do not recover any of the construction costs for that card. You may use the new space to build a card right away, but you are not required to.

  Note: Some Buildings, such as the Embassy, cannot be removed this way. See "Foreign Cards" on page 12.

- There are prerequisites you must have in order to play certain cards in the *Expansion Set*. The prerequisite is shown on the card. So, for example, you may only build a Commodity Exchange if you have a Harbor in your principality. If the required card is removed from your principality (e.g., the Harbor), then you are not required to remove the Building that requires the prerequisite (the Commodity Exchange).
- There are also Action Cards which require you to have a certain Building in your principality in order to play them. You may only play these cards if you have the required Building already in your principality. If the required Building is removed, you will no longer be able to play the Action Card.
- If you exchange a card at the end of your turn, you must put your discard on the bottom of the stack from which you are drawing the replacement card.

THE END OF THE GAME

Because there are so many more ways to earn points when playing the Expanded Game, you have to earn a total of 13 or more Victory Points on your turn to win the game!

Hint: Before you play your first Expanded Game, we recommend that you look at all of the new types of cards in the Expansion Set. If you have questions about any card during the game, there is a complete explanation of each card in the "Card Almanac" at the back of this book.

Special Rules for Wizards and Dragons

The Wizards and Dragons Theme adds many new features to the game. So, there are a number of special rules that apply to any game that includes cards from this set.

Citadels

Magic requires a lot of privacy and secrecy. So, Wizards do not live in cities or settlements like common folk. Instead, they make their homes in the mysterious Citadels. Like a city, you may build a Citadel if you can pay the construction costs (2 gold, 2 ore, and 1 grain). When you build a Citadel, you must place it on top of a settlement. You must place it so that the "Wizard Absent" side is showing. This Citadel is worth 1 Victory Point.

A Citadel, like a city, has room for up to four Expansions (two above and two below). However, city Expansion Cards (cards with the red text box) may never be built in a Citadel. Only Region Expansions (Green) and Citadel Expansions (Purple) may be built in a Citadel.

Because Wizards require a lot of secrecy, you may never build two Citadels next to each other. At least one settlement or city must separate the two Citadels.

Wizards

Wizards may only be built in a Citadel. They do not count as Expansions, and do not take up any of the four available building sites in the Citadel. Instead, you place them above or below one of the four Region Cards adjacent to the Citadel. You can only have one Wizard in each region, so a Citadel may never be home to more than four Wizards. When you play a Wizard from your hand, you must pay the construction cost indicated on the Wizard card.

Most Wizards can only be placed in a specific type of region. The region that a Wizard can occupy is shown in the background of the Wizard card. This background must match the Region Card where you want to play the Wizard.

Note: *Ari, the great Sorceress, can be placed next to any type of Region Card. She can be placed next to any of the six types of terrain, and she is the only Wizard that can occupy a gold fields region.*

When you place a Wizard next to a Citadel, turn the Citadel card over. This Citadel is worth 2 Victory Points. If the last Wizard next to that Citadel should leave, you must turn the Citadel back over, so that the "Wizard Absent" side is showing again. Such a Citadel is again worth only 1 Victory Point.

When you first recruit a Wizard, he always has two Magic Power. Turn the card, just like a Region Card, so that it indicates two Magic Power. When a Wizard gains or spends Magic Power, rotate the card so that the correct number of icons is shown.

During the building phase of your turn, your Wizard may convert the resources of its region into Magic Power. Simply spend any number of resources from the neighboring Region Card to add an equal number of Magic Power points to the Wizard. You may never give a Wizard more than three points of Magic Power. If a Wizard gains Magic Power this way, you may not use that Wizard for the rest of your turn. You must wait until your next turn before you can use the Wizard's Magic Power.

Magic Books

Magic Books are played into a Citadel in your principality. It costs nothing to play a Magic Book, but it does take up one of the four expansion spaces in the Citadel. You can have as many Magic Books in a given Citadel as there are building sites.

On your turn, you may have your Wizards cast spells. You may do this at any time during your turn. In order to cast a spell, you must spend the number of Magic Power points indicated on the Magic Book for the spell you want to cast. You may have one or more Wizards pay the Magic Power you need. The Wizards that spend the Magic Power do not have to be in the same Citadel as the Magic Book; they may be anywhere in your principality. You may only cast each spell once per turn.

You may remove a Magic Book from your Citadel during your turn, just like other Expansion Cards. Simply place the book into the discard pile. There is no cost to remove a Magic Book. You cannot return the card to your hand or an expansion stack.

Magic Action Cards

Many Action Cards in the Wizards and Dragons Theme have Magic Power symbols in the upper left corner. These are called Magic Action Cards, and they are a special kind of magic spell. Like regular Action Cards, they are played from your hand and then placed in the discard pile. But, in order to play a Magic Action Card, you must first spend the Magic Power shown on the card. This Magic Power can be spent from one Wizard, or more than one, just like spells cast from Magic Books.

Tournament Game Rules

When you play the Tournament Game, you get to build your own deck of Expansion Cards! During the game you will have your own expansion stacks. You will be able to design your own unique strategy for victory!

To play the Tournament Game, each player will need his own copy of the *Catan Card Game*. You should also have your own copy of the *Expansion Set*. You may only use cards from one copy of the Basic Game and one copy of the *Expansion Set*.

All of the rules from the Basic Game and the Expanded Game are used, except for the following changes:

Setting Up the Game

1. One player supplies all these cards from his copy of the *Catan Card Game:*
   - The 18 cards from both starting principalities
   - The development cards:
     - 7 roads;
     - 5 settlements;
     - 7 cities; and
     - 11 Region Cards.
2. You set up your starting principality using the 9 starting cards with your chosen icon on the back.
3. Place the Development Cards (roads, settlements, cities, and regions) between the two principalities. Don't forget to shuffle the Region Cards.
4. If either player is using any of the cards from the Wizards and Dragons Theme, you need to place the five Citadel cards next to the other Development Cards.

   Important: Any cards that were pulled out and set aside in the Expanded Game are not removed. They are included with the rest of the Expansion Cards.
5. Now you build the Event Card deck as described below. Shuffle the Event Cards and place them near the development stacks.
6. Choose any three Expansion Cards from your deck. These three cards will form your starting hand.
7. Shuffle your 30 remaining cards. Separate your cards into four expansion stacks. Two stacks will have seven cards each, and the other two will have eight cards. Place your expansion stacks near your principality.
8. Determine which player will go first and begin the game!

Your opponent's principality!

Your Opponent's Discard Pile

Your Opponent's Expansion Stacks

Roads

Cities

Settlements

Regions

Events

Your Expansion Stacks

Your principality!

Your Discard Pile

Building the Event Card Deck

The Event Card deck must contain exactly 13 cards:

- Both players contribute a Civil War and a Plague card from their copy of the Basic Game. One player also adds a Year End card.
- Now you choose any 4 more Event Cards to add to the deck. These events can be taken from the Basic Set or any of the Theme Decks. But, you may not add a second Year End card!
- You should not let your opponent see the events you have chosen before they are added to the deck. That way, he won't know what to expect!
- Once both players have added their four cards, the event deck is complete. Shuffle all 13 cards together and place them face-down next to the development stacks.
- Make a note of which Event Cards you added to the deck. At the end of the game, each player takes his own Event Cards back. You should also note which Theme Deck you selected cards from, since some cards appear in more than one set!

Arranging Your Own "Deck"

You get to design your own deck of cards when you play the Tournament Game! Before you play, you secretly choose 33 cards that you want to use. These cards will form your "deck." There are some restrictions on which cards you can choose:

- You may not choose any cards that have symbols on the back—only Buildings, Units, Wizards, Magic Books, and Action Cards may be used.
- You may use any cards from one copy of the *Catan Card Game* and one copy of the *Expansion Set*.
- You may not use more copies of any card than there are in those sets. For example, you may not add a fourth Spy card to your deck because there are only three Spy cards in one complete set.
- You do not have to tell your opponent which cards you are using! However, it might be a good idea to write down a list of your cards so you can get them all back at the end of the game.
- At the beginning of the game, you will choose three of your cards to form your starting hand. Shuffle the other 30 cards together, then use them to create your four expansion stacks at the beginning of the game.
- During the game, you can only draw cards from these four stacks! You may not draw cards from your opponent's stacks. If you draw all of the cards from a stack, you can still discard cards to the empty "stack," creating a new one.

NEW RULES FOR THE TOURNAMENT GAME

1. Each player forms his own discard pile for any Action Cards he plays or Buildings that he removes from his principality, or for cards that are "removed from play" (by cards like Lady Imelda).
2. When a card or rule states that a card is discarded under a stack, it is always the players' own (personal) stacks. Unless an Action Card says otherwise, you may never search through your opponent's stacks, and you may not draw cards from there.
3. Units with names, such as Knights, Dragons, and Wizards, are all unique! There may never be two Units or Wizards with the same name in play at the same time. If a "unique Unit" is removed from a principality because of an Action Card or event, then both players again have the chance to play that Unit.

   Example: *If your opponent has played Siegfried in his principality, you may not play Siegfried in your principality. If you play a "Black Knight" and Siegfried is removed, then you can play your own copy of the card.*

   Note: Cannons are not unique! Both players can have Cannons in their principalities.
4. When you play a Spy and steal one of your opponent's cards, you should make a note of which card was stolen so you can return it to its rightful owner at the end of the game.

END OF THE GAME

The first player to collect **13 or more Victory Points** on his turn is the winner!

Suggestion: Before you play your first Tournament Game, we recommend playing a few Expanded Games so you are familiar with all the new cards!

ALMANAC

This *Card Almanac* contains detailed descriptions of all the cards in all six Theme Sets. These are not the *Game Rules!* You should briefly familiarize yourself with the cards before your first game. It will make the game play more smoothly and a lot more enjoyable!

New Card Types

The cards in the *Catan Card Game* came in three different varieties: "City Expansion Cards" (red text box), "Action Cards" (yellow text box), or "Regional Expansion Cards" (green text box). This *Expansion Set* introduces some new types of cards:

Region Improvements — Region Improvements have a brown text box. If you meet their conditions you can place them above or below a Region Card. Many of these are Buildings, and can be targeted with the Arsonist. Since they are not actually built in a city, they cannot be protected by the Fire Brigade card from the Science and Progress Theme Deck. There can only be one Region Improvement attached to any given Region Card.

Wizards — Wizards are a special type of region improvement that can only be played on a Region Card that is next to a Citadel. Complete rules for Wizards can be found in "Special Rules for Wizards and Dragons" on page 6.

Citadel Expansions — These cards have purple text boxes, and can only be played in one of the four building sites next to a Citadel. Complete rules for these enchanted cards can be found in "Special Rules for Wizards and Dragons" on page 6.

Road Improvements — Road Improvements have no text box, and include an illustration of a road running across them. Play these cards on top of a road card in your principality. Road Improvements that are Buildings can be targeted with the Arsonist card. Since they are technically not in a city, they cannot be protected with the Fire Brigade card from the Science and Progress Theme Deck.

Foreign Cards — Foreign Cards are cards you play into your opponent's principality. Even though they are in your opponent's principality, they are still considered to be under your control. Your opponent may not discard a Foreign Card you have played in his principality, but he may treat it like a normal opposing card. For example, a Foreign Card may be the target of the Arsonist card.

Special Cards — There are a couple of special cards that don't fit into any of these categories. You can find complete rules for each special card in that card's description.

Card Category

The entries below are arranged alphabetically by Theme Deck and by card category:

- **Black** — Special Cards;
- **Yellow** — Action Cards;
- **Blue** — Event Cards;
- **Green** — Regional Expansion Cards;
- **Red** — City Expansion Cards; and
- **Purple** — Magic Cards

Each card has an icon, which identifies which Theme set that card is from.

TRADE AND CHANGE

SPECIAL CARDS: ROAD IMPROVEMENTS

Trading Post (Building; 2 in deck)

It is worth one Commerce Point.

You may build this improvement on a road in your principality. It does not fill any building sites from either adjacent settlement or city. Since it is not part of any city, the Trading Post is not affected by cards that are part of the city (such as the Fire Brigade or Robber Baron's Castle).

During your turn, you may move one resource between the two regions bordering this road. The exchange rate is 1:1.

SPECIAL CARDS: REGION IMPROVEMENTS

Artisan Workshop, Distillery, Dye Works

(Buildings; 1 each in deck – 3 total)

These cards can be used to purchase Commerce Points. They may be built for free. Place the improvement above or below a Region Card of the matching type next to one of your cities. It does not matter if the region is above or below the city. The Artisan Workshop can only be placed by a mountain. The Distillery can only be placed by a fields. The Dye Works can only be placed by a pasture.

You may purchase 1 Commerce Point for 2 resources from the adjacent Region Card. When you do so, rotate the improvement to show the next higher number of Commerce Points. Each of these improvements can hold no more than 3 Commerce Points at a time.

You may also spend these Commerce Points to take a resource of your choice from your opponent. Each Commerce Point spent allows you to select one resource. You must be able to store the resource you choose immediately.

You may purchase and use these Commerce Points any number of times during your turn, in any order you choose.

You may only play these improvements if you have a Counting House in your principality.

Special Cards: Foreign Cards

Robber Baron's Castle (Building; 1 in deck)

You may only build this Building in your opponent's principality. You can only build it if the total combined strength of all your opponent's knights is less than 4 points. If your opponent ever has 4 or more total points of strength, the Robber Baron's Castle is discarded. Any Commerce Points in the settlement or city where the Robber Baron's Castle is located do not count towards any events or control of the Windmill Token. Your opponent may not remove the Robber Baron's Castle, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city.

The Robber Baron's Castle has no effect on Road Improvements, Region Improvements, or Units in the special building sites of a Metropolis.

Action Cards

Mayor (Action–Neutral; 2 in deck)

You may select any one resource for each city or Metropolis in your principality. These may be the same or different resources. You may only select resources that you have room to store in your Region Cards. Any resources you do not have space to store are lost.

You receive no resources for any Citadels in your principality.

Pawnbroker (Action–Neutral; 2 in deck)

Choose one Building you own in your principality. Turn this Building face-down. As long as the Building remains face-down, it has no abilities, including Victory Points and Commerce Points, and does not count towards requirements and events.

You receive resources equal to the construction cost of the Building chosen, minus any one resource of your choice. These resources must be stored in your regions immediately. If you do not have space for the resources, then you cannot play this card. In order to activate the Building again, you must pay the full construction cost.

You may not choose to discard the face-down Building.

You may not choose any Building that has a Witch or Dogma card on it.

Trade Monopoly (Action–Attack; 2 in deck)

You may take up to 3 resources of the same type from your opponent. These resources can come from the same or different regions. You may add these resources to any matching regions where you have space. You must then give that player one resource of a different type. You may only play this card if you have a Counting House in your Principality.

EVENT CARDS

Calm Sea (Event; 1 in deck)

This event applies to both players. Each player may select any one resource of his choice for each Trade Fleet in his principality. You do not receive a resource for any Pirate Fleets that you control. The resources selected must be stored immediately on your Region Cards. Any resources that cannot be stored are lost.

Great Tournament (Event; 1 in deck)

The player with the most Tournament Points wins the Great Tournament. As a reward, he may turn one of his gold fields regions to 3 gold. If all of the tournament winner's gold fields regions are full, the event has no effect.

Peasant Revolt (Event; 1 in deck)

Each region that borders on a Garrison loses one resource. Regions that border on two Garrisons lose two resources. A region that has no resources loses nothing.

REGIONAL EXPANSION CARDS

Gambling Hall (Building; 1 in deck)

You may pay 1 gold to gamble. Roll the Production Die. If the roll is 4, 5, or 6, then you may select any one resource of your choice and immediately store it in a Region Card. If you roll a 1, 2, or 3, then you get nothing.

You may gamble as many times during your turn as you wish, as long as you have the gold.

Goldsmith (Building; 1 in deck)

This expansion doubles the resource production of any adjacent gold field region, but only when the number of the region is rolled on the Production Die.

Horse Farm (Building; 1 in deck)

On your turn you may spend 1 grain to move any or all of your Knights to a different site in your principality. You can only move a Knight to another empty building site that is a legal placement for that Knight.

If you want to move a Knight again later in the turn, you will have to pay another grain.

Knights (Units; 1 each in deck – 2 total)

There are two Knights in this Theme Set. They each have a special rule:

Lothar the Drunkard

The number rolled on the Production Die each turn determines Lothar's tournament skill for that turn.

His tournament skill on the turn you play him is equal to the number rolled on the die that turn.

For example, if the Production Die shows a "1," Lothar's tournament skill is one.

Lothar's skill can also be increased by other cards that affect tournament skill.

Richard the Vengeful

You may pay 1 gold to use Richard as a Black Knight. Richard must be in play to use him this way (i.e., you cannot play Richard from your hand as a Black Knight).

You may not use Richard as a Black Knight on the same turn you play him. You must wait at least until your next turn.

You may use Richard as a Black Knight even if you could not normally play a Black Knight card.

After resolving the attack, place Richard at the bottom of an expansion stack of your choice.

Livery Stable (Building; 1 in deck)

At the beginning of your turn (before you roll the dice), you may select one type of resource. For the remainder of the turn, you may move resources of this type between matching regions.

Example: *If you have 2 forests, you could select lumber at the beginning of your turn. For the rest of your turn, you may move lumber from one forest to the other. You may make this move in both directions, and may do so as many times as you desire during that turn.*

Since you must choose a resource before you roll the dice, you cannot use the Livery Stable on the same turn you build it.

Shipyard (Building; 1 in deck)

When you build a Fleet, the cost is reduced by one resource of your choice. You may count this reduction for any type of Fleet you build.

City Expansion Cards

Counting House (Building; 1 in deck)

It is worth three Commerce Points.

The Counting House is required to build a number of different Buildings from this theme set. It is the same as the Counting House in the Basic Game.

Large Bazaar (Building; 1 in deck)

It is worth two Commerce Points.

During your turn you can force your opponent to trade with you. You may give him any 1 resource. He must then give you 1 resource of a different type. Neither you, nor your opponent, may choose gold for this trade. You and your opponent may only choose a resource that your opponent can store immediately.

Large Tournament Field (Building; 1 in deck)

It is worth one Victory Point.

If you have the Large Tournament Field in your principality, and your Knights win a tournament that is rolled on the Event Die, you may choose any 2 resources of your choice, instead of only 1 resource.

Lighthouse (Building; 1 in deck)

It is worth one Commerce Point.

The Lighthouse improves any Trade Fleet adjacent to it in the same city. That Fleet may be used to trade resources at a 1:1 rate, instead of the usual 2:1 rate. Also, that Fleet is immune to the effects of the Civil War Event Card.

A Fleet in one of the special Metropolis building sites is not affected by an adjacent Lighthouse.

Trade Center (Building; 1 in deck)

It is worth two Victory Points.

You do not have to spend the three Commerce Points from your Artisan Workshop, Distillery, or Dye Works. Those Commerce Points just have to be present. You can keep them and use them normally. You may only build a Trade Center if you have a Counting House in your principality.

Trade League (Building; 1 in deck)

It is worth two Commerce Points.

You may use your opponent's fleets to trade resources at the 2:1 rate. You must match the resources on his fleets, as if they were your own. For example, if your opponent has a Lumber Fleet and an Ore Fleet, you can trade lumber and ore 2:1 for other resources. You do not count the Commerce Points of your opponent's fleets, and you do not receive any benefit from a Lighthouse in your opponent's principality. The Trade League does not allow you to use your opponent's Great Trade Fleet. You may only build a Trade League if you have at least 1 Trade Fleet in your principality.

Treasure Vault, Produce Storehouse

(Buildings; 1 each in deck)

You can build these Buildings for free. They can be used to store resources. The Produce Storehouse may store lumber, grain, or wool. The Treasure Vault may store brick, ore, or gold.

You may store exactly two resources at a time. When you store resources, rotate the Building to show the type of resource stored, and rotate the region(s) you moved the resources from. When you choose to use these resources, rotate the Building to the empty side. If you only use one of the stored resources, you may add the other one to any matching region.

These resources are safe from all events and actions, and do not count towards the total number of resources you may have when the Brigand Attack is rolled on the Event Die. But, if the Arsonist or any other event destroys the Building, the resources inside are also lost.

These Buildings can only be built if you have a Counting House in your principality.

POLITICS AND INTRIGUE

SPECIAL CARD

Metropolis (City Improvement; 2 in deck)

You may only play this card if you have at least one Church or Town Hall in your principality. The Metropolis is free. Play the Metropolis card from your hand on any of your cities. You may not place it on a settlement or Citadel. You may only have one Metropolis in play.

All cards that refer to cities also apply to the Metropolis. Like a city, a Metropolis has four building sites that can be used for any green or red cards.

In addition, the Metropolis has four special building sites, one above or below each of the four adjacent Region Cards. Only Units (such as Knights and fleets) may be played in these building sites, and are considered to be part of the Metropolis, not part of any nearby city, settlement, or Citadel. There can only be one card in each of these spaces, so if there is already a region improvement or Wizard, you may not place a Unit there (unless the other card is removed first).

If there is a Church in that Metropolis, Units in these special spaces are also protected from the Civil War event.

SPECIAL CARDS: FOREIGN CARDS

Bordello (Building; 2 in deck)

You may only build the Bordello in your opponent's city. There must be an empty building site available in the city. Every Knight in your opponent's principality has his strength reduced by one point. The Bordello does not affect Cannons or Dragons, and Knights that have no strength points (such as Walter the Minstrel) are not affected. Your opponent may not remove the Bordello, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city. If your Bordello is destroyed by the Arsonist, it is returned to your hand.

ACTION CARDS

Archivist (Action–Neutral; 1 in deck)

When you play this Action Card, you may draw up to six cards from the top of any one expansion stack and examine them. If there are less than six cards in the stack, you draw all of them. Then, you must place all six of those cards back on top of the stack. You may place them in any order. You may only play this card if you have a Town Hall in your principality.

Bribery (Action–Attack; 2 in deck)

You may pay three gold to take any one Knight from your opponent's principality and place it in your own. You must be able to place the Knight in a legal position, or you may not play this card. If you are playing the Tournament Game, make sure to make a note of who owns the Knight so that it can be returned at the end of the game.

Chancellor (Action–Neutral; 2 in deck)

When you play this card you may draw the top three cards from any one expansion stack and add them to your hand. You may have more cards than your hand limit until the end of your turn. Then, if you still have too many cards, you must discard down to your hand limit by placing cards under any expansion stack.

Council Meeting (Action–Neutral; 2 in deck)

Discard one card from your hand and place it under any expansion stack of your choice. Then, you may search that stack and select any two cards and add them to your hand. You may have more cards than your hand limit until the end of your turn. You may only play this card if you have a Town Hall in your principality. You may not play this card if you have no other cards in your hand to discard.

Diplomat (Action–Neutral; 1 in deck)

You may search the discard pile and select any one card there to put in your hand (you may only draw from your own discard pile when playing the Tournament Game). You may not use this card if there is an Excommunication card on the discard pile. You may only play this card if you have a Town Hall in your principality.

Doctor (Action–Defense; 2 in deck)

Play this card when the Plague Event Card is drawn. The Plague has no effect on your cities. Your opponent still loses resources normally. You may play this card even when it is not your turn.

Excommunication (Action–Attack; 2 in deck)

Play this card face-up on top of any expansion stack or discard pile of your choice. Your opponent may not access that stack in any way, including drawing cards from or discarding to that stack (exception: your opponent may still discard cards to the discard pile even when the Excommunication is played on it). You may continue to use that stack normally. Your opponent may pay 3 gold "to the bank" to remove the Excommunication card and discard it. If an Inquisition card is played, the stack under the Excommunication is not included, and the Excommunication remains in effect.

You may only play this card if you have a Church or a Cathedral in your principality. This card may be played on your opponent's expansion stack or discard pile when playing the Tournament game. When the Excommunication leaves play, it is returned to the discard pile of the player who played it.

Wedding (Action–Attack; 2 in deck)

Your opponent must give you as much gold as you can store in your gold fields. If you have space for all of his gold, he must give you all of his gold. If you cannot store all of his gold, then he may keep the remainder. Your opponent does not have to give you any gold he has stored in a Treasure Vault. You can only play this card if you have a Church or a Cathedral in your principality.

Event Cards

Begging Monk (Event; 1 in deck)

The player who has the Windmill Token must give 2 resources to his opponent. The owner of the Windmill Token decides which resources to give. If you only have one resource, you only give one. If your opponent does not have space to store the resources, they are lost. You must choose resources that your opponent is able to store, if possible.

Good Neighbors (Event; 1 in deck)

The top card of every expansion stack is turned face-up, unless there is an Excommunication card on top of that stack. These cards remain face-up until drawn. This event affects both players.

Religious Festival (Event; 1 in deck)

This event applies to both players. If a player has at least one Church, he may choose 2 resources of his choice. If a player has at least one Cathedral, he may choose 4 resources of his choice. If a player has both a Church and a Cathedral, then he may choose 6 resources of his choice. There is no additional bonus if a player has two or more Churches.

Regional Expansion Cards

Church Domain (Building; 1 in deck)

If you roll the Production Die, you may take one additional resource of your choice. If your opponent rolls the "?" on the Event Die, you must lose all of the Wool and Ore in your principality (except any safely stored in Treasure Vault or Produce Storehouse). In addition, you must discard the Church Domain and place it on the bottom of an expansion stack of your choice.

You may not build a Church Domain if you have the Capital of the Republic in your principality, even if the Capital is covered by a Witch or Pawnbroker card. If there is a Witch covering the Church Domain when your opponent rolls a "?" on the event die, both the Witch and the Church Domain are discarded to the appropriate places.

Holy Place (Building; 1 in deck)

After you draw cards to refill your hand at the end of your turn, you may discard one card you drew to the bottom of an expansion stack of your choice, and draw a replacement card from that stack. As normal, you can draw the top card or pay to search the stack. You may only play the Holy Place if you have a Church in your principality.

Mission (Building; 1 in deck)

When you have a Mission in your principality, you may reduce the construction cost of any of the following when you build them: Abbey, Archdiocese, Church, Cathedral, or Templar Fortress. You choose which resource to reduce. The Holy Place is *not* considered a "sacred Building."

Templar Fortress (Building; 1 in deck)

All of the Knights in your principality (not Dragons or Cannons, only Knights), who have a base cost of more than 3 resources (not counting any reductions), are immune to all of these Actions and Events: Lady Imelda, Civil War, and Bribery. These Knights are still vulnerable to the Black Knight normally.

City Expansion Cards

Archdiocese (Building; 1 in deck)

It is worth one Victory Point.

Every time your opponent plays any Action Card or Magic Spell, you receive 1 gold. You must store that gold in one of your Region Cards immediately or it is lost. This gold comes from the "bank," not your opponent. This includes Magic Spells cast from a Magic Book. You do not receive the gold if the spell is cancelled by Countermagic.

Your opponent may not play the Arsonist on the Archdiocese. You must have an Abbey or a Church in your principality in order to play this card.

Brewery (Building; 1 in deck)

This card provides either 2 Commerce Points or 2 Strength Points. The symbol on the left of the card indicates which type of points the Brewery provides. When you build the Brewery, choose which way to orient the card (Commerce Points or Strength Points). On your turn, you may pay 1 gold to rotate the card so the other type of Points are provided. It remains that way until you again pay 1 gold to rotate it back. You may only use this ability once per turn. You can count the two Strength Points from the Brewery even if you have no Knights.

Capital of the Republic (Building; 1 in deck)

It is worth one Victory Point.

Both regions adjacent to this Building produce 3 resources when the number on the region matches the Production Die roll. If there is not enough room in the region to store all 3 resources, the excess is lost. You may only build this Building if you have a Town Hall in your principality. You may not build the Capital of the Republic if you have a Church Domain in your principality, even if a Witch or a Pawnbroker card is covering the Church Domain.

Court of Justice (Building; 2 in deck)

It is worth one Victory Point.

If the Brigand Attack is rolled on the Event Die, you only lose your wool and ore if you have more than 10 (unprotected) resources instead of more than 7 resources.

Secret Society (Building; 1 in deck)

This card can imitate a city Expansion in your opponent's principality. When you build the Secret Society, you must choose one of the following Buildings: Church, Library, Town Hall, or University. The type of Building you choose must be in your opponent's principality. You gain all of the advantages of the Building except Victory Points. You may use this Building as a prerequisite for playing other cards. You may also benefit from an event as if you had that type of Building. If the Building you choose is removed from play, you must immediately change the target of the Secret Society. You may play the Secret Society even if your opponent does not have any of the required Buildings, but it will immediately imitate the first of those Buildings your opponent builds. All aspects of the imitated Building except Victory Points are copied. The Secret Society keeps it's benefits even if the copied Building is covered with a Witch, Dogma, or Pawnbroker card.

Example: *When you build the Secret Society, you chose your opponent's Church as your target. Now your Knights and Trade fleets in the same city as the Secret Society are protected from the Civil War, and you can build a Metropolis. You do not get the Victory Point, however. Later, you play an Arsonist and destroy your opponent's Church. You then choose to have your Secret Society imitate his Library.*

Theater (Building; 1 in deck)

It is worth one Victory Point.

Your hand size is increased by two when you have a Theater in your principality. This increase is added to any increases you receive from other cards, such as an Abbey. You must have a Library in your principality to build a Theater.

KNIGHTS AND MERCHANTS

ACTION CARDS

Border Dispute (Action–Attack; 2 in deck)

You may only play this card if you have the Knight Token. You may exchange one of your Region Cards with a Region Card belonging to your opponent. You choose the cards exchanged. The region you choose must be duplicated within the principality.

Example: *Your opponent only has one mountains region. You could not choose that Region Card when playing the Border Dispute. He does have 2 fields. You could choose either fields card.*

The resources on both regions are not changed when they change ownership. You may not choose to exchange a region that has any Region Improvement cards.

It is possible to exchange a region next to a production doubling Building (e.g., Sawmill), making that Building ineffective.

Brigands (Action–Attack; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Caravan (Action–Neutral; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Inquisition (Action–Attack; 2 in deck)

When you play this card, your opponent must discard his entire hand into one of his expansion stacks. He must then shuffle all the cards in all of his expansion stacks together, and create 4 new expansion stacks of equal size. Your opponent then draws a new hand of cards (up to his hand limit). You must have an Abbey or a Church in your principality to play this card. This card has no effect if you are not playing the Tournament Game.

Any stack underneath an Excommunication card is not reshuffled with the other cards when Inquisition is played.

Lady Imelda (Action–Attack; 2 in deck)

What Knight is immune to the charms of a lovely lady? None! When you play this card, your opponent must choose one of the Knights in his principality and place it in the discard pile. The Cannon is immune to this lady's charms, as are the Dragons.

Spice Caravan (Action–Attack; 2 in deck)

You may only play this card if you have the Windmill Token. You may take any 2 resources of your choice from your opponent. You must have room to store the resources you choose.

Event Cards

Productive Year (Event; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Raid (Event; 2 in deck)

The player who controls the Knight Token may raid his opponent's principality. Choose any three Buildings in your opponent's principality which are not foreign cards. If there are less than three Buildings, you must choose all of them. You can also choose Buildings that have a Witch, Dogma, or Pawnbroker card on them. Your opponent then chooses one of the Buildings you selected, and returns it to his hand. If he chooses a card that has an Action Card on it, the Action Card goes to the discard pile.

Regional Expansion Cards

Castle (Building; 2 in deck)

When you have a castle in your principality, it costs you one less resource to build a Knight (your choice). If you have two castles in your principality, the cost is reduced by two resources. It is possible to reduce the cost of a Knight to 0, but never lower.

Knights (Units; 1 each in deck – 4 total)

There are four new Knights in this Theme set. Two of those Knights have special rules:

Peasants

The strength of the Peasants is equal to the total number of Grain resources in the two regions adjacent to the Peasants. Peasants have no tournament value, and cannot gain one from a Tournament Field. Unlike other Knights, Peasants are not unique and each player may have one in play.

Walter the Minstrel

Walter is immune to the Black Knight. He has no strength points. However, if you have a Smithy in your principality, it increases Walter's strength to 1.

Pirate Fleet (Unit; 2 in deck)

When you build a Pirate Fleet, you may immediately destroy any one Fleet in your opponent's principality. It may be a trade Fleet, or another Pirate Fleet. If your opponent has no fleets when you play the pirate, you do not get to destroy a Fleet. The destroyed Fleet is placed in the discard pile. When the Year of Plenty is rolled on the Event Die, you may take an extra gold for each Pirate Fleet in your principality. This is in addition to the other benefits of the Year of Plenty. You must have room in your gold fields to store the extra gold or it is lost. Pirate Fleets have no Commerce Points, and cannot gain them from a Harbor.

Toll Station (Building; 2 in deck)

When the Year of Plenty is rolled, you may take 2 gold in addition to the other benefits of the Year of Plenty. You may only take this gold if you can store them in a region immediately. If you cannot store all of the gold, any excess is lost.

Tournament Field (Building; 1 in deck)

Every Knight in your principality gains one Tournament Point if you have a Tournament Field in your principality. Although a Cannon counts as a Knight, it does not gain any Tournament Points from a Tournament Field; neither do Dragons nor Peasants. Any other Knight who has no Tournament Points (such as Johanna the Warrior-Maiden) gains one Tournament Point.

Watch Tower (Building; 1 in deck)

Any time your opponent plays a Spy, you may try to catch him if you have a Watch Tower in your principality. Roll the Production Die. If the result is a 1 or a 2, you have caught the Spy. The Spy is discarded, and your opponent does not get to look at, or steal, any of the cards in your hand.

If you also have a Great Wall in your principality, you must roll for the Great Wall and Watch Tower defenses separately.

City Expansion Cards

Bank Vault (Building; 1 in deck)

It is worth one Victory Point.

If you control the Windmill Token, and the Trade Advantage is rolled on the Event Die, you may take two resources of your choice from your opponent instead of one. There must be room in your principality for each resource you take, or you cannot take that resource. This could mean that you are only able to take one (or no) resource from your opponent.

Great Trade Fleet (Unit–Trade Fleet; 2 in deck)

It is worth two Commerce Points.

You can trade resources from the two regions adjacent to this Fleet to the bank at the 2:1 exchange rate. If you have a Harbor in your principality, it increases the Commerce Points of the Great Trade Fleet to three.

If you place the Great Trade Fleet in one of the special Metropolis spaces, you can only use this ability to trade resources from the single adjacent region. If the Great Trade Fleet is under the protection of a Lighthouse, you can trade resources from the adjacent regions at the 1:1 rate. You may also trade these resources 1:1 if you play Christopher the Great Explorer.

Large Harbor (Building; 1 in deck)

This Building doubles all Commerce Points from Marketplaces, Merchant Guilds, and Counting Houses in your principality.

Palace (Building; 1 in deck)

When the Year of Plenty is rolled on the Event Die, you have the option of selecting any one card from your discard pile and adding it to your hand instead of collecting a resource of your choice. You may choose any card in the discard pile. If you exceed your hand limit, you must discard to the bottom of an expansion stack of your choice. If you also have a Treasure Fleet in your principality, you may either take three resources, or you may instead take two resources and a card from the discard pile.

SCIENCE AND PROGRESS

SPECIAL CARDS: FOREIGN CARDS

Embassy (Building; 1 in deck)

You may only build the Embassy in your opponent's city. In addition to taking up space in your opponent's city, the Embassy also forces him to show you every card that he draws. Your opponent may not remove the Embassy, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city. You may only build an Embassy if you have a Town Hall in your principality.

ACTION CARDS

Alchemist (Action–Neutral; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

You may combine this with the Wheel of Time to choose the results of both dice.

Bishop (Action–Defense; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

You can play the Bishop to defend a Foreign Card you have placed in your opponent's principality (such as the Embassy).

Inventor (Action–Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play the Inventor, you may turn one of your mountain regions to three ore. It does not matter if you have spent ore from that region already this turn.

Land Reform (Action–Neutral; 2 in deck)

You may switch two Region Cards in your principality. Swap the location of the two cards. The resources stored in those regions are not changed. This card is useful for maximizing the effect of the production increase cards, such as the Sawmill.

Printing Press (Action–Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play this card, you may select any two resources of your choice. You must be able to store these resources immediately.

Scout (Action–Defense; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Three-Field System (Action–Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play the Three-Field System, you may turn one of your fields regions to three grain. It does not matter if you have spent grain from that region already this turn.

Event Cards

Civil War (Event; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card. Pirate Fleets and Peasants are not affected by Civil War.

Conflict (Event; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

When playing the Tournament Game, you must choose one of your opponent's expansion stacks to discard the cards to.

Plague (Event; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Regions next to a Citadel are not affected by the plague, unless they are also next to a city or Metropolis.

Progress (Event; 1 in deck)

See the *Catan Card Game* Almanac for an explanation of this card.

Regional Expansion Cards

Cannon (Unit; 2 in deck)

A Cannon is treated like a Knight in most ways. You may only build a Cannon if you have a University in your principality. A Cannon cannot be the target of a bribery or Lady Imelda card. It can, however, be the target of a Black Knight. Cannons can be affected by Civil War. A Castle can be used to reduce the cost of a Cannon, and a Smithy increases the Cannon's strength by one. A Cannon can never have any Tournament Points, and does not gain any bonus from the Tournament Field.

Great Wall (Building; 1 in deck)

Any time your opponent plays a Spy you may try to catch him if you have a Great Wall in your principality. Roll the Production Die. If the result is a 3, 4, 5, or 6, you have caught the Spy. The Spy is then discarded, and your opponent does not get to look at, or steal, any of the cards in your hand.

If you also have a Watch Tower in your principality, you must roll for the Great Wall and Watch Tower defenses separately.

Knight (Unit; 1 in deck)

There is one Knight in this theme set. There are no special rules for Ingo the Skillful.

Pirate Fleet (Unit; 2 in deck)

When you build a Pirate Fleet, you may immediately destroy any one Fleet in your opponent's principality. It may be a trade Fleet, or another Pirate Fleet. If your opponent has no fleets when you play the pirate, you do not get to destroy a Fleet. The destroyed Fleet is placed in the discard pile. When the Year of Plenty is rolled on the Event Die, you may take an extra gold for each Pirate Fleet in your principality. This is in addition to the other benefits of the Year of Plenty. You must have room in your gold fields to store the extra gold or it is lost. Pirate Fleets have no Commerce Points, and cannot gain them from a Harbor.

City Expansion Cards

Assembly Hall (Building; 1 in deck)

It is worth one Victory Point.

The Assembly Hall reduces the cost of selecting an Expansion Card. When drawing a replacement card at the end of your turn, you may select one card of your choice from one of your expansion stacks for free each turn. You must select a card from the expansion stack you search. You must have a Town Hall in your principality in order to build the Assembly Hall.

If you are drawing a second (or more) card, then you have the normal choice to draw the top card for free or search a stack for two resources.

Building Crane (Building; 1 in deck)

When you build any city Expansion Cards (with red text fields) that normally cost more than four resources, you may reduce the cost by any one resource of your choice. The Building Crane does not reduce the cost to build a city. You must have a University in your principality in order to play the Building Crane.

Cathedral (Building; 1 in deck)

It is worth one Victory Point.

All fleets and all Knights in your principality are immune to the effects of the Civil War Event Card when it is drawn. To build a Cathedral, you must have an Abbey in your principality.

Fire Brigade (Building; 2 in deck)

It is worth one Victory Point

All Buildings in a city that contains a Fire Brigade are safe from the Arsonist. This includes any Embassy, Bordello, or Robber Baron's Castle in that city. No Building in that city may be the target of an Arsonist Action Card, including the Fire Brigade. If you play an Arsonist and lose one of your Buildings as a result, your opponent may not choose a Building in the same city as the Fire Brigade. Region and Road Improvements are not protected by the Fire Brigade.

Trade Academy (Building; 1 in deck)

All gold resources stored in your principality also count as an equal number of Commerce Points. You must have a University in your principality in order to play the Trade Academy.

University (Building; 2 in deck)

It is worth one Victory Point.

The University is required to play many of the cards in this theme set. You must have either an Abbey or a Library in your principality in order to build a University.

WIZARDS AND DRAGONS

SPECIAL CARDS

There are two types of special cards in the Wizards and Dragons Theme:

Citadel (Development Card; 5 in deck)

There are five Citadels in this theme. Citadels can be built as an improvement to a settlement, just like a city. Citadels have room for four Expansions. City Expansions (red) may not be played in a Citadel, but Magic Expansions (purple) may only be built here. You must have a Citadel to play a Wizard card. If there is no Wizard in a Citadel, it must be placed with the "Wizard Absent" side up, and is worth only 1 Victory Point. If there is at least one Wizard in the Citadel, then the other side should be turned up and the Citadel is worth 2 Victory Points.

Wizard (1 each in deck – 6 total)

Wizards may only be played next to a Region Card that is adjacent to a Citadel. Like Region Improvements, they are played above or below the Region Card. The region must match the type of terrain shown in the background of the Wizard Card.

Exception: *Ari may be played next to any type of terrain.*

There is no cost to play a Wizard card, and new Wizards always start with 2 Magic Power (place the Wizard so the side with 2 lightning bolts is facing you). Like Knights, Wizards are unique, so you cannot play a Wizard that is already in your opponent's principality.

A Wizard can increase his Magic Power by converting resources from his region at a 1:1 exchange rate. Simply rotate the Region Card to spend the resources, and rotate the Wizard an equal amount. Magic Power is used to cast magic spells. See "Special Rules for Wizards and Dragons" on page 6.

Event Cards

Comet (Event; 1 in deck)

Each player must count all of his Victory Points. If you have more than three Victory Points, then you must discard your entire hand to the bottom of one expansion stack (your choice), and draw a new hand of cards from the top of that Stack. You may not choose to search the stack; you must draw your entire hand from the top of the Stack. If you are playing the Expanded Game, then the player who rolled the event chooses which stack to draw from first.

Dance of the Unicorns (Event; 2 in deck)

This event applies to both players. Each Wizard gains one Magic Power. Rotate every Wizard to indicate the power gained. Remember that a Wizard may not have more than three Magic Power. Any extra is lost. This Magic Power is available for immediate use.

Magic Action Cards

All Magic Action Cards are considered "spells". You must have at least one Wizard in your principality to play any Magic Action Card. Each Magic Action Card has one or more Magic Power icons in the upper left corner of the card. You must pay this cost in order to play these cards.

Better World (Magic Action–Neutral; 2 in deck)

When you play this card you may examine the entire Event Card deck. Then, you may choose one card from that deck to remove from the game. You may not change the order of the deck. After removing a card, replace the Event Card deck face-down.

By Magic's Hand (Magic Action–Attack; 3 in deck)

When you play this card you may choose any Magic Book in your opponent's principality to steal. Take the Magic Book and place it in your own principality. You may only play this card if you have space in your principality to place the Magic Book you steal. If you are playing the Tournament Game, remember to make a note of the Magic Book you have stolen so that it can be returned to its owner at the end of the game.

Knowledge of the Ancients (Magic Action–Neutral; 2 in deck)

You may examine the discard pile and select any one Action Card or Magic Action Card and add it to your hand. You may not retrieve any other kind of card from your discard pile with this spell. In the Tournament Game, you can only retrieve cards from your own discard pile. You must show the card you retrieve to your opponent.

Land: Change Thyself! (Magic Action–Neutral; 1 in deck)

This spell allows you to exchange one of your Region Cards with a Region Card from the region stack. You may only select a region that is duplicated in your principality.

Example: *If you had 2 mountains regions, but only 1 pasture region, then you could replace one of the mountains, but not the pasture.*

You may search the region stack and choose a card to replace your Region Card. The number of resources in the region does not change. Turn the new Region Card to show the correct number of resources. Place the discarded region into the Region Card stack, and shuffle them. You may not change regions that have region improvements or Wizards attached.

Materialization (Magic Action–Neutral; 1 in deck)

You may use this spell to transform a settlement into a city. This has the same effect as building a city. Take the top card from the stack of city development cards and place it on top of a settlement in your principality. You do not have to pay the cost for upgrading the city. You may only cast this spell if you have at least two Wizards in your principality.

Whirlwind (Magic Action–Attack; 1 in deck)

This spell summons a powerful whirlwind to ravage your opponent's principality. When you play this card, choose any one Region Card that belongs to your opponent. He loses all resources stored in that region. Turn the card so that it shows no resources. Other regions are not affected by the Whirlwind.

Witch (Magic Action–Attack; 2 in deck)

With this card you can cast a powerful hex on your opponent. Place this card on top of any Building in your opponent's principality. That Building losses all of its abilities until the Witch is removed. This includes any Victory Points, Commerce Points, or special abilities that the Building might grant.

When your opponent rolls the "?" on the Event Die, the Witch is discarded. If there are two witches in the same principality when a "?" is rolled, they are both discarded. You may only play this card if you have at least two Wizards in your principality.

If you play a Witch on a Building that is being copied by the Secret Society, the Secret Society still has those abilities. You can discard a Building under a Witch in your principality (the Witch is also discarded), but you cannot play a Pawnbroker on that Building.

Wizard's Duel (Magic Action–Attack; 2 in deck)

With this card you can send one of your Wizards to attack a Wizard in your opponent's principality. You choose which Wizards will take part in the duel. You do not have to pick the Wizard that paid the cost for this card. You may choose a Wizard that increased his Magic Power that same turn. Each player must roll the Production Die, and add the number rolled to the Magic Power of the Wizard in the duel. The Wizard with the higher total is the winner. If the total is tied, re-roll until a clear winner is chosen. The loser must be discarded to the bottom of an expansion stack. The victor may choose which stack to place the defeated Wizard under. If playing the Tournament Game, you must choose one of your opponent's four expansion stacks.

Magic Books

All Magic Books must be played in your principality before the spells on them can be used. Magic Books may only be placed in a Citadel. There is no cost to play a Magic Book. However, when you want to cast a spell, you must pay the Magic Power indicated on the Magic Book for that spell. This Power can come from one or more Wizards. If you have two of the same Magic Book in your principality, you can use each of them once each turn.

Change Places (Magic Spell–Neutral; 1 in deck)

You may cast this spell at the beginning of your turn to swap the location of any two Expansion Cards in your principality. You must still obey the rules for placement of expansions (e.g., you may only place red expansions in a city, purple expansions in a Citadel, etc.)

Countermagic (Magic Spell–Attack; 1 in deck)

You can also use this spell during your opponent's turn. When your opponent plays any Action Card or Magic Action Card, you can cancel the effects with this spell. This includes all types of cards (attack, defense, or neutral cards). The cancelled card is placed on the bottom of an expansion stack of your choice. You must cast this spell immediately after the Action Card is played (before any die rolls are made). The costs for playing a Magic Action card that was cancelled are not refunded. If there is a Barbarian Stronghold in your opponent's principality, the cancelled action is still counted against the action limit (or gold costs).

Earth Magic (Magic Spell–Attack; 1 in deck)

With this spell you can exchange one of your Region Cards for one of your opponent's Region Cards. You may only choose regions that are duplicated in their principalities. For example, you could not trade a pasture for your opponent's only forest region. The regions you choose cannot have any Region Improvement cards attached to them. The resources on the regions do not change when the region changes ownership.

Guardian of Fate (Magic Spell–Neutral; 1 in deck)

This spell allows you to predict the future. When you cast the spell, you may examine the top three cards of the Event Card stack. You may then choose to put any or all of the cards you examined on the bottom of the Event Card stack. Then, return any remaining cards to the top of the Event Card stack. You also choose which order to put the cards, whether they are placed at the top or the bottom of the stack.

Inspiration (Magic Spell–Neutral; 1 in deck)

When you cast this spell, you may choose two expansion stacks. Draw the top two cards off each stack and add them to your hand. You may exceed your hand limit until the end of your current turn. Then, you must discard normally.

Magic Potion (Magic Spell–Neutral; 1 in deck)

Select one of your Dragons or Knights. The Strength of that Unit is doubled until the end of your opponent's next turn. You may not use the Magic Potion spell on a Cannon. You may use this spell on the same Knight each turn if you choose. If your opponent has Johanna in his principality, the strength of your Dragons is reduced to 2. If you then use a Magic Potion spell, it increase the strength of the Dragon to 4.

Magical Eye (Magic Spell–Neutral; 1 in deck)

You may search through one expansion stack and choose a card of your choice to add to your hand. Then, you must place one card from your hand on the bottom of that stack. As usual, you may not rearrange the order of the cards in the stack.

Prophesy (Magic Spell–Neutral; 2 in deck)

This card lets you preview your options. Choose four expansion stacks. You may examine the top card of each stack. Then, place the card back face-down. If you are playing the Tournament Game, you may choose to examine the top card of your opponent's stacks with this spell.

Timejump (Magic Spell–Defense; 1 in deck)

You may negate an event with this spell. After the Event Die is rolled, you may cast this spell to re-roll the event die. However, you must accept the result of the re-roll. You can also use this spell during your opponent's turn.

Wheel of Time (Magic Spell–Neutral; 1 in deck)

This spell allows you to determine what event will occur. Before rolling the dice for your turn, you may cast this spell and choose the result of the Event Die. Place the chosen side face-up, and then roll the Production Die normally. You can combine this spell with the Alchemist card to determine the results of both dice.

Citadel Expansions

Dragons (Unit; 1 each in deck – 2 total)

There are two Dragons in this Theme. They are Ismai, the Green Dragon, and Samsor, the Black Dragon. Dragons follow all the normal rules for Knights except for the following:

Dragons are purple Expansion Cards, and can only be played in a Citadel.

Dragons are immune to Civil War, Lady Imelda, and Bribery.

Dragons have no Tournament Points, and cannot gain them from a Tournament Field.

Magic Kitchen (Building; 2 in deck)

Wizards can use a Magic Kitchen to create resources. Spend one Magic Power from any of your Wizards, and roll the Production Die. If the result is a 3, 4, 5, or 6, you may take any one resource that you desire. But, if you roll a 1, the Kitchen explodes and you must place it in the discard pile. You may use this ability as many times during your turn as you wish, paying the Magic Power each time.

Magic Mill (Building; 2 in deck)

The Magic Mill produces Magic Power out of gold. Each turn you may pay one gold resource to give any Wizard one Magic Power. The Magic Mill does not have to be placed next to a gold field to use this ability. Any Wizard that receives Magic Power from the Mill may not be used to cast any more spells for the rest of that turn.

Stone of Wisdom (Building; 1 in deck)

It is worth two Victory Points.

This place of great magical power is a benefit for both players. Neither player may play any cards of the "attack" type: Action Cards, Magic Action Cards, or spells from Magic Books. Knights that can be used for an attack effect (such as Richard the Vengeful) also cannot be used while this Building is in play. You can only play the Stone of Wisdom if you have at least two Citadels in your principality.

BARBARIANS AND TRADERS

SPECIAL CARDS: REGION IMPROVEMENTS

Colony Outpost (Building; 1 in deck)

This card can only be played above or below an unimproved gold field region. When that region's number is rolled, the Colony Outpost also gets 1 gold. If you have an expansion that doubles the production of this region, the Colony Outpost still only gets 1 gold. The Colony Outpost will produce even if the gold field already has 3 gold in it. Any gold in the Colony can be spent normally. You can only play Colony Outpost if you have a Harbor.

Cloth Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a pasture next to one of your cities. Any time you trade wool "to the bank" the Cloth Merchant's Residence gains 1 cloth. For example, regular 3:1 trades or 2:1 trades using the Wool Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you cloth. If you have 3 cloth, once each turn you can trade any 2 resources "to the bank" for any 2 other resources of your choice. You can only play this card if you have a Harbor.

Coin Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a mountain next to one of your cities. Any time you trade ore "to the bank" the Coin Merchant's Residence gains 1 coin. For example, regular 3:1 trades or 2:1 trades using the Ore Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you coin. If you have 3 coin, when you build a Knight you do not pay any wool or grain. You can only play this card if you have a Harbor.

Paper Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a forest next to one of your cities. Any time you trade lumber "to the bank" the Paper Merchant's Residence gains 1 paper. For example, regular 3:1 trades or 2:1 trades using the Lumber Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you paper. If you have 3 paper you receive 1 resource of your choice at the beginning of your turn. You can only play this card if you have a Harbor.

Wizards Alliance (Wizard; 2 in deck) By Dr. Katharina Fenner

This special Wizard card can be played above or below any type of Region Card. But, you can only play the Wizards Alliance next to a region that is the same type as a region where your opponent has assigned a Wizard.

Example: *Your opponent has played Tali next to one of his fields cards. You can now play the Wizards Alliance next to one of your fields.*

The Wizards Alliance begins with zero Magic Power, but is otherwise treated the same as any other Wizard. You can play two Wizards Alliance cards next to two regions of the same type.

Special Cards: Foreign Cards

Barbarian Stronghold (Building–Road Improvement; 1 in deck)

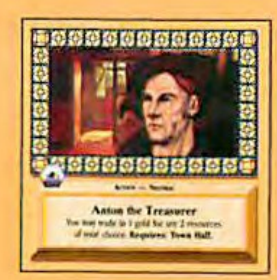
You can only build the Barbarian Stronghold on an unimproved road in your opponent's principality. You may not play it if your opponent has more than six strength points (from Knights, etc.) in his principality. If he adds enough strength to reach seven or more total, then the Barbarian Stronghold is discarded (to your discard pile in the Tournament Game). You can only play the Barbarian Stronghold if you have a Smithy in your principality.

Selling cards to the Secret Brotherhood does not count as "playing" an Action Card. Any gold required is paid before the action is resolved: if the Action Card is blocked by the Countermagic spell, the gold is not refunded.

Merchant Outpost (Building; 1 in deck) By Dr. Reiner Düren

You can only build the Merchant Outpost in your opponent's principality. You may not play it if your opponent has more than six Commerce Points in his principality. If he adds enough Commerce Points to bring his total to seven or higher, the Merchant Outpost is discarded (to your discard pile in the Tournament Game). You can only play the Merchant Outpost if you have a Harbor in your principality.

When the number on either of the two adjacent regions is rolled, you receive one of that type of resource (in addition to your opponent's production). You receive this bonus even if that region already has three resources in it. If your opponent has an expansion that doubles the production of this region (such as a Sawmill), you still only receive one bonus resource.



Action Cards

Anton the Treasurer (Action–Neutral; 2 in deck)

When you play this card, you may trade one gold for any two other resources of your choice. You may only play this card if you have a Town Hall in your principality.

Campaign Against the Barbarians (Action–Neutral; 1 in deck)

You can play this card to attack the barbarians! You must have at least one Fleet (of any type) and two Knights (of any strength). When you play the card, you may either take any two resources of your choice, or you can turn your Triumphal Arch to show one more Victory Point.

Christopher the Great Explorer (Action–Neutral; 1 in deck)

For the rest of the turn that you play this card, you may trade one type of resource for which you have a Trade Fleet "with the bank" at a 1:1 rate. ***Example:*** *you have a Lumber Fleet. You can trade lumber 1:1 for the rest of the turn.* If you have a Great Trade Fleet, you can trade resources from one of the adjacent regions 1:1 during the turn you play Christopher. You can only play this card if you have a Harbor in your principality.

Dogma (Action–Attack; 2 in deck)

Play this card on one of your opponent's Church, Library, Palace, or University Buildings. As long as the Dogma covers the Building, it loses all of its effects (including Victory Points, use as a prerequisite, etc.). If you roll the "?" on the event die, the Dogma card is discarded and the Building returns to normal. If you have a Secret Society that is imitating the Building that you play Dogma on, the Secret Society continues to have those abilities. If there are two Dogma cards in your opponent's principality when you roll the "?" they are both discarded. You may choose to discard a Building in your principality that has Dogma on it (the Dogma is also discarded), but you cannot use the Pawnbroker on it. You may only play this card if you have a Church or Cathedral in your principality and you do not have any Citadels.

Eryn the Druid (Action–Neutral; 1 in deck)

Count the number of Victory Points your opponent has, and subtract your total Victory Points. You receive that many resources of your choice (maximum of four). You cannot play this card if you have more Victory Points than your opponent has. You also cannot play Eryn if you have any Abbeys or Citadels in your principality. But, you can play Eryn if you have an Abbey that is covered by a Witch or Pawnbroker card.

Gunther the Master Merchant (Action–Neutral; 2 in deck)

When you play this card you receive any two resources of your choice, but only if you have at least two trade fleets in your principality.

Neighborly Assistance (Action–Neutral; 1 in deck)

Choose any one forest that is adjacent to a Sawmill, or a pasture next to a Woolen Mill, or a fields next to a Grain Mill. Turn this region to show three resources.

Old Wisdom (Action–Attack; 2 in deck) By Dr. Reiner Düren

When you play this card, you can retrieve any one card from the discard pile (in the Expanded Game) or from your opponent's discard pile (in the Tournament Game) and add it to your hand. You may only choose an Action Card, Magic Action Card, Magic Book, or Unit. You may not take any Buildings with this card. You may use the retrieved card normally. You can only play Old Wisdom if you have a Library in your principality.

Sigmund the Sea Hero (Action–Defense; 1 in deck)

You can play this card when the Civil War event is drawn, or any time your opponent plays a Pirate Fleet. All of your fleets are protected from the card. Or, you can instead play Sigmund to draw a Trade Fleet out of your discard pile and into your hand.

Event Cards

Barbarian Invasion (Event; 2 in deck)

The barbarians attack each player separately! Count the total number of roads and Abbeys in your principality. This is the total strength of the barbarians. Your strength is equal to the number of Units you have in your principality. If your strength is higher than the barbarians, you are victorious! You can either take any two resources of your choice, or you can rotate your Triumphal Arch to show one more Victory Point. But, if your strength is less than or equal to the barbarian strength, then you are defeated, and you must lose all of your gold!

Abbeys that are beneath a Pawnbroker or Witch card are still counted towards the barbarians' strength.

Fortunate Trading Voyage

(Event; 2 in deck) By Jochen Schellenberger

Both players benefit from the Voyage. One Trade Fleet in your principality earns you up to three resources of the matching type. A Grain Fleet, for example, provides up to three grain. You must have room to store the resources in your Region Cards. Any excess resources are lost. If you have a Great Trade Fleet, you may rotate either of the two adjacent regions of your choice to show three resources.

Superstition (Event; 1 in deck)

Both players are affected by the Superstition. You must lose one resource of your choice for each Abbey and University in your principality.

Regional Expansion Cards

Flavo the Fool (Unit; 1 in deck)

When Flavo is in your principality, you receive one bonus resource in each of the two adjacent regions when the "Tournament" is rolled on the Event Die. If Flavo is in a Metropolis space, only one region receives the bonus production. First Flavo's bonus resources are paid then the tournament winner receives his bonus resource. After the tournament, you must give Flavo to your opponent. You can choose where to place Flavo, but it must be an empty building site or special Metropolis space. Also, your opponent must pay one gold to receive Flavo. If he cannot or chooses not to, Flavo is discarded (into your discard pile in the Tournament Game)

Knight (Units; 1 each in deck – 3 total)

There are three new Knights in this theme set. All of those Knights have special rules:

Baroc the Mercenary (By Jochen Schellenberger)

After the Brigand Attack event is resolved, you receive one Ore (even if you lost resources to the brigands). If your opponent has a Barbarian Outpost in his principality, you instead receive two ore.

Johanna the Warrior-Maiden

As long as Johanna is in your principality, all of your opponent's Cannons and Dragons have only two strength points. If Johanna leaves play (due to a Civil War or Black Knight, for instance) the Cannons and Dragons return to full strength. Johanna is immune to Lady Imelda and Bribery cards. You can only play Johanna if you have a Church in your principality, and you have no Citadels.

Sven the Merchant-Knight

You may pay 1 gold to use Sven as a Merchant. Sven must be in play to use him this way (i.e., you can not play Sven from your hand as a Merchant).

You may not use Sven as a Merchant on the same turn you play him. You must wait at least until your next turn.

You may use Sven as a Merchant even if you could not normally play a Merchant card.

After resolving the Merchant exchange, place Sven at the bottom of an expansion stack of your choice.

Treasure Fleet (Unit–Fleet; 1 in deck)

If you have a Treasure Fleet in your principality when the Year of Plenty is rolled on the Event Die, you take any combination of three resources you choose, instead of only one. You must have room to store the resources immediately. Any extra resources are lost. If you have more than one Treasure Fleet in your principality, you still receive only three resources from the Year of Plenty. You can only play a Treasure Fleet if you have a Harbor in your principality.

Winery (Building; 1 in deck) By: Dr. Reiner Düren

If you have a Winery in your principality when the Year End or Good Neighbors Event Card is drawn, you receive any two resources of your choice. You must be able to store these resources immediately. Any excess resources you cannot store are lost.

City Expansions

Commodities Exchange
(Building; 1 in deck) By Jochen Schellenberger

It is worth one Commerce Point.

This Building doubles the production of both adjacent regions, regardless of type. If another Building (such as a Sawmill) also doubles the production of the region, then that production is doubled twice. Of course, since a region can never have more than three resources, the excess production is lost.

Flagship (Unit–Fleet; 1 in deck)

This Fleet is immune to Civil War and Pirate Fleets. Also, any Trade Fleets in the same city as the Flagship are also immune to the Civil War and Pirate Fleets. This includes any Fleets in the special Metropolis spaces if the Flagship is built in a metropolis.

Harbor (Building; 1 in deck)

It is worth one Commerce Point.

This is the same as the Harbor from the *Catan Card Game*. If you have two Harbors in your principality, each Trade Fleet is worth a total of two more Commerce Points than normal.

Master Merchant's Guildhall

(Building; 1 in deck) By Jochen Schellenberger

It is worth one Victory Point.

Whenever your opponent trades resources "with the bank," you get one resource of the same type as he traded in. Only normal trades with the bank, such as the regular 3:1 trade, or trades using a Trade Fleet or Lighthouse. Trades using a Caravan, for example, do not count.

The Master Merchant's Guildhall also increases your hand limit by one card, which can be combined with other Buildings (such as a Library) that increase your hand limit.

You can only play the Master Merchant's Guildhall if you have a Counting House or Harbor in your principality.

Scribes Offices (Building; 1 in deck) By Jochen Schellenberger

During your turn, you may draw the top card from any of your expansion stacks (if playing the Tournament Game) or any common expansion stack (in the Expanded Game). You may do this once per turn. This card is added to your hand and can be used normally. You may exceed your hand limit until the end of your turn, at which point you must discard any excess cards as normal.

Secret Brotherhood (Building; 1 in deck)

It is worth one Victory Point.

You can sell Action Cards from your hand. Each card you sell is worth one resource of your choice. The cards you sell are placed in the discard pile. You can only sell Action Cards that are in your hand.

Triumphal Arch (Building; 2 in deck)

When you build a Triumphal Arch, it is worth zero Victory Points. When you defeat the barbarians (during a Barbarian Invasion event or by playing Campaign Against the Barbarians), you can choose to rotate your Triumphal Arch so it is worth one more Victory Point, to a maximum of three Victory Points.

You may never have more than one Triumphal Arch in your principality (but you can put two in your deck to improve your chances of drawing the card).

The Triumphal Arch is immune to the Arsonist.

Changes to the Catan Card Game

Over the years since *The Settlers of Catan Card Game* was first released, our many fans around the world have enjoyed many adventures among the settlers. But they have also identified a few areas where the game could be improved to make it play more smoothly, more quickly, and more competitively. The fruit of all this feedback has been included in this new edition. Here is a brief summary of the most important changes:

1. General Changes

To eliminate certain misunderstandings and ambiguities of some rules, each card has been assigned a clear type. For example, a Knight card is classified as "Unit–Knight" while the Cannon and the Peasants are only marked "Unit." So, without requiring a lengthy rule, the cards Lady Imelda (Knights and Merchants Set) and Bribery (Politics and Intrigue Set) cannot be used against a Cannon, and having a Castle (Knights and Merchants) will not reduce the cost to play a Peasant.

- Region Improvement Cards are now easy to recognize as they have a brown text box. These cards are not placed in a settlement or city. Instead they are played on a suitable Region Card, if their conditions are met.
- Wizards may still only be placed above or below a Region Card that is next to a Citadel. Since Wizards are played like Region Expansion cards, they are also given a brown text box.
- Road Improvements are not treated like Regional Expansions, so the green text box was removed.
- Action cards are now marked "attack," "neutral," or "defense."
- Action cards marked "attack" or "neutral" may only be played when the combined score of both players is at least 7. "Defense" Action Cards may always be played—from the start of the game.
- Buildings, Wizards, and spellbooks cannot be stolen with the Spy! You may only steal Action Cards and Units from your opponent when you play this card.
- If you exchange a card at the end of your turn (because you played no cards that turn), then you must discard the card to the bottom of the same stack you draw the replacement card from.

2. Changes to the Cards

Basic Set:

- The Civil War event only affects Knights, Trade Fleets, and Cannons. The Church and the Cathedral (from Science & Progress) protect all Knights, Trade Fleets, and Cannons from this event.

Trade & Change Set:

- Shipyard was changed from a City Expansion (Red) to a Regional Expansion (Green).
- The cost of the Large Tournament Field was increased by 1 wool. It is now worth 1 Victory Point, and you may only play it if you have more Tournament Points than your opponent.

Science & Progress Set:

- The Building Crane only reduces the cost of Buildings that normally cost 4 resources or more.
- The University no longer increases your hand size by 1 card.

Politics & Intrigue Set:

- The Chancellor action card can only be played if you have a Town Hall built in your principality.
- When you play the Council Meeting Action Card, you must discard the card to the bottom of one of the stacks you draw from.

Wizards & Dragons Set:

- The cost to use the magic spells Inspiration and Guardian of Fate (both magic books) and the magic action card Knowledge of the Ancients are all increased by one magic power.
- The Stone of Wisdom has been clarified so it now prevents the play of all Action Cards, Magic Action Cards, and Magic Spell Books marked "attack."

We hope that you will enjoy this new version of one of our favorite games!

Special Thanks

I began development of the new expansion deck in the spring of 2002. I had several goals. On one hand, I wanted to strengthen some of the less attractive strategies in tournament play, such as the City Hall strategy or the Trade Fleet strategy. On the other hand, I wanted to weaken some overpowered strategies. Overall, my goal was to increase the variety of strategies for constructing a tournament deck. Thematically, this set could be called "Cities & Knights."

At the same time, I had an opportunity to reform the whole set of cards. This update could eliminate some of the weaknesses of tournament play, especially with the new *Barbarians & Traders* cards. It could also serve to simplify the rules a little to address some frequently asked questions.

Once I had the first card list arranged, however, I had some doubts whether I could master this alone in a way that would satisfy everyone who loved the game. By this time I had learned of Dr. Reiner Düren, Jochen Schellenberger, and Iris von der Heide of the Catan-Treffen in Bilstein (Germany). I knew that if I involved these three, their help would make very good cards that the players would enjoy. So, I asked if they would like to help me with the development.

All three joined the development team, and on their recommendation, Dr. Katharina Fenner, Peter Steinert, and Thilo Knoblich came on board as well. Now we were "7," which is a good omen on Catan. I sent my first card list to the team. I cannot describe what happened for the following months in any detail, since it would fill books.

Each individual card was discussed, and new ideas were born. The development team was naturally split over some cards. A compromise would be reached; then a new idea would come along and we would find ourselves discussing the whole thing again.

In November, we had the feeling that the cards were ready for testing, so my son and I tinkered together 14 sets and sent them to the members of the team. In innumerable tests of the new cards, weaknesses were found and eliminated. Some cards were rejected, and new ideas were born. Altogether the development and reform had taken three-quarters of a year.

During this time, everyone contributed their creativity and time to examine every possible way to make the set a success. It was genuine teamwork. From my original list, only three or four cards survived the joint development unchanged. All were modified, and few of the new card ideas did not come from the development team.

Now, I must say, I have never had so much fun developing a game as this. It was uncommonly expansive, often very intimate, and always ran in a very friendly and constructive atmosphere. Therefore, I am not only very content with this new set because I consider it very successful, I am also very lucky to have had this great cooperative effort.

I would like to thank all the members of the development team for their help with all of my heart.

–Klaus Teuber, May 2003

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CATAN CARD GAME

Artisans & Benefactors™ Expansion Set

BY KLAUS TEUBER

MFG 48722

36 CARDS

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ARTISANS & BENEFACTORS™
Theme Set Rules

Greetings, friend of Catan! Welcome to the latest expansion to the *Catan Card Game*™! To play this "Theme Set," you will need a copy of the basic game.

Because of space limitations, these are not the complete rules. For those you can refer to the *Catan Card Game Expansion Set*™ rulebook. Similarly, for card specific rules and clarifications, you can refer to the *Artisans & Benefactors Almanac*. PDFs of the *CCG Expansion Set* rulesbook and the *A&B Almanac* can be downloaded from the Mayfair Games web site:

www.mayfairgames.com

You can use these cards in either the "Expanded" game or the "Tournament" game, as described in the *CCG Expansion Set* rules.

The Expanded Game

Follow all the rules in the *CCG Expansion Set* to set up and play with the *Artisans & Benefactors (A&B)* theme set. In addition, when you set up, you should:

- Remove and set aside these cards:

  2x House of the Benefactor (from *A&B*)

  2x Public Feeling (from *A&B*)

  2x Aqueduct (from the basic game).
- Place the two House of the Benefactor cards and the two Aqueduct cards face up next to the row of *CCG Expansion Set* card stacks.
- Take a Public Feeling card and place it face up next to one of your regions (your choice), so that the title edge (the 1-star edge) is the edge closest to you. Your opponent does the same. For more details on the Public Feeling card see pages 5-9.

Special Expanded Game Rules for Aqueduct and House of the Benefactor

If you have the resources needed to build an Aqueduct or House of the Benefactor, pay the necessary resources, take the appropriate card and place it above or below one of your cities like any other city expansion.

Important: *At any given time, each player may only have at most 1 Aqueduct and 1 House of the Benefactor in play.*

If an Arsonist is successfully played against your Aqueduct or House of the Benefactor, don't take the card back into your hand—instead, return it face up to the row of Expansion card stacks. This means the card is always available to be built again. This is also the case if you choose to remove the card yourself.

The Tournament Game

Follow all the rules in the *CCG Expansion Set* to set up and play the tournament game with the *Artisans & Benefactors (A&B)* theme.

Important: *Do not set up the Aqueduct, House of the Benefactor, and Public Feeling cards as specified in the Expanded Game rules. Instead, you may choose any or all of those cards to use as part of your "deck," and may play them as specified in the CCG Expansion Set rules.*

In the Tournament Game, you may play a Public Feeling in your hand, free of charge, next to one of your regions (your choice), so that the title edge (the 1-star edge) is the edge closest to you. For more details on the Public Feeling card. see pages 5-9.

Special Rules – Public Feeling Card – A

The Public Feeling card tracks the happiness level of a principality's residents. It is by nature an abstract Development Card (Score card) and has no effect on the specific region it is placed next to—Public Feeling is not a Regional Improvement! As a Development Card, it cannot be attacked, may not be torn down, and is unaffected by Action cards (for example, it cannot be stolen with a Spy).

Happiness points (HPs) are symbolized by stars (★). Your happiness point total is shown on the edge of your Public Feeling card(s) closest to you—like resource totals are stored in Region Cards. When you lose a HP, rotate the card to show the next lower value (to a minimum of 0). When you gain a HP, rotate the card to show the next higher value. If you receive more stars than you have room for, the excess stars are lost.

Special Rules – Public Feeling Card – B

When you initially place Public Feeling, position it so that the title edge (1-star edge) is the edge closest to you. Thus in the Expanded Game, each player has 1 star at the start of the game. You are allowed to both gain and use up stars on the same turn.

Important: *Stars are **not** resources! While stars may be shown as part of a card's building costs, effects that target resources never affect stars.*

In the Expanded Game, each player places a Public Feeling card next to one of his regions of his choice during setup.

In the Tournament Game, your Public Feeling cards are part of your deck. You may place them, free of charge, next to regions of your choice as soon as you draw them.

Special Rules – Public Feeling Card – C

If you control 2 Public Feelings cards, you may freely distribute any stars you gain between them. Similarly, when using stars, you may freely use stars from either or both cards.

Since a Public Feeling card has no effect on its adjacent region, you may move it to a position adjacent to a different region at any time. This may be necessary in the Tournament Game, where, for example, you may wish to place a Regional Expansion card in a position currently occupied by a Public Feeling card.

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Special Rules – Public Feeling Card – D

The Public Feeling card offers 3 special benefits. To use one of these benefits, you must pay a cost of 1, 2 or 3 stars:

Pay 1 star: Riots or Civil War has no effect on you.

If a Riots or Civil War event is drawn, you may pay 1 star to avoid its effects. You may use this benefit even if the event is drawn during your opponent's turn.

Pay 2 stars: A road or settlement costs you 1 resource less of your choice.

When you build a road or settlement, you may pay 2 stars to reduce the road or settlement cost by one resource of your choice. You can only use this benefit once for each road or settlement.

Special Rules – Public Feeling Card – E

Pay 3 stars: Retrieve one neutral or defense Action card from the discard pile.

In the Expanded Game, retrieve a card from the common discard pile. In the Tournament Game, retrieve a card from your personal discard pile.

Add the card to your hand. You may retrieve a card and then play it on the same turn.

In the Tournament Game, you may not choose to retrieve a card that your opponent has banned via Excommunication (*P&I*).

You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at:
custserv@mayfairgames.com.

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CATAN™ CARD GAME

ARTISANS & BENEFACTORS™ EXPANSION SET

Welcome to the 7th expansion to Klaus Teuber's *Catan Card Game*™! Here you'll find 30 new cards that can help you enhance the "happiness" of your principality's residents. After all, happy, contented citizens have higher morale and often work harder. This allows you to constructively expand with less fear from your twin foes of randomness and luck.

Like all *Catan Card Game*™ Theme Sets, you need a copy of the basic game to use *Artisans & Benefactors*.

48722

BY KLAUS TEUBER

Mayfair Games Inc.

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Card Almanac

Some of the cards in *Artisans & Benefators* have special rules:

Action Cards

Feeding of the Poor (2x, Action, Neutral)

Card Text: You may pay 1 gold to receive up to 2 stars.

- You only receive 2 stars if you have room for both of them on your Public Feeling card. If you only have room for 1 star, then the second star is lost.

Courage the Meddler (1x, Action, Attack)

Card Text: Your opponent either gives you 2 stars **or** discards 1 card to the bottom of a stack for each victory point he has in excess of your total. **Requires: House of the Benefactor**

- You may only play this card if you have already built the House of the Benefactor.
- The player playing the card gets to choose whether his opponent has to give up 2 stars or discard 1 card to the bottom of a stack for each victory point he has in excess.
- You may still choose to have your opponent give up 2 stars even if you don't have room for them (either because your Public Feeling card is full or because you don't have one yet). In that case, the 2 stars are lost.
- Your opponent doesn't have to give up more stars than he has.
- Your opponent doesn't have to discard more cards than he has.

- If your opponent has to discard multiple cards, he may discard them to the bottom of different stacks.
- You may only play Courage if you can legally choose at least one of the two options.
  (If you and your opponent are tied or you have more victory points, you may not play Courage if your opponent has no stars.)

Guido the Great Diplomat

(1x, Action, Attack)

Card Text: If your opponent has more victory points than you, retrieve the top most Attack Action card in the discard pile (opponent's discard pile in the "Tournament Game"). It may not be targeted by the Spy.

- You may only play this card when you have fewer victory points than your opponent.
- In the "Expanded Basic Game," immediately retrieve the topmost Attack Action card in the discard pile.
- In the "Tournament Game," immediately retrieve the topmost Attack Action card in your opponent's discard pile. Go through the pile, card by card, until you find the first card that Guido's function allows you to take. Add the card to your hand. You may play it on the same turn. You may not change the discard pile's card order while searching for a card.
- Tournament Game: You may use Guido to search through your opponent's discard pile even if you've used Excommunication *(P&I)* on him.

Work of Art (4x, Action, Neutral)

Card Text: Receive 1 star. Receive 2 stars instead if you control a House of the Benefactor **or** 3 stars instead if you control its associated companion building.

There are four different Works of Art: Bronze Sculpture, Epic, Relief, Fountain. The companion buildings for the Works of Art are:

Bronze Sculpture partners with Mint
Epic partners with Library
Relief partners with Town Hall
Fountain partners with Aqueduct

- If you play a Work of Art, you may increase your Public Feeling card by 1 star. If you control a House of the Benefactor, you may increase your Public Feeling card by 2 stars instead. If you control the Work of Art's companion building, you may increase your Public Feeling card by 3 stars instead.
- You may not receive extra stars for fulfilling more than one of the prerequisites above. For example, even if you control both a House of the Benefactor and a Town Hall, you would still receive only 3 stars for playing the Relief.
- You may only play a Work of Art if you have room for at least 1 star on your Public Feeling card(s).
- Tournament Game: If you control 2 Public Feelings cards, you may freely distribute between them any stars you gain.
- Tournament Game: You may not choose to retrieve a Work of Art if your opponent has banned it with Excommunication (P&I).

Joust (2x, Action, Attack)

Card Text: Choose one of your knights and one of your opponent's. Each player rolls and adds up his tournament points. **Victor:** Receives 1 resource from his opponent and 1 from the bank.

- You may only play a Joust if you control at least 1 knight. Your opponent does not have to control a knight.
- Choose one of your knights as well as one of your opponent's knights. These knights will compete against each other for tournament points. If your opponent controls at least 1 knight, you must choose one of these knights to compete against. Only when your opponent has no knights does he enter the Joust without a knight.
- The players take turns rolling the dice. Each player adds his dice roll total to the tournament point value of his knight taking part in the Joust. If a player controls a Tournament Field *(K&M)*, the bonus it provides is added to his total as well. If your opponent has no knight, only his dice roll is counted.

  The player with the highest total wins the Joust. If there is a tie, the players roll again, continuing to do so until there is a winner.
- The winner immediately receives 1 resource of his choice from the loser, along with 1 resource of his choice from the bank. If the loser has no resources, then the winner receives only the resource from the bank.

Growth (2x, Action, Neutral)

Card Text: Building a city costs you only 2 ore and 1 grain. **Requires: Aqueduct**

Regional Expansions

Common Land (1x, Building)

Card Text: Once per turn, you may pay 1 star to trade 1 resource of your choice for another.

Village School (1x, Building)

Card Text: When you build the Village School, you immediately receive 2 stars. Whenever the Trade Advantage event (Mill) is rolled, you receive 1 additional star.

- If the Trade Advantage event is rolled and you don't have room for the star, it is lost.
- You do not need to control the Mill playing piece to receive the bonus star from the Village School when Trade Advantage is rolled.

St. Agatha's Chapel (1x, Building)

Card Text: If you have fewer victory points than your opponent **and** he plays Merchant, Spice Caravan or a successful Brigands, you receive 1 resource of your choice.

- You may build the Chapel at any time, even if you currently have more victory points than your opponent. However, you may only use the Chapel's function if you are tied with or have fewer victory points than your opponent.
- Spice Caravan is a card from the "Knights & Merchants" Theme Set.

- You do not receive a resource if your own Brigands are unsuccessful.
- Tournament Game: A Mission *(P&I)* does not reduce the cost of building the Chapel.

Osmund the People's Favorite
(1x, Unit, Knight)

Card Text: Osmund's tournament strength is equal to the number of stars you have.

City Expansions

House of the Benefactor (2x, Building)

Card Text: Building an Aqueduct costs you 1 resource of your choice less. You may, once per turn, pay 1 gold when replenishing your hand to retrieve one Work of Art from the (or your) discard pile.

- The House of the Benefactor lets you, at the end of your turn, pay 1 gold to retrieve a Work of Art from either the discard pile ("Expanded Basic Game") or your personal discard pile ("Tournament Game").
- You may not change the discard pile's card order while searching for a card.
- You must show the card you retrieve to your opponent.
- You may not attempt to retrieve more than 1 Work of Art per turn by paying more than 1 gold.
- If your hand is full at the end of your turn, then you do not have an opportunity to refill your hand and therefore also lose the opportunity to retrieve a Work of Art from the discard pile. You

may not exchange a card with the discard pile. If you wish to exchange a card in your hand, you may only do so with the Expansion card Stacks, as usual.

- If you control a House of the Benefactor, building an Aqueduct costs you 1 resource of your choice less.
- Tournament Game: If you also control a Building Crane *(S&P)*, building an Aqueduct costs you 2 resources of your choice less.
- Tournament Game: Controlling 2 House of the Benefactor does not give you any further benefits. Building an Aqueduct is not any cheaper and you may still only pay 1 gold to retrieve a single Work of Art per turn.

Hospital (1x, Building)

Card Text: Once per turn, you either gain 1 star **or** pay 1 star to receive 1 resource of your choice. **Requires: Aqueduct**

- Before you may build a Hospital, you must have an Aqueduct in one of your cities.

"Beloved Prince" Statue (2x, Building)

Card Text: After you build the Statue, your opponent must choose 2 of the Knights, Cannons, or Fleets he has in hand. Choose one of them and add it to your hand.

- Your opponent must choose 2 of the units listed in the card text immediately after you build the Statue. Choose one of these units and add it to your hand. If your opponent only has a single unit in hand, then you must take that unit.

- To build the Statue, you must pay 1 clay, 2 gold and 3 stars.
- Your opponent may choose a Knight, Cannon, or Fleet that he cannot currently build because the card's prerequisites cannot be met. You may of course only build such cards once you meet the prerequisites yourself.
- The Cannon is a card from the "Science & Progress" Theme Set.

Event Cards

Golden Times (2x, Event)

Card Text: Each player may, once only, pay 1 star in exchange for 2 resources of his choice.

- The active player goes first and may pay 1 star to receive 2 resources of his choice. After the active player has finished the action, the passive player carries it out.
- The exchange is not mandatory. In other words, both players may freely decide if they wish to exchange 1 star for 2 resources or not.

Riots (2x, Event)

Card Text: No resources are obtained from the Production die roll. Each player must pay 1 resource for each Garrison, Abbey, and Trade Fleet he controls, up to a maximum of 3 cards.

- You never have to pay more than 3 cards, no matter how many named cards you control.
- If you have fewer resources than you have to pay, you only pay the resources you have, with no additional penalties.

Road Improvements

Lancer (1x, Unit)

Card Text: Whenever the Brigand Attack event is rolled, you may pay 1 star to avoid losing any resources.

- To build the Lancer, you must pay 1 ore and 1 star.
- You may use the Lancer's ability even if the event occurs on your opponent's turn.
- Tournament Game: You may not place the Lancer on a Metropolis building site *(P&I)*, as it is a Road Improvement.

Small Market Town (1x, Building)

Card Text: If a region number is rolled for which you already own 3 resources, you receive 1 resource of your choice instead.

- First, resolve the outcome of the Event Die as usual. Then, produce resources according to outcome of the Production Die.
- If one of your regions whose number was rolled is already full with 3 resources—and thus has no room for another resource—then you receive a different resource of your choice instead.
- If you have more than one full region whose number was rolled, then you receive a different resource of your choice for each such region.

Traveling Theater (1x, Unit)

Card Text: Once per turn, you may move the Traveling Theater onto one of your own, unoccupied roads. Exchange 1 resource from an adjacent region for 1 star.

- You must also exchange 1 resource from an adjacent region for 1 star the first time you place the Traveling Theater after building it.
- Thereafter, you must first move the Traveling Theater if you wish to exchange a resource for a star. You may only move the Traveling Theater if you can exchange a resource for a star immediately after moving it.
- Tournament Game: You may not place the Traveling Theater on a Metropolis building site *(P&I)*, as it is a Road Improvement.

Special

Public Feeling

(2x, Development Card, Abstract)

Card Text:

★ – Riots or Civil War has no effect on you.

★★ – A road or settlement costs you 1 resource less of your choice.

★★★ – Retrieve one neutral or defense Action card from the discard pile.

For additional explanation of this card, refer to "Special function of Public Feeling" on pages 5-9 of the *A&B* card deck.

Acknowledgements

A new Set isn't about simply collecting a series of boring card ideas and releasing them as a Set. Each Set has a theme–a basic idea, as it were. This theme should make the "Expanded Basic Game" feel new and different as well as offer new strategic possibilities (and modify existing ones) for the "Tournament Game." If the concept is clear, then many of the cards develop themselves, while others come about over time.

The Theme of this Set is the happiness level of the residents in the players' principalities. The idea is, happy citizens have higher morale which makes faster expansion of the principality possible, not to mention better protection against events like riots or civil wars. With "Artists & Benefactors," it's possible to expand constructively and also lessen the luck of the dice a little.

Over time, developing a new Set has become a major task for me. After all, there's more to do than just put a Set together with consistent internal logic. A new Set's cards must also be compatible with the roughly two hundred Action cards, units and buildings from the basic game as well as the other six Theme Sets produced to date. The new cards shouldn't make an unbeatable strategy possible, thereby reducing the strategic options of the game.

As with the previously-released "Barbarians & Traders" Set, it was obvious to me right from the start that the challenge, while exciting, was too much for me alone. And so I once again asked the experienced members of the "Barbarians &

Traders" development team—Dr. Reiner Düren, Dr. Katharina Fenner, Thilo Knoblich, Mario Ludwig, Jochen Schellenberger and Peter Steinert—to assist with the development of the new Set. Additionally, I asked two others to help: Andreas Beuchtel, the winner of the official 2002 Card Game Tournament, and Peter Gustav Bartschat who, along with Dr. Reiner Düren, created the definitive reference for all rules questions related to the Card Game: the Encyclopedia Catanica, Volume 2.

As was the case 2 years ago, it was my great pleasure to discuss, discard and invent new cards with this team, eventually creating a Set that we were all very happy with—not to mention a little bit proud of as well.

I would like to thank all members of the development team, their playtesters and my two sons, Guido and Benjamin, for their constructive effort and am already looking forward to developing new Sets with them in future.

I would also like to thank Franz Vohwinkel for the excellent illustrations in "Artists & Benefactors," as well as Sebastian Rapp, who not only helped the Sets along as an excellent and competent editor but was always ready with an answer to even the most challenging questions.

Klaus Teuber

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THE STARFARERS OF CATAN

GAME RULES

SETTING UP THE GAME

These directions explain how the game should be set up, and introduces the players to the pieces and components. The rules and guidelines on how to play the game follow these set up instructions, and include everything the players need to know to play their first game. More information is included in the Starfarers' Almanac, which the players may refer to if any questions arise during play. The information in the Almanac is organized alphabetically by topic.

Place the game board on the table.
There are 4 alien bases and 11 planetary systems with 3 planets each.

The 4 planetary systems on the bottom edge of the board are the "Catanian colonies" (these planets are marked with Greek letters). The players' starting pieces are placed in these systems.

Each player chooses a color and takes his game pieces, which includes all of the following:

3 Spaceport Rings

3 Transporters

9 Colonies

7 Trading Outposts

1 Victory Point Marker

Each player places his two colonies and 1 spaceport on the circles (colony intersections) between the planets that are Catanian colonies as shown on the starting set up diagram to the right.

Colony

+

Spaceport Ring

=

Spaceport

A spaceport is created by placing a spaceport ring on a colony.

Important: When playing a three player game, set up the pieces for a "fourth player." This "blocks" those starting positions.

Each player takes one of his transporters (his choice) from his reserves and places it on one of his colony modules as shown below.

Transporter

+

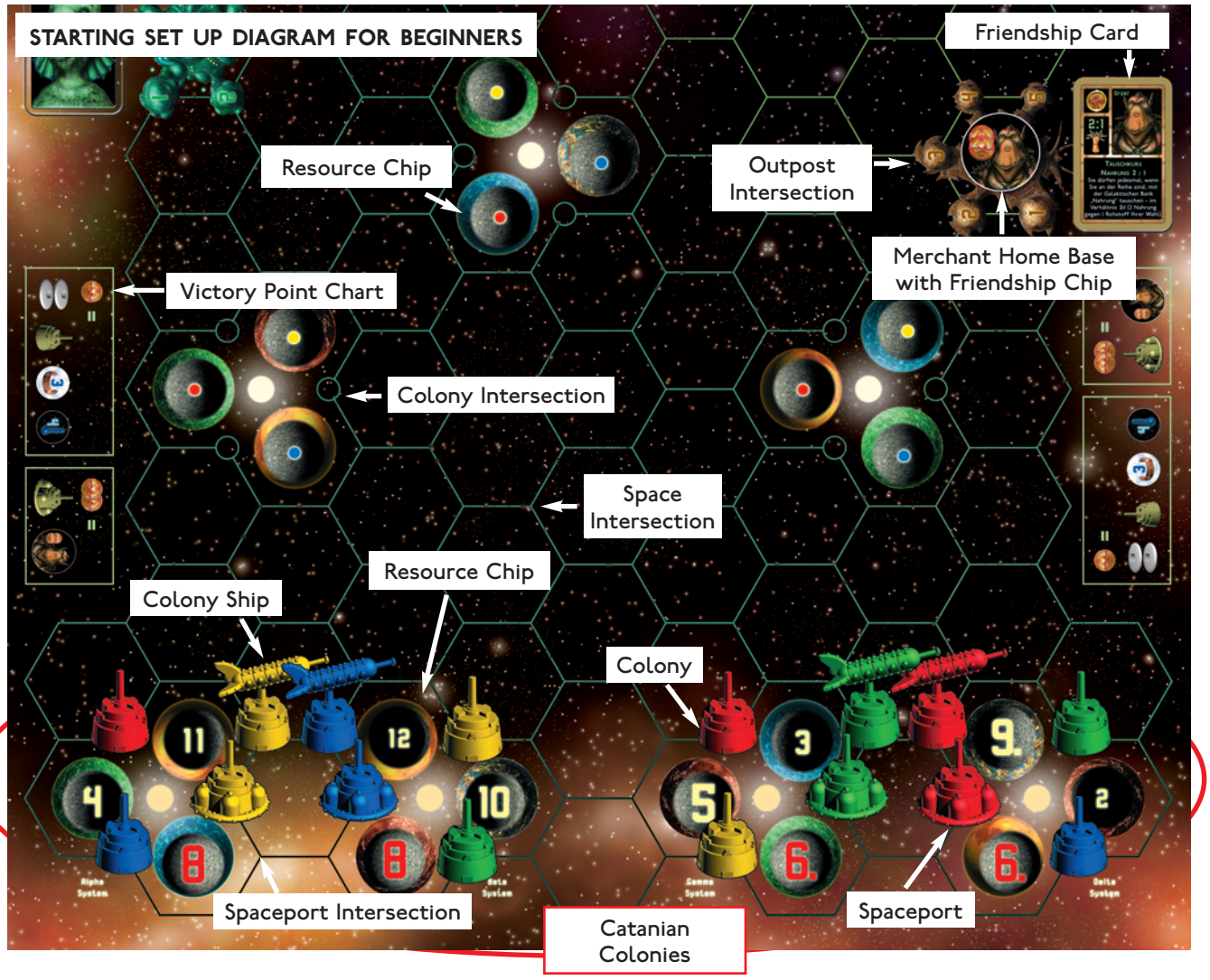
Colony

=

Colony Ship

Each player then places his colony ship on an intersection next to his spaceport (a spaceport intersection), as shown on the starting setup diagram.

From this point onward, the players begin their quest to colonize other planets.



To win the game, a player must collect 15 victory points. In order to collect these points, a player must build new colonies and spaceports.

Each colony is worth one victory point, and each spaceport is worth two victory points.

Therefore, each player starts the game with four victory points (1 spaceport worth 2 points, plus 2 colonies worth 1 point each).

Victory points are recorded with the victory point markers. **Each player places his victory point marker** on the "4" space of the victory point track.

Building spaceships costs resources. Only the starting colony ship is free.

Players receive resources based upon dice rolls and the **resource chips** on planets they have colonized.

Carefully remove the resource chips from the cardboard counter sheet.

The chips with the Greek letters on one side are placed number side up on the Catanian colonies with the matching Greek letters, as shown in the set up diagram, above.

The chips with the color dots on the reverse side are shuffled face down and the individual chips are placed on the planets with the matching colored dot. (One per planet.) A chip is turned face up when a player founds a colony on an adjacent colony intersection.

The Reserve chips (marked with white dots) are placed next to the game board (white side up).

Whenever the dice are rolled for production, every planet with a resource chip that matches the number on the dice will produce resources. Every colony adjacent to these planets will produce one resource card. The type of card produced is determined by the type of planet. (see diagram at the left to see which type of resource is produced by each type of planet)

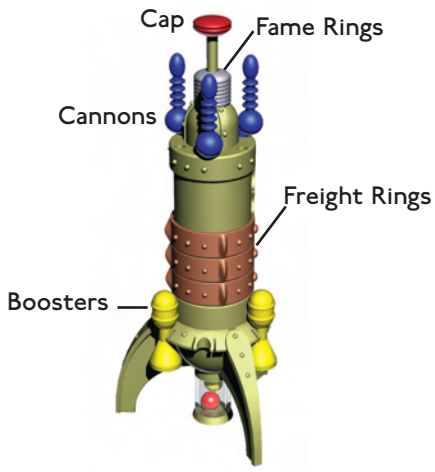
There are five types of resource cards, one for each planet type.

Sort the resource cards by type and place the cards in the five compartments in the card tray. Place this tray near the board so all players can reach it.

Each player receives a mother ship and a cap that matches the color of his playing pieces.

Each player places his mother ship in front of him. Mother ships are not placed on the board.

The Mother Ship and Expansions



Sort the freight rings, boosters, and cannons and place them in the plastic compartments in the game box. Place the box in easy reach of all players.

The mother ships have no expansions at the start of the game. During the game, a player can exchange resources for expansions that are placed on his mother ship. The illustration above shows a mother ship with expansions.

The abilities of a player's ships are represented by his mother ship. If he adds more boosters to his mother ship, all of his starships (colony ships and trade ships) will move faster. Cannons placed on a player's mother ship will increase his combat strength, and freight rings will increase the cargo space on his trade ships.

A player's mother ship represents the characteristics of all of his starships.

Friendship Chips

Friendship Cards

A player can not win with only colonies and spaceports. One way to earn more victory points is by building trading posts at an alien's home base. When a player builds a trading post, he will choose a friendship card, and he might get a friendship chip! These chips are worth 2 victory points!

Sort the friendship cards by race. Each pile is placed face up on the game board on the illustration of the matching race, next to their home base.
The friendship chip for each race is placed directly on its home base.

When a player moves his starships, an unexpected encounter can occur. These encounters are represented by the encounter cards.

Shuffle the 32 encounter cards and place them face down beside the game board.

An encounter can increase a player's fame. Fame is represented by fame rings. Fame rings are placed in the fourth compartment of the box insert.

Each player receives one fame ring, which he places at the top of his mother ship.

Each player receives a game overview card, which contains important information about game play.

Place the dice next to the board. To complete the game set up, create the resource reserve pile. Take 12 resource cards of each type (60 total) and shuffle them. Place this pile face down next to the card tray.

Note: If the reserve pile is ever exhausted, a new reserve pile should be formed by taking 6 of each resource card and shuffling them together.

Each player now takes 3 cards from this reserve pile and holds the cards concealed in his hand.

Important: Once a group of players has played the game once or twice, they should use the starting set up for advanced players described in the Almanac.

THE OBJECT OF THE GAME

The first player to have 15 victory points during his turn wins the game. Players get victory points for (among other things) founding new colonies and building spaceports.

GAME PLAY AT A GLANCE

Each player rolls both dice. Whoever has the highest roll plays first. Each turn is divided into 3 phases:

- **Production Phase**:
  1. The player rolls the dice. Planets with numbers matching the dice roll produce resources.
  2. The player may receive supplies from Earth.
- **Trade and Building Phase**:
  The player trades and builds.
- **Flight Phase**:
  The player moves his starships.

Once the player has completed his Flight Phase, his turn is over. He should pass the dice to the player on his left, who then begins his turn.

GAME PLAY

The Production Phase

1. ROLLING FOR RESOURCES

The first thing that a player does during his turn is to roll for resource production.

- Every planet that contains a resource chip matching the dice roll produces resources.
- Each player receives one resource for each of his colonies and spaceports that is adjacent to a planet that has a chip that matches the number rolled.
- **If a "7" is rolled**, the Earth demands tribute:
  - Each player that has more than 7 resource cards selects half of his resource cards and returns them to the resource piles.
  - The player who rolled the 7 may take one resource card from the player of his choice. The victim holds his cards face down and the card is drawn at random.

Example: *The red player rolls an 8 during his resource phase.*
The yellow and the blue player each receive a Carbon resource card.

2. RECEIVE SUPPLIES FROM EARTH

If a player has less than 9 Victory Points, he may draw one card from the reserve pile during his turn. This represents supplies sent from Earth. The player may receive supplies from earth even if he rolls a "7" on the production dice.

Note: If a player has more than 8 victory points, he no longer qualifies for these free cards. He does not get to draw a card from the reserve pile during his turn.

If a player forgets to draw this card, the player may draw the card during his Trade and Building Phase. If the player forgets to draw a card before the end of his Trade and Building phase, he forfeits the card.

The Trade and Building Phase

During this phase, the player may trade and build any number of times and in any order he chooses.

TRADING

1. Trading With Other Players

During his Trade and Building Phase, a player can trade resources with other players.

The player announces which resources he needs, and what he is willing to give in return.

Note: The player who is taking his turn must be a participant in every trade during this phase. He can initiate trades, accept offers from other players, and/or make counter proposals. However, the other players may not make any trades among themselves.

2. Trading with the Galactic Bank

The five resource piles represent the Galactic Bank. A player can trade with the bank during his turn by returning three identical resource cards back to the resource piles *and* then taking one resource card of his choice (Trade ratio 3:1).

Trade goods may be traded to the bank at a more favorable ratio. Two trade goods cards may be exchanged for any one card. (trade ratio 2:1)

A player who has a merchant friendship card can also improve his trade ratio with the Galactic Bank (see Friendship Cards in the Almanac).

BUILDING

A player can also build during the Trade and Building Phase. Building is limited only by the resource cards available to the player. A player can build until his resource cards or pieces are exhausted.

The resource costs of the individual items are described on the game overview cards.

1. Starships (colony ships and trade ships)

- A starship always consists of the following: a transporter *and* a colony module or trade module.
- If a player wants to build a **colony ship**, he returns the required combination of resource cards to the resource piles and takes a colony module from his reserves. The player then places one of his three transporters on the colony module.

Transporter + Colony = Colony Ship

- If a player wants to build a **trade ship**, then he returns the required combination of resource cards to the resource piles and takes a trade module from his reserves. The player then places one of his three transporters on the trade module.

Transporter + Trading Post = Trade Ship

- The player places the colony ship or trade ship on an open "spaceport intersection" adjacent to one of his spaceports.
- Even if a player has enough resources, he cannot build a starship under the following conditions:
  - If all 3 of the his transporters are already on the board he can not build any more ships until a transporter becomes available.
  - If the player has used all of his colony modules, he can not build a colony ship. If he has used all his trade modules, he can not build a trade ship.
  - If there are no empty spaceport intersections adjacent to any of his spaceports, he must wait until a spaceport intersection becomes available.
- If the player has built a starship during his Trade and Building phase, then he will be able to move the ship during his Flight Phase later that same turn.
- When a player builds a starship he may select any of his three transporters. Each transporter has a number of rings around the front end. If the player has an encounter during his Flight Phase (see below) then the starship with the fewest number of rings will be the ship that has that encounter. This ship is referred to as the First Starship.

2. Spaceports

- Each player starts the game with one spaceport. A starship may only be built in one of the two intersections adjacent to a spaceport. During the game, the distance from the Catanian colonies to the unexplored planets will become greater. A player may choose to build new spaceports in distant colonies to help speed up his efforts.
- Spaceports are created by expanding an existing colony. A spaceport costs 3 Carbon and 2 Food. The player discards these cards and then takes a spaceport ring from his reserve and places it on the colony of his choice.
- A spaceport is worth two victory points, but it produces the same as a colony. If a planet adjacent to a spaceport is rolled, the spaceport still produces only one resource card.
- Spaceport rings do *not* have to be delivered by transporter units.

3. Expanding the Mother Ship

A player can improve his ships by buying expansions for his mother ship. The mother ship can be expanded by adding freight rings, boosters, and cannons. After paying the correct combination of resources, a player may attach the new expansion to the mother ship.

- Each **booster** increases the total speed of each of that player's starships by one.
- Each **cannon** increases the combat strength of each of that player's starships by one.
- Each **freight ring** increases the trade capacity of each of that player's trade ships.
- A mother ship may be expanded to include a maximum of 6 cannons, 6 boosters, and 5 freight rings.

Flight Phase

If a player has no starships on the board, he cannot move and play proceeds to the next player.

If a player has starships, the first thing that the player must determine is the speed of his ships. The player does this by rolling his mother ship. This roll also determines if the player's first ship has an encounter.

After rolling, the player moves his ships according to the flight rules. Ships can do the following:

- Starships can explore planets.
- Colony ships can be moved to colony intersections to found colonies (with colony modules).
- Trade ships can be moved to outpost intersections to found trading outposts (with trading outpost modules).

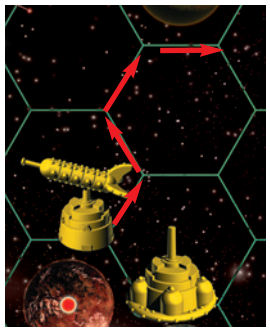
DETERMINING SPEED

To "roll his mother ship," a player turns his mother ship upside down, shakes it, and then turns the ship right side up. Two balls will fall into the transparent cylinder at the base of the ship.

The color of the balls in the cylinder determines the speed of the ship. Each color of ball has a value, listed on the game overview card. The total of these two values is the ship roll. For movement, the ship roll will determine the base speed, and whether there will be an event that turn. First, determine if the black ball has fallen into the cylinder:

1. If the black ball is not rolled.

- Then the base speed for the player's ships is equal to the ship roll. A red and blue ball, for example, result in a base speed of "4."
- The player then determines the "total speed" of his ships by adding the base speed *and* the number of boosters on the mother ship *and* any speed increases from friendship cards.
- This total speed applies to each of the player's starships. The player may move each of his ships a number of intersections up to his total speed. The player must follow the flight rules when moving his ships.



Example: *The yellow player has rolled a base speed of 4 (he has no boosters or friendship cards). The player has one starship on the board and may move the ship 4 intersections (see above).*

2. If the Black Ball is Rolled.

The player has an encounter before moving.

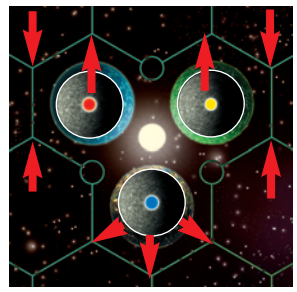
- The player to his left draws the top encounter card from the stack, and reads the question in the first box. (Do not show the encounter card to anyone.)
- The player whose turn it is responds to the question.
- Depending on the response, the player to his left reads the chosen result.
- The result may force another decision. He continues reading the responses to the current player's choices until he reaches the end of the encounter card.
- The final result of the encounter takes effect. Then the encounter card is placed on the discard pile.

Note: If an encounter result affects one of the player's starships, it is always the first starship that suffers the result. (The first starship is the ship with the fewest rings on the tip of its transporter.)

- If a player negotiates an encounter successfully, he can gain a fame ring. Fame rings are placed on the tip of his mother ship. A player can also lose a fame ring if an encounter's results are unfavorable.
- Every two fame rings are worth one victory point.

- The base speed after an encounter is always 3 regardless of which balls were rolled. As in case 1, the number of boosters and friendship card increases are added to the base speed.

Exploring Planets



- If a player moves a starship onto an intersection adjacent to a planet with a face down resource chip (such intersections are marked with red arrows on the illustration), the player may look at the hidden side of that planet's resource chip. If a player moves a starship onto a colony intersection, he may look at the chips on both adjacent planets.
- Without revealing the identity of the chip to the other players, he returns the resource chip face down to the planet it came from.
- The player may continue to move his starship after exploring a planet if the starship has not used all of its movement.

Founding Colonies

- If a player ends the movement of one of his colony ships on an open colony intersection, he first investigates the resource chips on both adjacent planets.
- If neither of the chips is a pirate lair or an ice planet, the player may found a colony.
- The player removes the transporter from the colony and returns the transporter to his reserves. The player then turns the resource chips of both planets face up.
- A colony is worth one victory point and brings the player resources whenever the appropriate number is rolled.
- Once a colony is founded, it can *not* be disbanded and turned back into a colony module.

SPECIAL RULE FOR THE THREE-PLAYER GAME:
Although each planetary system has 3 colony intersections, only two colonies may be founded in each system in a three-player game.

Founding Trading Outposts

- Each alien home base has 5 outpost intersections. Each outpost intersection has a number from 1 to 5.
- A player may establish a trading outpost with an alien race by moving a trade ship to the lowest numbered, empty outpost intersection attached to that home base.
- In order to establish a trading outpost, that player must have expanded his mother ship with freight rings. His mother ship must have at least as many freight rings as the number marked on the outpost intersection.
- If the player meets these requirement, he may remove the transporter from this trading outpost, and return it to his reserves.

- If this player is the first to establish a trading outpost with this race (i.e. his trading outpost is placed on the "1" space attached to the home base of a race), then he automatically receives the friendship chip for that race. Each friendship chip is worth 2 victory points. (The player should advance his victory point marker 2 spaces.)
- After he has established a trading outpost with a race, the player may examine all of the unclaimed friendship cards on that race's home base. He may select any one of these cards and place it face up in front of himself. Each friendship card grants the player certain advantages, and the player may begin using them immediately.
- The second trading outpost established at a home base must be placed at the intersection numbered "2." Similarly, the third, fourth, and fifth trading outposts must be established in spaces 3, 4, and 5 respectively. Also, the minimum number of freight rings that must be on the mother ship is equal to the number of the outpost intersection.
- Each trading outpost established allows its founder to select a friendship card.
- The player with the greatest number of trading outposts at a single home base takes the friendship chip for that race (and the two points it is worth). If there is a tie for the greatest number of outposts, than the player involved in the tie who owns the lowest numbered trading outpost gets the chip.

Pirate Lairs and Ice Planets

A colony may not be founded adjacent to a planet that contains a pirate lair chip or an ice planet chip. If a player manages to defeat a pirate lair or to make an ice planet habitable, he exchanges the pirate or ice chip for a resource chip from the reserve pile. (Reserve chips have white dots on their reverse sides.) The player places the pirate or ice chip in front of himself. Each such chip is worth one victory point.

To defeat a pirate lair, a player must have a starship on an intersection adjacent to the planet with the pirate lair chip, *and* the total number of cannons on his mother ship and from his friendship cards must be equal to or greater than the number on the pirate lair chip.

An ice planet chip may be removed if a player has a starship on an intersection adjacent to the ice planet and his mother ship contains at least the same number for freight rings as the number on the ice chip.

Flight Rules

When a player moves his starships, he must obey all of these Flight Rules:

- A player may move each of his starships any number of intersections as long as the number of intersections moved does not exceed his total speed for this turn. A player does not have to move a starship if he does not want to.
- A starship may move to a given intersection multiple times during a move.
- A starship may move through an intersection containing another starship (his or another player's), a colony, a spaceport, or a trading outpost.
- A starship may not end its movement on an intersection that is adjacent to another player's spaceport **OR** that contains another starship, a colony, a spaceport, or a trading outpost.
- A colony ship may not end its move on a trade intersection.
- A trade ship may not end its move on a colony intersection.
- A starship that begins the flight phase on a colony intersection may not end the flight phase on the same colony inersection unless a colony is founded on that inersection that turn.
- A player's trade ship may only end its move on a trade intersection if his mother ship has the necessary number of freight rings *and* he founds a trading outpost.

Keeping Track of Victory Points

A player moves his victory point marker forwards or backwards every time he gains or loses a victory point.

THE END OF THE GAME

A player ends the game and wins immediately if he has 15 victory points during his turn.

VARIATION

To speed game play, new players may wish to add the following rule: During his production phase, a player with less than 7 victory points can take two (instead of one) resource cards from the reserve pile.

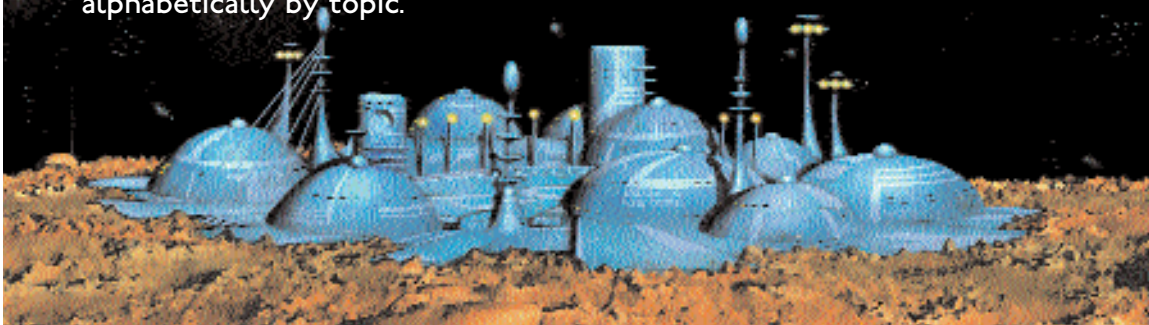
THE STARFARERS OF CATAN

ALMANAC

A Detailed Explanation of the Rules and Examples from the Starfarers of Catan

These are not the Game Rules!

This "Starfarers' Almanac" contains detailed examples and rules clarifications for *The Starfarers of Catan.* These are not the game rules. You do not have to read this material prior to your first game. Instead, use the Game Rules. Then you can refer to this booklet if any questions arise during a game. This almanac is organized alphabetically by topic.



By the middle of the third millennium, humanity has colonized the moon and the planets of our solar system. Shortly after the discovery of a hitherto unknown crystal deep beneath the surface of Saturn, scientists manage to harness the new discovery to construct a faster than light drive.

The first Catanian colonies outside of our solar system were founded in 2600 AD.

Before long, humanity encountered friendly alien races; the Green Folk, the Scientists, the Merchants, the Diplomats and the Travelers. Humanity discovers that all the races who have mastered interstellar travel are peaceful. They also discover the existence of an Intergalactic Council responsible for maintaining harmony in the galaxy.

Humanity is admitted into the galactic council in 2700 AD. The growing population of the Catanian colonies, however, has forced humanity to seek new colonies in other planetary systems.

Four Starfarers (the players) are entrusted with the task.

In addition to this task, the Starfarers have also been commissioned to expand commercial ties with the various races who are members of the Galactic Council; this is no easy task. At the start of the venture, the colonists can still obtain resources from earth, but as time and distances increase, the Catanian colonists must rely on resources from newly colonized planets. They must also build new starships to accomplish their mission.

The Galactic Confederation of pirates is a dangerous obstacle to this important mission. Lawless members of all the races have united under the black pirate banner to harry the starfaring vessels of the peaceful races of the Galactic Council.

The Starfarers must see to it that when expanding their starships, that they not only improve the ships' speed and increase freight capacity, but that they also increase the ship's firepower.

It is now the end of the third millennia. For the first time a human will be selected to head the Galactic Council. This human must win the support of humanity, and that of the other races. To do so, he will require diplomacy, a firm stance against piracy, and bold support of colonizing the distant planetary systems. Do you have these attributes? Can you claim the leadership of humanity and the Galactic Council?

Note: *For readability purposes, this material uses standard masculine pronouns when referring to persons of uncertain gender. In such cases, these pronouns are intended to convey the meanings: he/she, her/his, etc.*

Game Components

- 1 Game Board
- 4 Mother Ships
- Expansion pieces for the mother ship:
  - 24 Cannons
  - 24 Boosters
  - 20 Freight Rings
  - 40 Fame Rings
- 100 Resource Cards consisting of:
  - 20 Food Cards
  - 20 Trade Goods Cards
  - 20 Fuel Cards
  - 20 Carbon Cards
  - 20 Ore Cards
- 32 Encounter Cards
- 20 Friendship Cards
- Game pieces in each of 4 colors:
  - 9 Colonies
  - 7 Trading Outposts
  - 3 Spaceport Rings
  - 3 Transporters
- 38 Resource Chips
- 4 Friendship Chips
- 4 Game Overview Cards
- 4 Victory Point Markers
- 2 Dice

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Alien Races

There are five alien races. The Merchants, the Scientists, The Green Folk, and the Diplomats have home bases in the vicinity of Catanian space. Players can build trading outposts adjacent to these bases. The Travelers have no home base. A player can only contact this race by having an encounter.

Alien Races, The Diplomats

The Diplomats are a friendly and charismatic race. They maintain good relations with all of the races in the galaxy. Diplomats can increase an ally's fame, reduce tribute demands, and persuade rich colonies to send resources to poor colonies.

Alien Races, The Green Folk

The Green Folk live in complete harmony with the natural world. Under their leadership, farms produce more food, mines more ore, and the search for precious fuel is simplified.

Alien Races, The Merchants

The Merchants are a proud and vigorous race. Their huge trade ships control most of the interstellar trade in the galaxy.

The Merchants do have one unusual quirk. Before initiating a trade, they expect a gift from their prospective trading partner. If they consider the gift worthy, then the merchants respond with a gift of equal value and the trade is concluded. If the Merchants consider a gift inferior, then it can have unpleasant repercussions for their trading partners.

In extreme cases, the offended merchant prince will even sabotage the starship of an unworthy trade partner, bringing its flight to an abrupt halt. Unfortunately, the merchants reactions to gifts can be unpredictable.

A player who has the friendship of the Merchants can trade resources with the Galactic Bank at a more advantageous rate.

Alien Races, The Scientists

This reserved but peaceful race are the masters of advanced starship technology.

A player who obtains one of this race's friendship cards can increase the speed and combat ability of his starships.

Alien Races, The Travelers

This mysterious race of unknown origins is rumored to have supernatural powers. Aside from telepathic abilities, the Travelers are rumored to be able to move large objects great distances using thought alone. Space jumps of thousands of light years are child's play to them. In spite of their great

powers, the Travelers are completely peaceful and will not even defend themselves against pirates. The Travelers are revered by all the races of the galaxy. When those fortunate enough to encounter the Travelers express their admiration in the form of gifts, they are usually rewarded with a blessing from the Travelers.

Boosters

A booster costs two Fuel and is attached just above the stern fins on the mother ship. Each Booster increases the speed of a player's starship by one. A mother ship can carry a maximum of six booster expansions.

Building

During his turn, a player can build during the Trading and Building phase. The player returns resource cards to the resource piles in exchange for the item being constructed. A player can build the following:

1. General Construction:
   - Colony Ships
   - Trade Ships
   - Spaceports
2. Mother Ship Expansions:
   - Freight Rings
   - Boosters
   - Cannons

When building, a player is limited only by the resources he has at his disposal and the playing pieces he has remaining. The resource costs for each item is listed on the game overview card under "Building Costs."

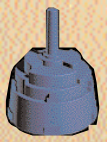
Cannons

A cannon costs two Carbon and is placed in an opening near the top of the mother ship. Each cannon increases the combat strength of the player's starships by one. A mother ship can carry a maximum of 6 cannons.

Catanian Colonies

The four Catanian planetary systems are marked with Greek letters. Players use these locations to set their starting colonies and spaceports. These starting colonies can be placed using the starting or the advanced set up rules. It is recommended that you use the starting set up for your first few games.

Colonies



A colony is worth one victory point. Whenever a planet's number is rolled, each player with a colony adjacent to that planet receives one resource card corresponding to the resource that the planet produces.

A player who wishes to found a new colony does the following:

- The player builds a colony ship and places it on an open spaceport intersection next to any one of his spaceports.
- If a player ends the flight of a colony ship on an open colony intersection, the player first explores the two adjacent planets. (See Exploration.)
- If neither planet contains a pirate lair chip or an ice planet chip then the player can found a colony. The player removes the transporter from the colony module and returns the transporter to his reserves—leaving the colony piece on the colony intersection.
- The player then turns the adjacent resource chips face up.
- Once a colony has been founded, it cannot be converted back into a colony ship.

Special Three-player Rule:

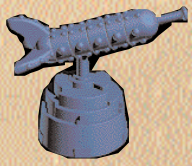
Each planetary system has three colony intersections. In the four-player game, players can found colonies on all of these intersections. In a three-player game, only two of the colony intersections in a planetary system may contain colonies. One of the colony intersections must remain vacant.

Colony Intersections

A colony intersection is an intersection between two planets. Every planetary system has three colony intersections—each is marked with a circle.

- A colony can only be founded on a colony intersection.
- A trade ship cannot end its move on a colony intersection.
- If a player's colony ship ends its move on a colony intersection and the player does not wish to found a colony, the colony ship must vacate the intersection during its next move. (If possible.)

Colony Ships



A colony ship is used to found a new colony on an open colony intersection. A colony ship costs 1 Ore, 1 Carbon, 1 Fuel, and 1 Food to build.

After paying the required resources, the player takes a colony module and a transporter from his reserves. Then, he places the transporter on the colony module to complete the colony ship. If the player has no available transporters or colony modules then he may not build a colony ship.

A new colony ship is placed on one of the player's open spaceport intersections. The colony ship can move during its player's Flight Phase.

The movement rules for colony ships can be found in the Flight Rules.

Combat Strength Determination

To determine the combat strength of one of his trade ships or colony ships, a player rolls his mother ship and adds the result to the number of cannons on his mother ship and any additional increases from Scientist friendship cards.

A high combat strength is vital when encountering pirates or when conquering pirate lairs.

Determining Speed

To determine the *total speed* of each of his trade ships and colony ships, a player first rolls his mother ship to determine his *base speed.* He then adds this base speed to the number of boosters on his mother ship and any additional speed increase from any Scientist friendship cards he has. The result is the total speed for each of his starships for that round.

The higher the total speed, the further the player may move his trade ships and colony ships. When moving ships, the player must obey the Flight Rules.

Encounter Cards

A player who rolls a black ball at the beginning of his flight phase has an encounter with his first ship.

- The player to the left of the player whose turn it is takes the top encounter card from the pile. Then, he reads the text in the first box without showing the card to anyone.
- Two encounter cards begin with the title "Wear and Tear." The instructions on these cards affect all players in the game, not just the current player.
- All other encounter cards begin with a question that the player whose turn it is must answer.
- Once the player makes his decision, then his neighbor reads the text in the next box.
- Encounters with pirates can result in combat. In this case, the player must determine his combat strength. Pirate encounter cards will specify which player must take on the role of the pirates. This indicated player uses his own mother ship to determine the combat strength for the pirates. He includes any cannons on his mother ship. If the combat strength of the pirates is greater than the combat strength of the player who encountered them, the player loses the battle.
- The player who takes on the role of the pirates does so only for the purpose of determining their combat strength and/or total speed. The player does not receive any advantages or disadvantages for doing so. For example, if the pirates gain a resource card from a player who encounters them, then the resource card is returned to the Galactic Bank. The player representing the pirates does not receive this resource.
- In some encounters, the player and another specified player must determine their ship speeds. If the player having the encounter has the lower speed, then he loses the encounter.
- In some encounters, a player must decide how many resources he is willing to donate to the encounter (such as Merchants or Travelers). After the player decides how many resources to donate, he must return them to the Galactic Bank. Then, the player reading the encounter card reads the result text aloud.

- If a player has no resources to donate (for example, to a pirate), then the player has no choice in the encounter. He must declare that he has no resource cards to give.

  Hint: *Try not to spend all of your resources during the building phase. Keep at least one or two resource cards in reserve.*

- The encounter card is discarded when the encounter is concluded. The player may then move his starships normally, unless the encounter card specified otherwise.

  Note: *After an encounter (black ball), the base speed for starships is always 3.*

- Depending on a player's actions, the results of an encounter can be favorable or unfavorable.

Unfavorable Results:

1. Your First Ship cannot move this round:

This result affects only the player's first ship. The player may move the first ship again during the flight phase of his next turn.

2. Your mother ship loses an expansion of your choice:

The player removes an expansion of his choice from his mother ship and returns it to his reserve. If the player has no expansions on his mother ship, then the player is unaffected. Fame Rings are not considered expansions and may not be removed in place of freight rings, cannons, or boosters.

3. You lose a fame ring:

The player removes the specified number of fame rings from the tip of his mother ship and returns the rings to the Galactic Bank.

If the mother ship has no fame rings then the player is unaffected.

Favorable Results:

1. You receive x resource cards.

You receive either resource cards of your choice or specific resources. The Resources are taken from the resource piles.

2. You may move your starship to an intersection of your choice.

The player may make a "space jump" with his first ship. The jump is executed during the flight phase and counts as that ship's move.

3. You receive a FR.

The player takes a fame ring from his reserves and places it on the tip of his mother ship.

4. You may add an expansion of your choice to your mother ship.

The player may add a cannon, freight ring, or booster to his mother ship free of charge.

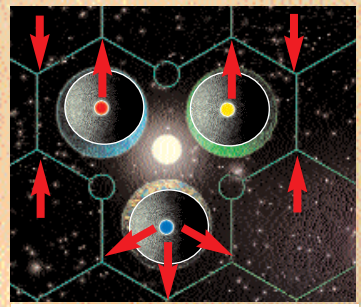
5. Place a Trade Ship next to your spaceport as soon as possible.

The player builds a trade ship free of charge. If the player has no open spaceport intersections or no transporters available, then the player builds

the trade ship as soon as these become available. This can also occur in the middle of the flight phase, if the player founds a colony or trading outpost and frees up a transporter.

Exploration

If, during the flight phase, a trade ship or colony ship reaches an intersection adjacent to a planet with a face down resource chip, then the ship's player may examine that planet's resource chip. The player then replaces the chip face down on the planet without revealing any information to the other players. The player may continue moving his starship provided that he has the movement points.



The red arrows indicate which intersections a ship must move to in order to explore the planet. A starship at a colony intersection may explore both adjacent planets.

- If the resource chip is a pirate lair chip, the player can defeat the pirates if his mother ship is equipped with enough cannons. (See Pirate Lair Chips).
- If the resource chip is an ice planet chip, the player can replace the chip if his mother ship has enough freight rings (see Ice Planet Chips).

Fame Rings

A player who negotiates an encounter successfully and honorably sometimes gains a fame ring. A player sometimes loses a fame ring during an encounter. In addition, a player that has the "Fame for Sale" Diplomat friendship card may purchase fame rings.

A fame ring is placed on the tip of the player's mother ship and must remain visible at all times. Every two fame rings are worth one victory point. There are no half points—for example, if a player has three fame rings, they are worth only one victory point. A mother ship may have a maximum of eleven fame rings. Therefore, a player may earn a maximum of five victory points from fame rings.

Fame rings do *not* count as expansions to the mother ship. If a player is forced to remove an expansion from his mother ship (as a result of an encounter), the player may *not* remove a fame ring in place of a booster, a cannon, or a freight ring.

First Starship

The starship transporter pieces have one, two, or three rings at their tips. If a player has multiple starships on the board, the starship with the fewest rings on the tip is considered that player's *first starship.* If a player only has one starship on the board, that ship is his first starship.

All encounters effect a player's first starhip.

Flight Phase

Once a player has concluded his Trade and Building Phase, the player may move his starships during the Flight Phase.

If a player has no starships on the board, his Flight Phase is omitted.

The player *rolls his mother ship* at the beginning of the Flight Phase (see Rolling the Mother Ship) to determine the base speed for his starships.

The Flight Phase proceeds based upon whether or not the player rolls a black ball.

1. **If the Player does NOT Roll a Black Ball**

   The result of the roll is the base speed for each of his starships. The player adds the number of boosters on his mother ship to the base speed. If applicable, he also adds the number of additional boosters from friendship cards to the base speed. This final result is the player's *total ship speed* for the turn.

   The number of intersections that a player may move each of his starships is equal to this total ship speed. The player must obey all of the Flight Rules when moving his ship.

2. **If the Player Rolls a Black Ball**
   - The player has an encounter prior to moving. The player to his left reads the encounter card (see Encounter Cards).
   - The player's base speed for all of his starships is 3, regardless of the color of the second ball rolled. His total ship speed is then calculated as outlined above.

Important:

During a player's Flight Phase, he may only move his starships. He cannot trade or build.

Once a player has rolled his mother ship, then they may no longer draw a resource card from the reserve pile if he forgot to do so during the earlier phases.

A player's turn ends once he has finished moving his ships.

Flight Rules

Once a player has determined his total ship speed (see Flight Phase), he may move each of his colony ships and trade ships (i.e., his starships). The following rules apply:

- A starship may only move from one intersection to another if the two are connected. For example, a starship cannot jump over a planetary system.
- A starship's maximum movement is equal to its player's total ship speed. A speed of 7, for example means that a ship can move up to 7 intersections.
- A player does not have to move a starship. If he chooses, his starships do not have to move at all.

Exception: *If a player's colony ship begins the turn on a colony intersection, then the colony ship must leave the intersection. Players*

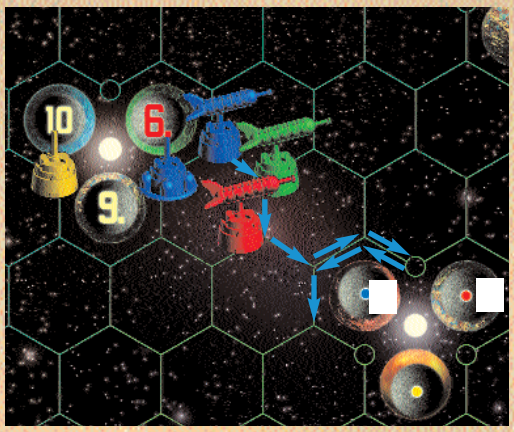
cannot blockade colony intersections. A colony ship may only remain in place if it cannot be moved as a result of an encounter.

- Starships may be moved back along routes they have already traveled during the same turn.

  Exception: *If a colony ship begins on a colony intersection, then the ship may only be moved back to the colony intersection if a colony is founded. (No blockading!)*

- A starship can move through intersections containing starships, colonies, spaceports, and trade outposts belonging to any player. The moving starship must count this intersection as part of it's movement allowance.
- A starship may not end it's movement on an intersection occupied by another starship, a spaceport, a colony, or a trading outpost.
- If a player moves one of his starships adjacent to an unexplored planet, the player may explore the planet (i.e., look at the resource chip) and then continue moving the starship.
- Colony intersections, outpost intersections, and spaceport intersections may not be blockaded!
- A colony ship's movement cannot end on an outpost intersection.
- A colony ship's movement can end on a colony intersection without founding a colony. However, the starship must clear the intersection during its next move (unless it cannot do so as a result of an encounter).
- A trade ship's movement cannot end on a colony intersection. A trade ship's movement can only end on an outpost intersection if the number of freight rings on the mother ship is equal to or exceeds the number of freight rings required to build a trading outpost.

Example: *The blue player has rolled a 5 with his mother ship. With the addition of the three boosters on his mother ship, his total ship speed is 8. The player moves his starship from intersection to intersection (blue arrows), jumping over two starships and investigating the resource chips on the ore and commerce planets. The player decides not to found a colony between these two planets. The player then continues his move by moving back 3 spaces, so that he can investigate the resource chip on the fuel planet during his next move.*



Freight Rings

A freight ring costs two ore, and is attached to the main body of the mother ship. A player must purchase freight rings if he intends to build any trade outposts at alien bases. Freight rings are also required to remove ice planet chips (see Ice Planet Chips). A mother ship can carry no more than five freight rings.

Friendship Cards

Every time a player erects a trading outpost at an alien base, the player receives a friendship card from that race. The player may examine the friendship card pile and select the card of his choice. Once the player has made his choice, the card is placed face up in front of the player. The card takes effect immediately.

The friendship cards of each race mirror that race's characteristics and unique abilities. Friendship cards grant their owners a variety of benefits.

Friendship Card types:

- The Diplomat Friendship Cards
- The Merchant Friendship Cards
- The Green Folk Friendship Cards
- The Scientist Friendship Cards

Each race has five friendship cards—one for each trading outpost intersection. Friendship cards remain in effect until the end of the game.

Friendship Cards, The Diplomats

Diplomat friendship cards have a variety of advantages.

1. **A Helping Hand (1x)**

   The player that holds this card may draw resources from other players every turn. Each turn, during his trade and building phase, the player may select up to two other players. Only players with more victory points may be chosen. The holder of the Helping Hand may randomly draw one resource card from each selected player. This ability may be used only once each turn. If the holder of this card has the most victory points, he may not use this ability at all.

2. **Reduced Tribute (1x)**

   Whenever a 7 is rolled, the player that has this card only loses half of his resources if he has more than 12 resource cards.

3. **Fame for Sale (2x)**

   If a player has this card and his mother ship has less than 6 fame rings, the player may purchase a fame ring for one trade goods card.

   Such a fame ring may only be purchased during the player's trade and building phase.

   A player may buy as many fame rings as he wishes during his trading and building phase, so long as he pays one trade good per fame ring purchased,

and so long as the total number of rings bought does not bring his total above six.

A player who has both "Fame for Sale" cards receives no additional benefits.

4. Galactic Relief Fund (1x)

If the player that has this card would normally receive no resources from a resource production die roll, the player may take a resource card of his choice from the resource piles. This advantage does not apply if a seven is rolled.

Friendship Card, The Green Folk

Each of the five "production increase" friendship cards for the Green Folk can give a player additional resources.

If, due to a production die roll, a player receives at least one of the type of resource shown on his friendship card, the player gains one additional resource of that type.

Example: *As the result of the die roll the player receives two Ore. The player has the production increase card: "Ore." So, the player receives one additional ore—for a total of three ore.*

Friendship Card, The Merchants

These cards give a player an advantageous exchange rate when trading with the Galactic Bank.

- There is one such card for each of: Carbon, Ore, Fuel, and Food. Each of these cards enables a player to trade two of the resource indicated to the bank in exchange for one resource of the player's choice. He may use this ability as often as he wishes during his Trade and Building Phase. For example, a player that has the "Carbon, exchange rate 2:1" card can trade two Carbons for the resource of his choice during his trade and building phase.
- The "Trade Goods 1:1" card is a special case. If a player has this card, he may exchange one trade goods resource for one resource of his choice. He may only do so once during each of his trade and building phases.

Friendship Cards, The Scientists

Scientist friendship cards increase ship speed and combat strength.

1. Combat Strength increase (1x)

This card increases the combat strength of the player's starships by 2.

2. Speed Increase (1x)

This card increases the speed of the player's starships by 2.

3. Combined Increase (3x)

This card increases the speed and combat strength of the player's starships by one each.

The increases indicated by these cards have the same effect as if the mother ship were equipped with additional boosters and/or cannons. However, these increases do not count as mother ship expansions. If a player is forced to remove boosters or cannons from his mother ship as a result of an encounter, the increases indicated by these cards are **not** affected. This applies even if the player has one of these cards and his mother ship has no expansions.

Friendship Chip

Each alien race has one friendship chip. Each friendship chip is worth two victory points. The first player to build a trading outpost for the given alien race (space 1) receives the friendship chip for that race in addition to a friendship card.

As more trading outposts are built for a given race:

- The player with the most trading outposts for a given alien race receives the friendship chip for that race.
- If multiple players have an equal number of trading outposts for a given race (i.e., they are tied), the tied player with the oldest outpost (lowest number) wins the tie and receives the friendship chip for that race.

Galactic Bank

The Galactic Bank is composed of the five stacks of resource cards. Whenever any player expends resources, they are placed into these stacks. Whenever a player produces resources from a colony or spaceport, he draws those resources from them. Players may also trade with the Galactic Bank.

Game End

As soon as a player reaches 15 victory points during his turn, the game ends immediately and that player wins.

Game Turn

A player's turn is divided into three phases:

1. *Production Phase:* The player rolls the dice and colonies produce resources unless a "7" is rolled. If a "7" is rolled, tribute is collected. If the player has fewer than 9 victory points, he may draw one card from the reserve pile.
2. *Trade and Building Phase:* The player trades and builds.
3. *Flight Phase:* The player determines the speed of his starships.
   a. Black Ball: There is an encounter prior to moving his starships
   b. No black ball: The player moves his starships.

Once a player has concluded his Flight Phase, the next player begins his turn. The various phases of a game turn are described on the game overview cards.

Home Bases, Alien

Except for the Travelers, each alien race has a home base. Each home base has five adjacent outpost intersections. Players can build trading outposts on these intersections.

Ice Planet Chips

The front of two resource chips show a white background with a freight ring and a number. These are ice planet chips. Planets containing ice planet chips are covered with a thick layer of ice.

Colonies may not be founded on colony intersections adjacent to ice planets.

If while exploring, a player discovers a planet containing an ice planet chip, the chip is returned to the planet face down just like any other resource chip.

A player can make an ice planet habitable by meeting the following conditions:

1. The player must end his turn with one of his starships on an intersection adjacent to the planet containing the ice planet chip.
2. The player's mother ship must have at least as many freight rings as the number on the ice planet chip.
3. If the player meets these conditions, he removes the ice planet chip from the board and places it face up in front of him. An ice planet chip is worth one victory point.

The player replaces the ice planet chip with a resource chip from the reserve pile (white dot face up.)

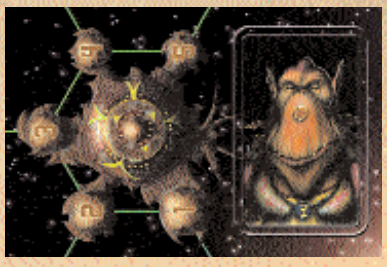
Since the player still has a ship adjacent to the planet, the player may look at the number side of the resource chip (exploration). If the player's ship is on a colony intersection, the player may found a colony as soon as the ice planet chip is removed.

Mother Ships

Each player receives a large mother ship at the beginning of the game. A mother ship determines the characteristics of its player's starships. The colored balls in the transparent cylinder at the stern of a mother ship determine the base speed and base combat strength for its player's starships. (See Rolling the mother Ship)

Whenever a player adds a booster, cannon, or freight ring to his mother ship, it increases the speed, combat value, or freight capacity of his starships by one. Any fame rings earned during the game are attached to the tip of the mother ship. Fame rings are not considered expansions.

Outpost (Trading) Intersections



Each alien home base is surrounded by 5 outpost intersections. A trading outpost can only be built on an outpost intersection. The number on the outpost intersection is equal to the minimum number of freight rings that a player's mother ship must have for that player to build a trading outpost on that intersection..

A trade ship can only end its movement on an outpost intersection if the player can and does build a trading outpost on that intersection.

A colony ship cannot end its flight on an outpost intersection.

Pirate Lair Chips

The three types of resource chips can conceal pirate lairs.

A colony may not be founded adjacent to a planet containing a pirate lair chip. If a player discovers a pirate lair while exploring a planet, the chip is once more placed face down just like any other resource chip.

A player can eliminate a pirate lair if he meets the following conditions:

1. The player must end the movement of one of his starships on an intersection adjacent to the planet containing the pirate lair chip. If the starship is a trade ship, it must be on an adjacent intersection that is not a colony intersection.
2. The total number of cannons on the player's mother ship and from any Scientist Friendship Cards he holds must be equal to or larger than the number shown on the pirate lair chip.

If the player meets these conditions then he removes the pirate lair chip and places it face up in front of them. Such a "captured" pirate lair chip is worth one victory point.

The player replaces the pirate lair chip with a reserve resource chip. This replacement chip is placed face down (white dot face up).

Since the player's ship is still adjacent to the planet, the player may now examine the reserve chip. (See Exploration) If a player has a colony ship in place on a colony intersection, he may found a colony once the pirates have been defeated.

Note: *Since the mother ship can only carry a maximum of 6 cannons, a player wishing to defeat pirates with a strength of 7 must have at least one Scientist friendship card.*

Planetary Systems

A planetary system consists of three planets, each of a different type. There is a colony intersection between each pair of planets; thus, each planetary system has three colony intersections. A colony may be founded on each of these intersections.

Note: *In the three player game, colonies may only occupy two out of the three colony intersections in a given planetary system.*

Production Phase

The first thing a player does during his turn is roll for resource production.

- Each planet with a resource chip that matches the dice roll produces resources.
- Each player who has a colony and/or a spaceport adjacent to planets producing the resources rolled now receive the appropriate resources. Each colony or spaceport adjacent to such a planet produces one of that resource.
- If a seven is rolled, then the Earth demands tribute:
  - Each player with more than 7 resource cards selects half (round down) of his resource cards and returns them to the resource piles.
  - The player who rolled the dice then receives a reward for delivering the tribute. That player may randomly draw one resource card from the hand of any other player, and add it to his own.
- If there are not enough resources available in the Galactic Bank for all players to produce, the current player takes his production first, then the other players take theirs in turn, until the supply runs out. Any remaining production is lost. As cards are played, they will again become available to the bank, and normal production can resume.

Example: *The yellow player has rolled an "11." He and the red player each receive one fuel resource card since they have colonies and/or spaceports adjacent to the fuel producing planet that matches the die roll. The blue player receives no resource card.*

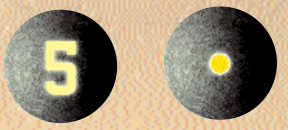
Reserve Pile

The reserve pile consists of 12 resource cards of each type. The pile is shuffled and placed face down at the beginning of the game. At the start of the game, each player draws three resource cards from this pile.

At the conclusion of his Production Phase or during his Trade and Building Phase, a player with less than 9 victory points may draw a card from the reserve pile. Once his Flight Phase begins (after the player rolls his mother ship), a player may no longer draw a card from the reserve pile.

If the reserve pile is exhausted, then a new reserve pile is formed using 6 resource cards of each type.

Resource Chips



Each planet has a resource chip. The front of each resource chip has a number.

- When the dice are rolled during the Production Phase, every planet with a resource chip that matches the number rolled produces resources. Each colony and spaceport adjacent to a producing planet provides one card of the appropriate type (determined by the type of planet).
- The phase of the moon behind the number indicates the resource production probability.
- The resource chips on the Catanian colonial planets (marked with Greek letters) are placed face up at the beginning of the game.
- The resource chips on all other planets are placed face down (color dot face up).
- Planets with face down resource chips are considered unexplored. They can be explored during the course of the game. (See Exploration.)

Resource chips with white dots on their reverse sides are reserve chips. At the beginning of the game, they are placed next to the game board with their white dot side up. These chips will later replace pirate lair chips and ice planet chips as the game progresses.

Resource Production Probability

A die roll can produce a result between 2 and 12. Of the 36 possible die rolls, the probability of rolling the various results are as follows: 2 (1x), 3 (2x), 4 (3x), 5 (4x), 6 (5x), 7 (6x), 8 (5x), 9 (4x), 10 (3x), 11 (2x), 12 (1x).

The probability of rolling a 7 is the highest and that of rolling a 2 or a 12 is the lowest.

Players should therefore select their colony locations with care. Planets containing the 2 or 12 resource chips are hardly worth the effort, while planets containing numbers closer to the 7 can be very profitable.

The resource probability is related to the phase of the moon on the chip; the fuller the moon the greater the resource probability. The best resource probabilities, the 8 and the 6 are printed in red.

Rolling a Seven

If a player rolls a 7 during the Production Phase, each player holding more than 7 resource cards owes tribute to the Earth. Each player with less than 8 cards is not affected.

Each affected player counts his resource cards and must return half of his resource cards to the appropriate resource pile. Round down in cases of odd numbers. Then, as a reward for bringing in tribute, the player who rolled the seven may draw one resource card from the player of his choice.

Rolling the Mother ship

The body of the mother ship contains four balls in the following colors: black, blue, yellow, and red. Two of these balls are always visible whenever the mother ship is placed upright on the playing surface.

Each ball has it's own value. The value of each is described on the game overview card.

To roll the mother ship: pick the ship up, turn it upside down, shake the ship vigorously, and then place it upright on the table again. Two balls will be visible. To obtain the results of the mother ship roll, compare the colors of the balls to the corresponding numbers on the game overview card. For example, if a yellow and red ball are visible, the mother ship roll total is 5.

At the start of a player's flight phase, he must roll his mother ship to determine the base speed for his starships. In addition, certain encounter cards will require a player to roll his mother ship.

Space Intersections

Space intersections are the corners of the hexes. There are three special types of space intersections:

- Colony Intersections
- Outpost Intersections
- Spaceport Intersections

Space Jumps

Some alien races possess the technology to travel vast distances instantaneously. If a player successfully negotiates an encounter with such a race, he can make a space jump with his first starship. The player immediately moves the starship to the intersection of his choice. Such a jump counts as the starship's movement for that turn.

The player must adhere to the normal Flight Rules restrictions: a trade ship cannot end its movement on a colony intersection, a colony ship cannot end its move on an outpost intersection, etc.

A player can also attempt a space jump if one of his starships chances upon a worm hole (an encounter card)—see the Worm Hole encounter card.

Space Pirates

The space pirates are not an independent race—they are a mixture of outcasts from all of the races of the galaxy. Their heavily armed starships roam the known galaxy in search of easy pickings. Space pirates prey on trade ships and colony ships. Space pirates can only be met through encounters.

Spaceport Intersections

The two intersections adjacent to a spaceport are designated as spaceport intersections. If a player builds a trade ship or a colony ship, it must be placed on an open spaceport intersection. A player's starship may not end its movement on any other players spaceport intersection. That is, you cannot blockade another player's spaceport.

Spaceports

A spaceport is worth two victory points. The owner of a spaceport receives a resource from the adjacent planet whe never that planet's number is rolled.

Colony + Spaceport Ring = Spaceport

A colony can be expanded to become a spaceport by purchasing a spaceport ring. A spaceport ring costs 3 Carbon and 2 Food. A player pays the resources, takes a spaceport ring from his reserves, and places it on one of his colonies. Spaceport rings do *not* have to be delivered to colonies with starships.

> **Hint**: *Starships can only start from spaceport intersections. it is therefore advantageous to add a spaceport to a deep space colony as soon as possible, making it easier for starships to reach distant goals.*

Starships

In contrast to the mother ship that each player places in front of himself, each player moves his smaller *starships* on the board. There are two types of starships: trade ships and colony ships.

Starting Set Up for Advanced Players

To start the game, the game components are sorted and organized as outlined in the Game Rules, with the following exceptions:

- The resource chips the with Greek letters on their reverse sides are shuffled face down. The chips are then placed randomly on the planets with the matching Greek letters. The chips are then flipped so that the faces with the numbers are showing.
- Alternating placement as outlined below, each player places his two starting colonies and a spaceport on the colony intersections adjacent to the Catanian colonial planets. Each player can decide in which order he places his colonies and spaceport; i.e., he can place the spaceport in the first, second, or third round.
  - *Round One*

    Each player rolls the dice. The player with the highest roll goes first. That player places a colony/spaceport on the colony intersection of his choice. Each player in clockwise order then places a colony/spaceport in the same manner.
  - *Round Two*

    Once all of the players have placed their first colonies/spaceports, the last player of the first round begins round two. That player places his second colony/spaceport. Each player in counterclockwise order then places a colony/spaceport in the same manner.
  - *Round Three*

    Once all of the players have placed their second colonies/spaceports, the last player of the second round begins round three. That player

places his third colony/spaceport. Each player in clockwise order then places a colony/spaceport in the same manner.

- Once a player has placed his spaceport (either in round one, two, or three), he immediately places a free colony ship *or* trade ship on one of the adjacent spaceport intersections.

Setting Up the Three Player Game

When playing the three player game, normally only two colony intersections in a planetary system may be occupied. However, this rule does not apply to the Catanian colonial planetary systems. All three colony intersections may be occupied during the starting set up. The two colony rule takes effect after the game set up. Once this rule takes effect it applies to all of the systems on the board, including the Catanian colonial planetary systems.

Trade

A player can trade (during his turn) during his Trade and Building Phase. The player can trade for resources with other players *and/or* with the Galactic Bank. A player may make as many trades as he wishes during his Trade and Building Phase. These trades may be with other players, or with the Galactic Bank, in any combination.

1. Trading With other Players

The player can trade with any or all of the other players during his Trade and Building Phase. The player can announce which resources he needs and which resources he is willing to trade. The player can also receive offers and make counter offers.

The players have complete freedom to set the exchange rate. For example, a player can trade 1 Food for 2 Ore, or 1 Food for 2 Ore and 1 Carbon.

Resources may only be traded; they may not be given as gifts.

Note: *Players may only trade with the player whose turn it is; they may not trade among themselves.*

Example: *It's Pete's turn, and he needs one more trade good so he can build a trade ship. He has two food cards that he doesn't need. Pete asks: "Who'll give me a trade good for a food card?" Coleman replies: "If you give me a fuel card I'll give you a trade goods card." Since Pete is unwilling to trade his fuel cards and no other offers are forthcoming, he increases his offer: "I'll trade two food for one trade good." Sherri agrees to the deal and gives Pete the trade good card and he gives her the food cards. The trade is completed.*

2. Trading with the Galactic Bank

During his Trade and Building phase, a player can also trade resources at a 3:1 ratio (2:1 for trade goods) with the Galactic Bank. The player returns three resource cards of the same type to the resource pile and takes a resource card of his choice. For example, a player can trade 3 Food for 1 Carbon.

Trade Goods resources play a special role in trades with the Galactic Bank; they can be traded at a 2:1 ratio. (Two Trade Goods for the resource of the player's choice.)

A player can improve his exchange rate for specific resources if he has Merchant Friendship Cards. With such a card, specific resources can be traded at a 2:1 ratio (or trade goods at a 1:1 ratio).

Trade and Building Phase

A player can trade and build as much as he likes during this phase of his turn. The player can trade and build in any order. The player can trade, build a colony ship, trade again. and then expand his mother ship. (See also Trade).

Trade Ships

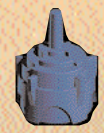
A trade ship is used to build a trading outpost on an outpost intersection adjacent to the home base of an alien race. A trade ship costs 1 Ore, 1 Fuel, and 2 Trade Goods to build.

After paying the required resources, the player takes a transporter and trade module from his reserves. Then, he places the transporter on the module to complete the trade ship. If the player has no available transporters or trade modules, he may not build a trade ship.

A new trade ship is placed on one of the player's open spaceport intersections. The trade ship can move during its player's Flight Phase.

The Flight Rules for trade ships can be found in the Flight Rules.

Trading Outposts



Trading outposts are built on the outpost intersections surrounding the alien bases. In order to build a trading outpost on an outpost intersection, the following conditions must be met:

- The first trading outpost for an alien race must be built on the outpost space with the number 1, the second on space 2, etc.
- The trade ship's mother ship must have at least the same number of freight rings as the number on the outpost intersection.
- The trade ship's movement must end on the outpost intersection.

If these conditions are not met, the trade ship cannot end its movement on the outpost intersection.

If these conditions are met, the transporter is removed from the trade module and is returned to the reserves—this leaves a trading outpost on the outpost intersection. In addition:

- When a player founds a trading outpost, he receives a friendship card for that alien race. The player chooses the friendship card. The player with the majority of trading outposts for a given alien race receives the friendship chip for that race.
- Once a trading outpost has been founded, it cannot be converted back into a trade ship.

- If a player's mother ship loses a freight ring, then the player retains the trading outpost even if the number of freight rings is now less than the number on the outpost intersection.

  Example: *Three outpost intersections are occupied. The next player who wishes to build a trading outpost for this race must meet two conditions: he must move his trade ship onto the "4" outpost intersection* ***and*** *his mother ship must have at least four freight rings.*

Transporters

Each player has three transporters at his disposal. The transporters are differentiated by the number of rings at their tips. Transporters are necessary to bring colonies and trading outposts to their final destinations.

To build a trade ship, place a transporter on the tip of a trade module.

To build a colony ship, place a transporter on the tip of a colony module.

Transporters cannot be built or used independently. A transporter is removed from the board and returned to the player's reserves as soon as a player builds a colony or a trading outpost. The transporter can then be reused the next time that a player would like to build a colony ship or a trade ship.

If all of a player's transporters are in use, a player cannot build any additional starships.

The rings at the tip of a transporter are used to distinguish a player's starships. The starship whose transporter has the fewest rings is always considered to be that player's "first starship." When building a starship, a player may use the transporter of his choice—he is *not* required to use the transporter with the fewest number of rings at the tip.

Victory Points

A victory point is inscribed with the emblem of the Galactic Council. There are a variety of ways to gain victory points.

- *Colonies and Spaceports:* Each colony is worth 1 victory point; each spaceport is worth 2 victory points.
- *Friendship Chips:* Each friendship chip is worth 2 victory points.
- *Pirate Lair Chips and Ice Planet Chips:* Each pirate lair chip is worth 1 victory point; each ice planet chip is also worth 1 victory point.
- *Fame rings:* Every two fame rings are worth one victory point. A mother ship may hold no more than 11 fame rings, so a player may earn a maximum of 5 victory points from fame rings.
- On the board is a chart which shows the different ways to earn victory points during the game.

A player's victory point marker is moved up or down on the victory point track each time the player gains or loses a victory point.

Worm Holes

A Worm Hole can be discovered during an encounter. It enables a starship to attempt a space jump.

CREDITS

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Klaus Teuber is one of the most creative and successful game designers of our time. He has won the "Game of the Year" prize and the German "Game of the Year" ("Spiel des Jahres") prize four times. His best known game is the "Settlers of Catan," a game for young and old alike.

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DOMAINE
Rules

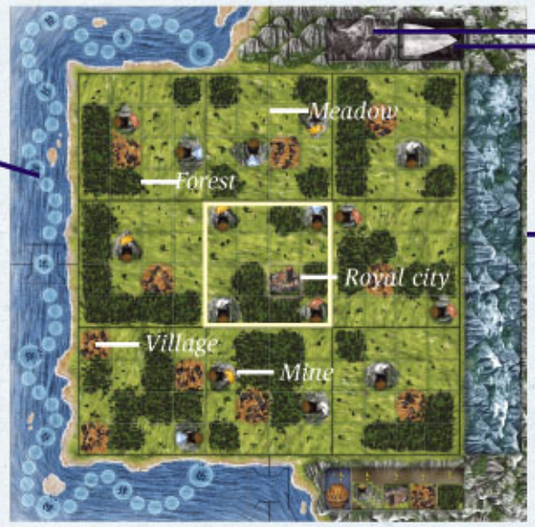
The king tarries in a far-off land. In his absence the kingdom falls into chaos and disorder. Each duke seeks to build up his own power and influence. Borders will be redrawn, the kingdom divided. Who will control the most valuable regions when the king returns?

Object
Each player builds castles and encloses them with borders. When a castle is completely enclosed, the castle owner controls that **Domaine**. Forests and villages in controlled areas are worth victory points, and the player with the most victory points wins.

Components
Before your first game, you will have to remove all of the pieces from the cardboard frames.

4 Board Edge Pieces and connectors
9 Land Tiles
60 Action Cards
60 Knights and 16 Castles in 4 colors
100 Border Markers
47 Gold Ducats, in values of 1 (36x) and 5 (11x)
4 Siegpunktanzeiger
1 Crest Tokens (victory point markers) and one King Token

Set Up



Assemble the board edge as shown. Always place the land tile with the royal city (with the walls and cathedral) in the center of the board. Shuffle the other tiles and place them face up in any order to fill in the board. It does not matter which direction the tiles are facing. Each tile is divided into sixteen **territories** of various types.

Each player chooses a color and takes all the matching pieces and the **crest token** of that color: Each player receives 15 **knights** and 4 **castles** (3 castles when playing with four players)

Sort the **action cards** into four piles by the letters on the back. Shuffle each pile separately and then stack them up in alphabetical order with A on the top.

- Place the action cards on one of the two boxes at the top of the board. This forms the **action deck**. The other box will hold the action cards that have been used.
- Each player draws three action cards from this deck. You must always keep your hand of action cards hidden from your opponents.
- Each player places his crest token on the starting space of the scoring track (with an arrow).
- Set the **border markers** off to one side of the board.

- Put the gold ducats on the other side of the board. Each player starts with 7 ducats (1x "5" ducat coin and 2x "1" ducat coins).

- Place the **king token** on the scoring track. In a four-player game, place the token on the space with the number "30", in a three-player game on "40" and with two players on "50"

Building castles

The oldest player begins by placing a castle on any unoccupied **meadow** space and a knight on an adjacent **forest** or meadow space. (Spaces touching only at a corner are not adjacent.)
Castle building continues with the player to the left and continues until each player has placed his 4 castles and 4 knights (3 each if playing in a four-player game).
Note: Castles of the same color must be at least 6 spaces apart (not counting diagonally). The blue castles in this illustration are spaced correctly.

Where should you place castles?
Your goal is to take control of areas by surrounding your castles with border markers. Once a lone castle has been completely surrounded, it will create a **Domaine**.
The mountains and the seas surrounding the board serve as natural borders. At the beginning of the game, it will require fewer border markers to create a **Domaine** around a castle in one of the corners of the board. Castles closer to the center will require more border markers to surround.
Therefore, it is recommended that you build your first castle in one of the corners of the kingdom. The more forests, **villages** and **mines** you can enclose, the more valuable your **Domaine** will be. Forests and villages bring victory points, whereas mines yield more ducats. So, you should place your castles as close to these territories as possible. The following example shows a typical situation during game play.

Example: ***Blue*** *created a* ***Domaine*** *with a village, a forest, and a mine in the right corner using only 6 borders.* ***Orange*** *is still 2 borders short of enclosing a* ***Domaine****.* ***Red*** *does not control a* ***Domaine****. Two of his castles are completely surrounded by borders, but an enclosed region only counts as a* ***Domaine*** *if exactly one castle is inside.* ***Red*** *would therefore have to separate his two castles with borders and create two* ***Domaines****.*

Would you like to find out immediately how to play 'Domaine'? Please visit **www.profeasy.com** and join an interactive game with Marlene,Vicky and Siegfried.

- Prof.Easy

This example shows a legal starting position. Castles of the same color are at least 6 spaces apart and are on meadows. Knights are on meadows or forests.

Special Rule for Two Players:

The two-player game uses 3 colors. Each player chooses a color. The third color is neutral. Both players take turns placing their own 4 castles and 4 knights on the board. Afterwards they take turns placing the neutral castles and knights. The neutral castles also have to be 6 spaces apart.

The Sequence of Play

The last player to place a castle and knight plays first.

Begin your turn by collecting your ducats if you control any mines (see "income from mines" on page 4). Then you must take one of two actions. You can either:

1. Sell an action card to the **Chancery**, or
2. Play an action card.

At the end of your turn refill your hand to 3 cards, either by drawing the top card of the action deck or by taking a card from the Chancery. Play continues clockwise.

Sell an Action Card to the Chancery

Take this action to build up your ducat reserves. To sell an action card, place it face-up in the **Chancery** row and take a number of ducats equal to the number shown in brackets on the card. **Note**: If you sell an action card, you may not choose to draw that card when you refill your hand to 3 cards at the end of your turn. You may choose any other card in the Chancery, or draw from the action deck.

Play an Action Card

To play an action card, place it face-up on the discard pile beside the action deck and pay the price on the card (the red number not in the brackets). Then take the action indicated by the symbol on the card. There are 5 different types of actions:

Place borders

Place knights

Expand your **Domaine**

Deserter

Alliance

Some cards have two different symbols. When you play one of these cards, you may choose which of those two actions to take. You do not get to take both actions shown on the card.

Place Borders

You can use this action to place border markers to create **Domaines** around your castles. When you place a border you should remember that:

- borders are neutral, so you might be helping create **Domaines** for neighboring castles.
- The surrounding seas and mountains serve as natural borders. You do not need to place border markers along the edges of the board.

Depending on how many borders are depicted on the card, you may place 1, 2, or 3 border markers. Take the appropriate number of border markers from the supply. Borders must be placed according to these rules:

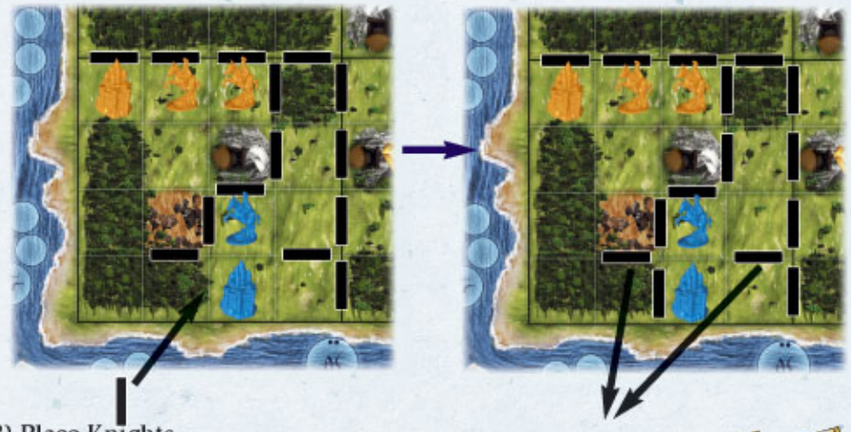
- Borders are always placed between two territories.
- Borders may not be placed between adjacent figures (castles and knights) **of the same color**.
- Borders may never be placed within a **Domaine**.
- If a new **Domaine** is created, the **Domaine Score** is awarded immediately. The territories in the **Domaine** are worth victory points based on the type:

Forest:	1 victory point
Village:	3 victory points
Royal City:	5 victory points
Mine, Meadow:	0 victory points

The owner of the area totals the victory points and moves his crest token on the scoring track accordingly. Any extra border markers in the **Domaine** are removed.

Example: *Orange places a border to create 2* ***Domaines*** *(A). Orange gains 7 victory points, Blue only one. The two extra borders in the* ***Domaine*** *are removed (B).*

A B



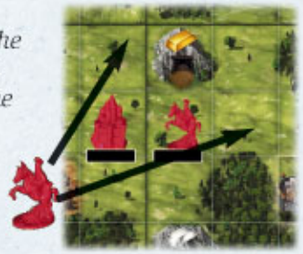
B) Place Knights

Depending on how many knights are depicted, you may place one or two knights on the board. You must follow these rules:

- Knights may be placed only on meadow or forest territories. Placing a knight in a forest costs 1 additional ducat (You do not have to pay this in the set-up phase of the game).
- Knights may be placed only on meadow or forest territories. Placing a knight in a forest costs 1 additional ducat (You do not have to pay this in the set-up phase of the game).

- Knights may not be placed on the city, villages, or mines.
- A knight may only be placed in a territory that is horizontally or vertically adjacent to a castle or a knight of the same color. The new knight may not be separated from the neighboring figure by a border marker.
- - If you have no more knights in your supply, you cannot place any more on the board.

Example: *Red would like to place a knight. Only the spaces indicated with arrows are legal. The spaces below castle and knight are not legal because of the borders.*



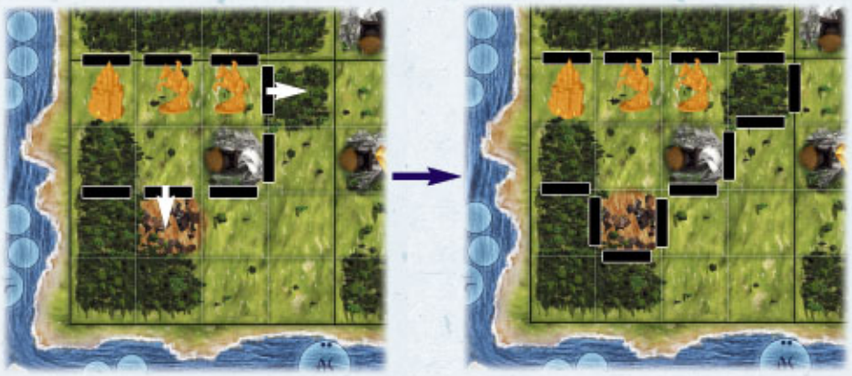
C) Expand your Domaine

You may expand **one** of the **Domaines** you control by one or two spaces by using border markers from the supply. You must follow these rules:

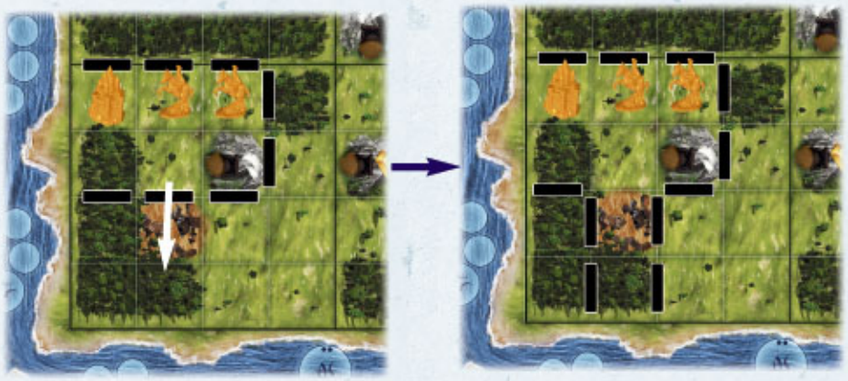
Es gelten folgende Regeln:

- The first territory you expand into must be adjacent to the **Domaine** vertically or horizontally (not diagonally).
- The second territory may be directly beyond that one or border another territory in your **Domaine**.

Example 1*: Orange can expand into two territories that border his* ***Domaine****.*

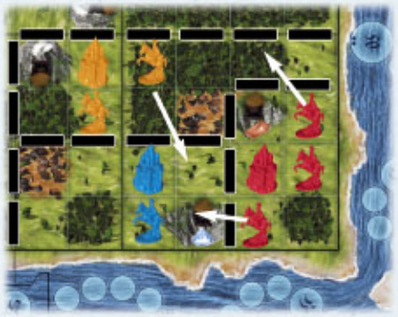


Example 2: *Orange can choose to expand into a second territory that is adjacent to the first one instead.*



- - You may never expand into a territory that is occupied by an opposing figure (castle or knight).
- You may expand into territories that are not part of any **Domaine** regardless of the number of knights you have.
- You may never expand into another one of your **own Domaines**.
- You may only expand into an adjacent **Domaine** that belongs to an opponent if you have more knights in your **Domaine** than your opponent has in his.
- You may expand in completely different directions, even if that means that you are expanding into two different **Domaines**.

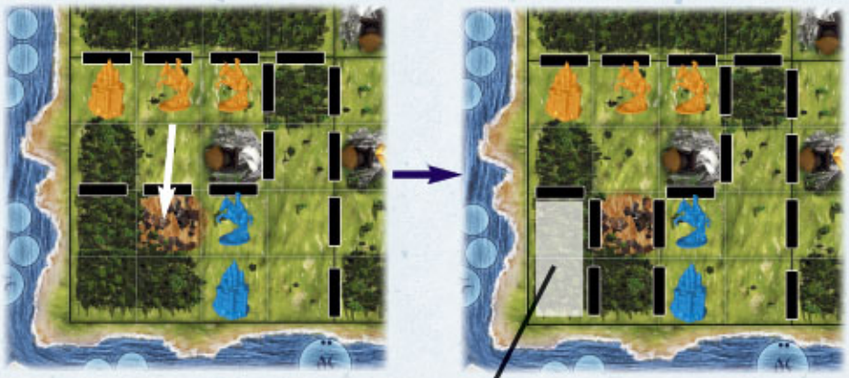
Example: *Red can expand into Blue's and Orange's* ***Domaines*** *because he has more knights. Orange can expand only into Blue's* ***Domaine****.*



Scoring after an Expansion:

When you expand a Domaine, you may move your crest token up on the scoring track. You get 1 victory point for each forest territory you gained, and 3 points for each village (5 points for the royal city). If you expanded into another player's Domaine, then he must move his crest token down the scoring track for any territories he lost. Your expansion can also create "neutral zones," regions enclosed by borders but not part of any Domaine, because there are no castles inside them. Neutral zones can always be taken over by expansion from a neighboring Domaine.

Example: *Orange expanded into Blue's* ***Domaine****. Orange gains 4 victory points. Purple loses 6 victory points, since two forests were lost to the neutral zone just created.*

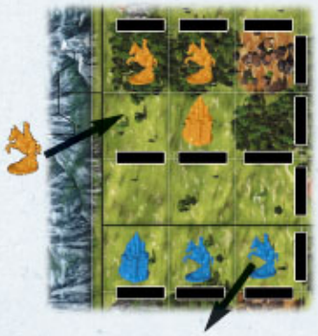


neutral zone

D) Deserter

This action allows you to force a knight to change sides! Select any one of your Domaines, and an adjacent one that belongs to an opponent. Both Domaines must have at least one knight in them. A knight then changes sides between those two Domaines. Choose one of your opponent's knights. He must return that knight to his supply. You may not choose a knight in the middle of a line. The connection between a knight to his castle may never be broken.

Then place one of your own knights in your **Domaine**. Remember: if you place a knight in a forest, you must pay one extra ducat.

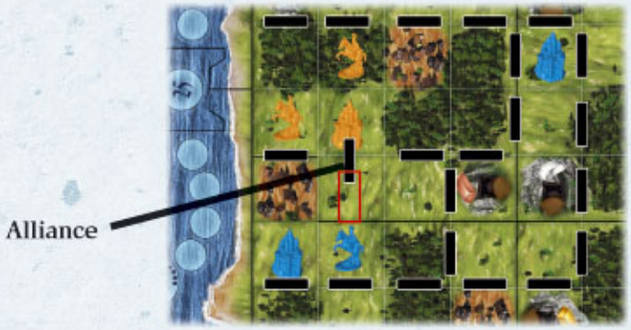


Example: *Orange plays Deserter and places a knight. He chooses which knight Blue must remove. He may not remove the knight to the right of the castle, since that would isolate a knight.*

E) Alliance

When you play this action, select one **Domaine** of your own and an adjacent **Domaine** of an opponent. Rotate a border marker between these two **Domaines** 90 degrees. For the rest of the game, neither of these **Domaines** may expand into one another. Only the two allied **Domaines** are affected.

Example: *After the alliance is formed, Orange may not expand into the lower **Domaine** controlled by Blue. However Orange may still expand into Blue's **Domaine** on the right, since no alliance exists between these two areas.*



Income from mines

There are four different kinds of mines in **Domaine**: gold, silver, copper, and diamond. At the beginning of your turn you collect one ducat for each **different** type of mine you control. For example, if you have 2 copper, 3 diamond, and 1 gold mine, you have 3 different types of mines and collect 3 ducats.

Mine monopoly

If you control 3 or 4 mines of the same type, you have a "monopoly" on that type of mine. A mine monopoly is worth 5 victory points. Move your crest token immediately when you gain your third mine of the same type.

Note: If you lose your monopoly because of an opponent's expansion, you must immediately decrease your score on the track by 5 spaces.

*In this example **Orange** has 1 copper, 1 diamond, and 3 silver mines in his **Domaines**. For the 3 different mine types he collects 3 ducats at the beginning of his turn. The 3 silver mines are worth 5 victory points. However, if **Red** (3 knights) should expand into the left **Domaine** of Orange (2 knights) and take the silver mine indicated by the arrow, Orange must immediately move back 5 spaces on the scoring track.*

The End Of The Game

The game can end in two ways:

1. If any player moves his crest token onto the space with the king token (a player reaches 30 victory points in a four-player game, 40 in a three-player game, or 50 in a two-player game). That player wins immediately.

2. If a player draws the last card from the action deck. Once the action deck is gone, players may no longer draw cards from the Chancery. You may still sell action cards on your turn. Once the last action card has been played or sold, all players count any ducats they have remaining. The player (or players if there is a tie) with the most ducats advances his crest token 5 spaces on the scoring track. The player (or players) with the second largest number of ducats advances his marker 3 spaces. The player with the most points is the winner! If there is a tie, then the tied player with the most ducats remaining is the winner.

Credits
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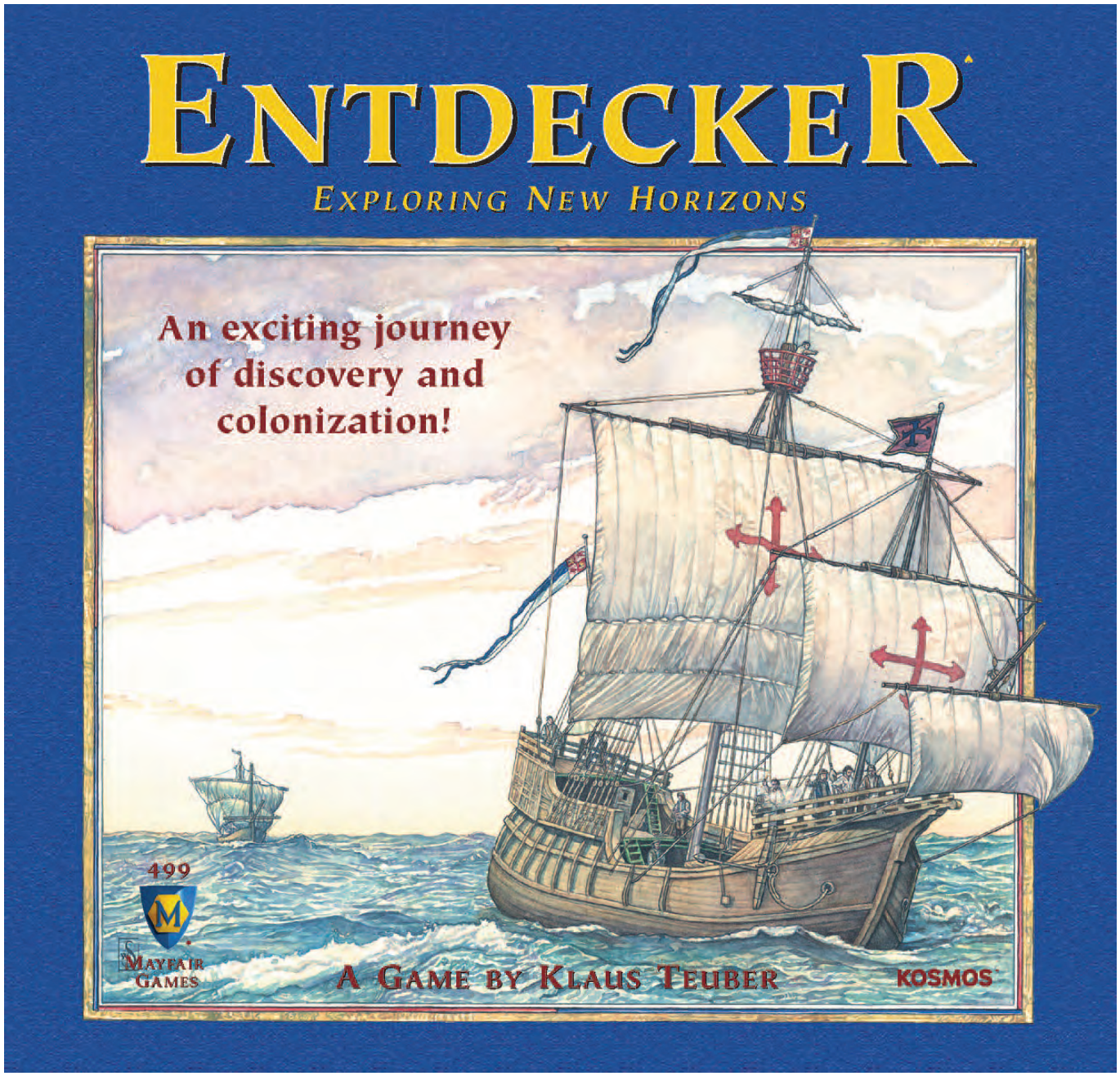


Introduction

It was an era of discovery, an era of possibility. Brave explorers set out in tall ships to seek the unknown. Some returned famous and wealthy, bearing exotic gifts and speaking of wild and amazing discoveries. Others are lost to obscurity, their explorations unrecorded, their discoveries unknown. Come to this era of adventure. Come to the era of Entdecker!

As bold explorers, the players must advance into unknown waters. New islands will be discovered, and whoever explores these islands with scouts may find valuable jungle plants. The winner of *Entdecker* will be the player who earns the most Discovery Points through the exploration of islands and the discovery of exotic jungle plants.

Getting Started

There are two ways to learn how to play *Entdecker*. If you are playing this game for the first time you may:

Follow the steps in *Professor Easy's Introduction to Entdecker*. This pamphlet is designed to guide you through your first game and teach you all of the rules you need to start playing. Then, if you have any questions after completing Professor Easy, you may refer to these rules for more explanation.

OR

Read these rules before your first game. When you play, you can refer to pages 25 and 26 in the Professor Easy pamphlet. These pages explain the steps each player takes during his turn.

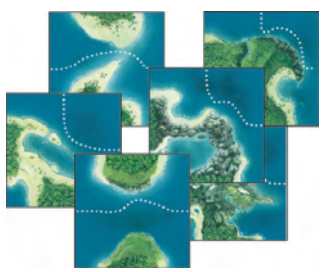
Game Components:

4 Settlements

8 Forts

67 Scouts

180 Discovery Tiles



Gold Coins in values of 1 and 5

9 Produce Tokens

Peanut

Cocoa

Pineapple

Tomato

Tobacco

India Rubber

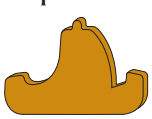
Bean

Potato

Corn

7 Native Huts

1 Explorer's Ship



1 Special Die
1 Cloth Bag
1 Game Board
1 Professor Easy's – Introduction to Entdecker

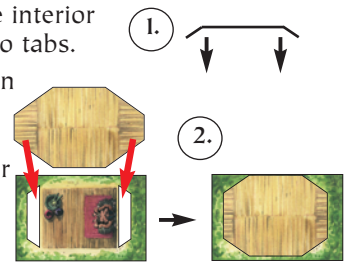
1 Game Rules

This section contains the Game Rules for *Entdecker*.

Before you Play

Before you can play *Entdecker* you will need to carefully remove the game pieces from the cardboard frames. Remove all of the Discovery Tiles, the two parts of each native hut, the gold coins, and the Produce Tokens.

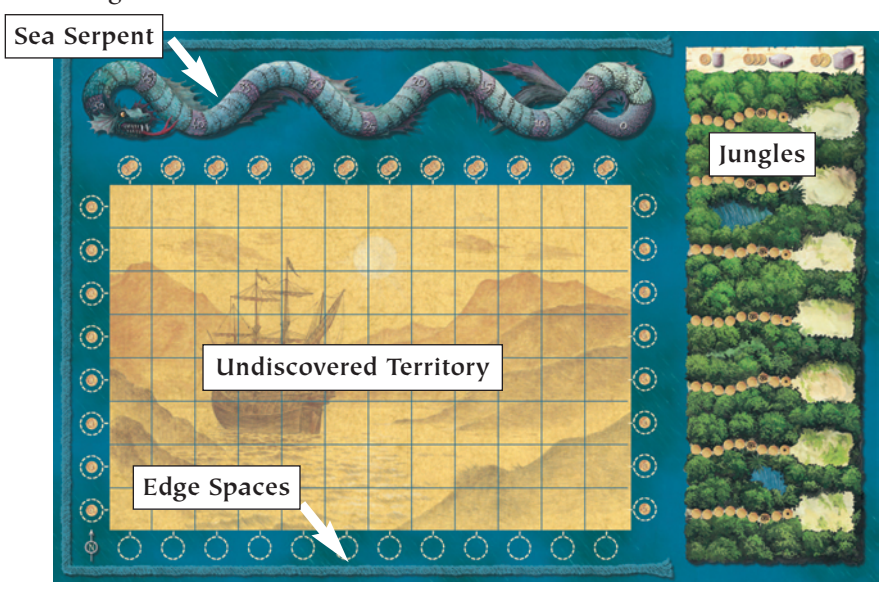
You will also need to assemble the native huts. Each hut has two parts: the interior of the hut, showing a native wiseman, and the roof of the hut, which appears to be made of straw. The interior of the hut has two slots, and the roof has two tabs.



First (1), carefully bend down the two tabs on the hut roof. Then (2), slip the tabs into the slots on the interior piece. The huts will be used to hide the Produce Tokens so no player will be able to see their value once they are placed inside.

The Game Board

The game board is divided into four areas:



1–**Undiscovered Territory:** This is the area where the players will explore, seeking new islands to settle and scout.

2–**Edge Spaces:** These spaces are known at the beginning of the game. From these areas new journeys into the Undiscovered Territory will begin.

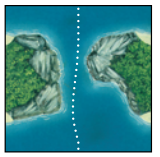
3–**Jungles:** These seven paths lead to native huts where the treasures of the new world may be discovered by the most adventurous and persistent of scouts.

4–**The Sea Serpent:** Players track their Discovery Points along the length of this frightening beast. These points may be earned by exploring new islands or discovering exotic produce.

Produce Tokens

The treasures of the New World are represented by nine Produce Tokens. Each token shows a valuable and exotic plant, unknown to the world until the players find them in the jungle. Each token has a point value: 5, 10, or 15. Before the game, all nine tokens will be mixed in the cloth bag. During the game, players will draw these tokens out of the bag and place them in the native huts. Since there are only seven huts, some of the Produce Tokens will not be used. Players will never know for sure which Produce Tokens will be in the game!

2 Discovery Tiles



The Discovery Tiles show the islands and seas of the New World, which the players will be exploring. Many tiles show parts of one or more islands, while other tiles show only open water, waiting to be crossed. A few of these tiles have question marks on the back. These are potentially rewarding, but also potentially dangerous, events that players may encounter during the game. Discovery Tiles will be played into the Undiscovered Territory as this area is explored.

NOTE: Some Discovery Tiles have letters printed on the back side. These letters are used to guide players through the Professor Easy introductory game. If you are not using Professor Easy, these letters have no affect on play and should be ignored.

Setting Up the Game

Place a native hut at the end of each of the Jungle Paths.

Place all nine of the Produce Tokens in the cloth bag.

Each player receives 7 gold pieces for his starting capital. The remaining gold pieces, the special die, and the Explorer's ship are placed to the side within reach.

Divide the Discovery Tiles by type:

Tiles with blue backs (with or without question marks) should be mixed together thoroughly and then split into 6 roughly equal stacks. It does not matter if there are question mark tiles on the top of the stacks or not. These stacks of Discovery Tiles are called "*Hidden Stacks*"

Tiles with numbered backs are sorted by number. Each number forms a different stack. These stacks are turned face up, and are called "Open Stacks." Players may examine the Open Stacks at any time. The tiles with the illustration of the waterfall and either "+5" or "+10" should be set aside. They are not used during play. (See "Setting up the game scenario", in section 3.)

Sort the Playing Pieces:

Sort the Playing Pieces by color and distribute them to the players:

If there are 2 players, then one takes the red pieces, and the other takes the white pieces. Each player gets 20 scouts, 2 forts, and 1 settlement.

Scout

If there are 3 players, then the red, white, and yellow pieces are used. Each player gets 15 scouts, 2 forts, and 1 settlement.

Fort

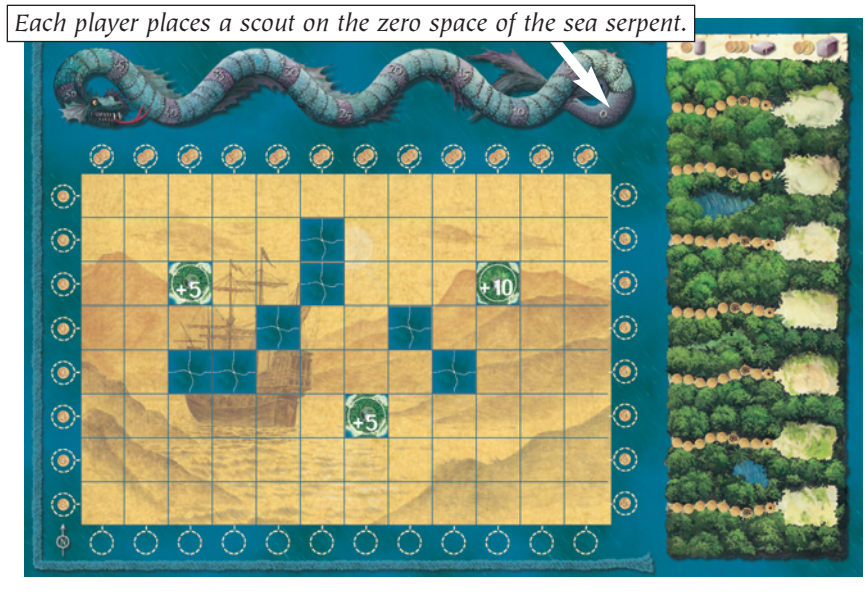
If there are 4 players, then all four colors are used. Each player gets 12 scouts, 2 forts, and 1 settlement.

Each player takes one of their scouts and places it on the zero space of the Sea Serpent. This scout will be used to track the player's Discovery Points.

Settlement

3 Setting Up the Game Scenario

For your first game, we suggest you use this setup:



7 Sea tiles are taken from the Open Stacks. Also, two of the 5 point bonus tiles and one 10-point bonus tile (Bonus tiles have a picture of a waterfall on them and say "+5" or "+10"). Lay out the tiles on the board as shown in the illustration.

After your first game, you can continue to play this scenario, or you can choose a different setup. See section 12 for examples of different setups.

Turn Overview

- The youngest player will begin the game as the first explorer.
- During your turn, you will use the Explorer's ship (all players use the same ship) and make a journey into the Undiscovered Territory. If land is found during your trip, you may place a scout, fort, or settlement there. During your turn, you may complete the exploration of one or more islands. These islands will score points for everyone who has successfully explored the island by placing units on it.
- After you complete your journey, the next player clockwise will begin his turn by taking the Explorer's ship.
- As soon as every space in the Undiscovered Territory has been covered with a Discovery Tile, the game ends.

Turn Sequence

You must follow this sequence during your turn:

1. **Roll for Gold Income**
   Only roll for income if you have less than 4 gold pieces.
2. **Select a Starting Space**
   Determine where you want to begin your journey for the turn.
3. **Pay Starting Expenses**
   Often you can start for free.
4. **Announce How Many Tiles You Will Explore**
   You must pay for each tile. The more you buy, the more likely you are to discover something.
5. **Explore**
   Begin your journey and venture into the Unexplored Territory.
6. **Place a Unit** (optional)
   If you discover land, you may place a scout, fort, or settlement there.
7. **Cover Any Surrounded Spaces**
   Fill any gaps completely surrounded by tiles.
8. **Score Any Explored Islands**

4 The Phases of the Turn

This section details each of the phases in a player's turn.

1. Roll for Gold Income

If you have fewer than 4 gold pieces at the beginning of your turn, you must produce gold for all players.

Roll the Special Die. If the roll results in a number, you receive that many gold pieces. All the other players receive that many gold pieces plus 1. So, for example, if you roll a 3, you get 3 gold pieces, and every other player gets 4.

If the roll results in the ship's wheel, then you may choose how much gold to produce. You must choose to take 2, 3, 4, 5, or 6 gold pieces. Every other player gets that many gold pieces plus 1.

Example: *If you roll the ship's wheel and decide to take 6 gold, you get 6 gold pieces and every other player gets 7.*

2. Select a Starting Space

Take the Explorer's ship and place it on a space that is adjacent to an unexplored space. You may select any Edge Space or a previously discovered tile. The space you select must meet these conditions:

- The starting space must have at least one sea edge that borders an unexplored space.
- If the starting space is on a previously discovered tile, then you must be able to trace a path from this tile to one of the Edge Spaces. This path must follow the white lines and cannot be broken.

Example:

A: The ship cannot begin here because there is no unexplored space adjacent to it.

B. The ship cannot begin here because there is only land between it and the unexplored spaces.

C. The ship cannot begin here because there is no path (white lines) to an Edge Space.

D. The ship may begin here, as there are 2 unexplored spaces and a path leading to an Edge Space.

E. The ship may begin here, as this is an Edge Space and it is adjacent to an unexplored space.

3. Pay Starting Expenses

Depending on where you start your journey, you may have to pay Starting Expenses. There are two reasons why you might have to pay:

A. Distant Edge Spaces

Some of the Edge Spaces show one or two gold coins. Since these spaces are farther away from the known world, additional expenses must be paid if you are going to begin your trip there. If you choose one of these spaces as your starting point, or if the white path you trace back from your starting point ends at one of these Edge Spaces, then you must pay a number of gold coins equal to the number shown on the space. (Note that the player may choose any white path that reaches any edge. He does not have to take the shortest path. You only have to pay for a Distant Edge Space if you cannot trace any path to a free Edge Space.)

B. Tolls

Settlements and Forts belonging to other players can charge a toll if the Explorer's ship passes by them. If you select a starting point that is on a tile with a settlement or fort belonging to another player, you must pay them toll. Also, if the path you trace back to an Edge Space has settlements or forts along it, you must pay toll to each of them. The toll is 2 gold pieces for each settlement or fort. These 2 gold pieces are paid directly to the owner of the settlement or fort, not to the bank.

Example:
It is the purple player's turn. If he starts on space **A**, *he must pay 1 gold to the bank since the only white path he can trace is to an Edge Space showing 1 gold coin. Then, he must also pay 2 gold pieces to the red player and 2 gold pieces to the yellow player since they both own forts along that path.*

If he chooses to start on space **B**, *he would have to pay 2 gold pieces to the white player because white owns a fort on the starting tile.*

If he chooses to start on space **C**, *he owes no starting expenses since he can trace a path back to a free Edge Space and there are no forts or settlements along his route.*

4. Announce How Many Tiles You Will Explore

Before you begin your journey, you must declare the number of tiles you wish to draw that turn. You may later decide to draw fewer tiles, but you may never draw more than you declare. Also, you must declare whether the tiles you draw will come from the Open Stacks or the Hidden Stacks. You may never draw tiles from both Open and Hidden stacks during the same turn.

After you declare how many tiles you will draw, you must pay for them. Each tile you intend to draw from Hidden Stacks costs you 1 gold piece. Each tile you intend to draw from Open Stacks costs you 4 gold pieces. You must pay these costs up front.

Example 1: *A player announces that he intends to draw 4 tiles from the Hidden Stacks. He pays 4 gold pieces. During his turn he may draw no more than 4 tiles.*

Example 2: *A player announces that he intends to draw 2 tiles from the Open Stacks. He must pay 8 gold pieces. During his turn he may draw 2 tiles from any of the open stacks. These tiles could come from the same or different stacks.*

Important: Each turn, you must pay for and draw at least 1 tile and attempt to make a journey into unexplored territory. Only if you can prove that it is impossible for you to pay for this 1 tile (because of Starting Expenses) can you cancel your journey and do nothing else for the turn. If there is any available starting space that you can afford, then you must make a journey. You may not choose to pass your turn if any such starting space is available.

5. Explore

After paying any expenses for exploration, you may begin your journey for the turn. The exploration of each tile is broken into 4 segments:

A. Draw A Tile

Draw the top tile from any stack, based on your declaration in step 4. If you are drawing from Hidden Stacks, you may choose any of the Hidden Stacks to draw from. If any of the top tiles have a question mark, you may choose to draw the event, or you may try to avoid the event by drawing a tile without a question mark, if one is available. Events are described in section 11.

You must draw tiles one at a time. You are not allowed to draw all of the tiles that you paid for at once and then play them in any order you choose. Instead, the sequence of steps must be performed for each tile, one after the other.

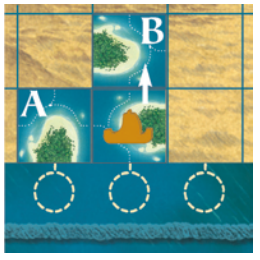
B. Place the Tile on an undiscovered space next to the space where the Explorer's ship is located.

First, check if the tile can be played:

- One of the sea edges of the new tile must be placed next to a sea edge of the tile where the Explorer ship is located.
- All other sides of the tile must match the bordering sides of any previously played tiles that happen to be adjacent to the new tile. Land must always line up with land and sea must always connect to sea.

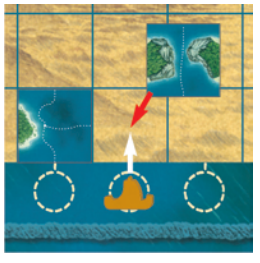
The tile may be turned in any direction as long as the above rules are met. The player who is playing the tile chooses which direction the tile will be played.

Edges of the new tile that are adjacent to other unexplored spaces can be either land edges or sea edges.



Example: *The tile in position A is placed incorrectly because a land edge borders the sea of the Edge Space (all Edge Spaces are sea edges). The tile in position B is placed correctly, since all sides that border previously placed tiles match.*

It is possible that the drawn tile cannot be played no matter the direction that the tile is turned.



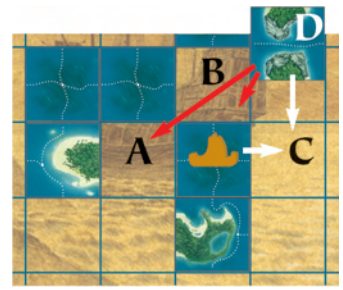
If the tile cannot be played, then it must be discarded. If the tile can be played, then it must be played. You may not choose to discard a tile if it can be played. Discarded tiles are not replaced, nor is a refund paid for the exploration expenses paid for that tile.

Note: If an event tile is drawn, and it cannot be placed on the board, than the event does not take place. The tile is discarded.

7

C. Move the Ship

Once a new tile is placed, the Explorer's Ship must be moved onto that tile. That tile is now explored. The ship must be moved even if it means that you are now moving in a direction that you did not want to go!



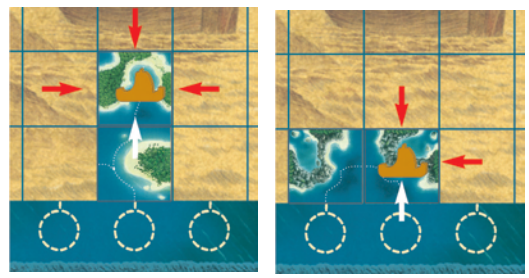
Example: *The player wants to travel towards space A and draws this tile. Unfortunately, the tile cannot be placed in space A, no matter which direction it is turned. The tile also cannot be made to fit in space B. But, the tile can be placed in space C. Since there is a legal play for the tile, it must be played and the ship must be moved to the new tile.*

If the tile just drawn could not be played, and had to be discarded, the ship does not move. Instead, skip this step and continue to step D.

D. End the Exploration or Continue

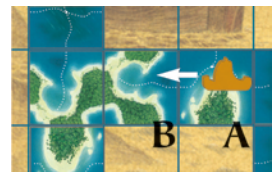
After placing the tile, the player must determine if he can continue his exploration or if he must stop. He must stop if:

- He has no more tiles available to draw this turn (because he has already drawn all he paid for)
- The Explorer's ship has reached a dead end (any tile that has no sea edges next to unexplored spaces)
- The player chooses to place a unit on the land portion of the tile the ship just moved to. (See phase 6: Place a Unit.)



If the ship finds a dead end, your journey is finished for this turn. Other tiles that were announced but not yet drawn are lost. You do not draw these tiles, nor do you get refunded the gold that was paid for them. It is the risk of exploration that sometimes you pay for many tiles but get to place only one of them.

Example: *A player announces that he will draw 3 tiles from the Hidden Stacks and pays 3 gold. He starts at tile A and draws his first Tile (B). It may be played, so he must do so. Unfortunately, it has no sea edges adjacent to unexplored territory so he must end his journey for the turn. The other two tiles he paid for are not drawn, and he gets no gold back. The player is, however, still allowed to place a unit on the tile that he just explored.*



If you are able to continue your voyage, then repeat steps A through D for the next tile.

6. Place a Unit

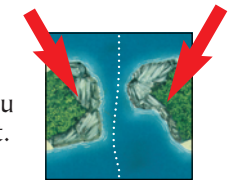
When you explore a new tile, you may choose to place a unit there if there is any land on the tile. An all-sea tile may never have a unit placed on it. If you choose to build a unit, your journey for the turn ends immediately, even if you still had tiles left to draw (see 5. Explore). The unit may only be built on the last discovered tile. (Note that this is not necessarily the last drawn tile. If the last drawn tile has no legal placement, a unit may still be placed on the last discovered tile.)

You may not place a unit on the starting space of your journey, as that tile was not explored during this turn's journey.

You may only place one unit per turn. When you place the unit, you must pay its gold piece cost. This cost is different for each type of unit:

Settlement . . . . . .6 gold pieces
Fort . . . . . .3 gold pieces
Scout . . . . . .1 gold piece

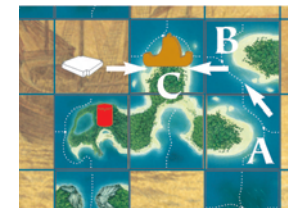
8



When you choose to place a piece on a tile that shows two islands, you may only place a unit on one of those islands. You must choose which island to build on when you place the unit. You may not move the unit to the other island later.

You may not choose to return to a tile later and place a unit there. Once you place a second (or third, etc.) tile, you lose the opportunity to place a unit on tiles placed earlier in the turn.

Example 1: *The player has announced that he will draw 3 tiles and pays for them. He positions the first two tiles and moves the ship each time. The last tile is an open sea tile (B). He has missed the chance to put down a unit because he cannot build on an open sea tile and he may not return to the earlier tiles to place a unit there.*



Example 2: *The white player pays for 3 tiles. He starts from Tile A and draws his first tile (B). He places the tile and moves the ship. Then he draws his second tile (C) and places it so that it fits. Again, he moves the ship. He could choose to draw a third tile. However, he instead decides to build a fort on tile C so that he will have the most valuable unit on the island. Because he built a unit, his journey for the turn ends. The third tile is forfeited, and he does not get the gold piece back.*

Removal of Units

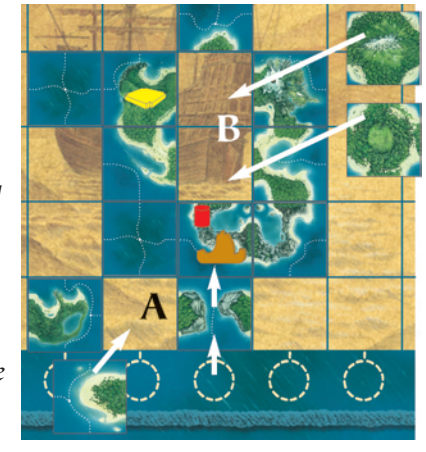
Settlements and forts, once placed, may not be moved or removed from the board until the island they were built on is completely explored. When the island is explored and scored the settlements and forts are returned to their controlling player, who may use them again on other islands.

Scouts are normally moved to the Jungle Paths when the island is completed. However, if you have no scouts in your supply, and you find that you need one during your turn, you may choose to remove one of your scouts from the board. The scout you remove could come from one of the Jungle Paths, or from a tile on the board. You may only remove a scout if you have none available in your supply, and you would be able to place a scout if you had one (i.e. it is your turn, you have the money to pay for it, etc.).

7. Cover Any Surrounded Spaces

If a single, unexplored space is surrounded on all four sides with explored tiles, than that tile is discovered at the end of the turn. It does not matter if the adjacent tiles are Edge Spaces or other Discovery Tiles. When a space is surrounded, there will only be one type of tile that can fit in that unexplored space. One of these matching tiles must be taken from the Open Stacks and used to fill that space.

Similarly, any number of spaces completely surrounded by land is discovered. All of those spaces are filled with land-only tiles from the Open Stacks. *Note:* Do not use the bonus waterfall tiles to fill these spaces!



No units can be placed on tiles discovered in this way.

Example: *Player Red has discovered 2 spaces and moved his ship. After placing his scout, his journey for the turn is complete. Now, he must fill any surrounded spaces. Space A is filled with the matching tile from an Open Stack because it is surrounded by explored areas on all four sides. Also, the area B is completely surrounded by land, so all of those spaces must be filled with land-only tiles. As a result of this filling, there are now 2 completely explored islands ready to score.*

8. Score Any Completed Islands

At the end of the turn, any islands that are now completely explored score points for players who have built units on them. It is possible for two or more islands to be explored on the same turn, and they are all scored. The player whose turn it is can decide which order to score the islands he discovered.

9 Scoring Islands

The value of an island is equal to the number of tiles used to build the island. If the island includes one of the bonus waterfall tiles, than the value of the waterfall (5 or 10) is added to this value. In the illustration to the right, the island has a value of 9 points.

After determining the value of the island, players must also determine who has the strongest presence on the island. This player is the "Main Discoverer" of the island and will score the most points. Whichever player has the most valuable unit on the island will be the Main Discoverer. It does not matter if the total value of other players' units is more. A Fort is more valuable than any number of scouts. A settlement is more valuable than any number of scouts or forts. So, if any player has built a settlement on the island, he is the Main Discoverer. If there are no settlements, then the player with the most forts is the Main Discoverer. If there are no forts or settlements, then the player with the most scouts wins the honor.

If there is a tie, such as when two players both have settlements on the island, then the next most valuable type of unit will determine who wins the tie. If both players have exactly the same units on the island, then they are both Main Discoverers.

Move the Scouts on the Sea Serpent

The Main Discover of the island scores a number of Discovery Points equal to the value of the island. Then, the player with the second best units on the island scores half this number of Discovery Points. Then the third best receives half again as many points. (One quarter of the full value of the island.) If all four players are on the island, than the fourth player receives half again (one eighth) as many points. In all cases, if the points are odd, then round up for the next player. Each player moves his marker on the sea serpent a number of spaces equal to the points he has scored for the island.

If there are two players tied for position on the island, such as if there are two Main Discoverers, then they both score the full points for their place. The next player in line receives half this score.

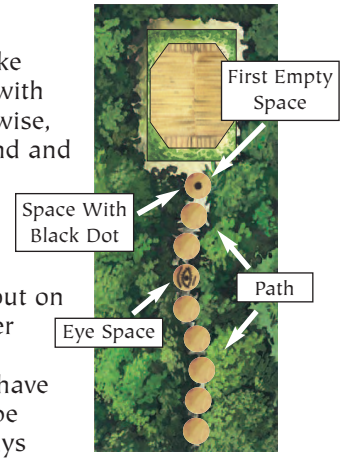
If a player gains more than 50 points, he should return his piece to the 0 space and continue counting his score. His score is now 50 plus the position of his scoring marker.

Example: *The yellow player has completely explored this island. To end his exploration journey, he chooses to build a settlement. Yellow is now the Main Discoverer of the island because no other player has a settlement there. He scores the full value of the island, which is 9. The red and the white players both have equally valuable units (1 fort and 1 scout each) and they are the second discoverers of the island. They each receive half the number of points that yellow did, which is 5 (9 ÷ 2 = 4.5 rounded up to 5). The purple player also has a presence on the island, making him the third discoverer. He receives half as many points as red and white, which is 3.*

Units Return To Reserves

After the island is completely scored, the players must take their units off the island. All forts and settlements are returned to the player's reserves for use on future turns. Scouts are not returned to supply. Instead, the scouts will be used to explore the Jungle Paths in pursuit of the Produce Tokens.

10 Scouts and Jungle Paths



Each player who had scouts on the island will take turns placing them on the jungle paths. Starting with the player whose turn it is, and continuing clockwise, each player takes one of his scouts from the island and places it on any of the seven Jungle Paths. He must place it in the first empty space closest to the native hut for that jungle path. If a player does not have any scouts on the island, he is skipped and the next player who does have a scout on the island places his scout next. If only one player has scouts left on the island, he may place all of them on the jungle paths at once. Scouts do not have to be placed on the same path. Each scout may be placed on any path. The owner of the scout always chooses which path to place his scout on.

Native Discovery

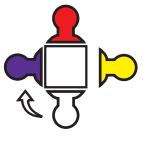
If you place your scout on one of the spaces with a large black dot (the first space in each jungle path) then you have discovered a new native tribe! You must immediately draw one of the Produce Tokens from the cloth bag and examine it. Be careful that other players cannot see the token! Instead, secretly place the token inside the native hut that is on that path.

If you place your scout on one of the spaces with the Eye, then you are allowed to examine the Produce Token hidden in the native hut attached to that jungle path. Again, be careful that other players cannot see the token!

Example:

(Scoring Points) *This island is worth 17 points (12 tiles plus 5 points for the waterfall). Yellow earns 17 points, White earns 9, Red earns 5, and Purple earns 3 points. After the players have recorded their points, they remove their forts and settlements and return them to their supply.*

(Placing Scouts) *Now, each player in turn will place his scouts on the jungle paths. Since it is white's turn, he places his scout first. The scouts must be placed on the empty space closest to the huts. After white, purple places his scout, and then red places a scout. Yellow has no scouts, so he does not get to place one. Now it is white's turn to place his other scout. Purple is skipped since all of his scouts have been placed, so red places his last scout.*



(Examining Produce Tokens) *Since purple and white both placed scouts in the dot space of their paths, they get to draw Produce Tokens from the cloth bag, examine them, and place them in the native huts (where Bob the Native Wiseman waits to protect them). Since red placed a scout on the Eye space of one path, he may examine the Produce Token in the hut that is part of that path.*

11 The End of the Game

The game ends when all of the Undiscovered Territory is filled with Discovery Tiles. The current player when this occurs finishes his turn normally. Any islands completed that turn are scored. After the last turn is finished, the jungle paths must be scored.

Scoring Scouts

All of the Produce Tokens are taken out of their huts so all players can see them. Each Token will be worth 5, 10, or 15 Discovery Points. The number shown on the token indicates its value. The player with the most scouts on the jungle path scores the points for the Produce Token that was assigned to that path. If there is a tie for the most scouts, then whichever of the tied players controls the scout closest to the hut gets the points.

Example: *The red and purple players both have an equal number of scouts on this jungle path. The purple player has a scout closer to the hut than any of the red scouts. The purple player therefore wins the Produce Token and gets to add 10 points to his score. Both the red and the white players score nothing for this jungle path.*

The Winner of the Game

After all seven jungle paths have been scored; the player with the most Discovery Points is the winner of the game! In the case of a tie for the most points, the winner is the tied player with the most gold.

If the Tile Stacks are Depleted

If during the game a Hidden Tile Stack is depleted, then players must choose their Hidden tile draws from the remaining stacks. It is possible, though unlikely, that all six stacks will be used up. If this occurs, take all of the discarded tiles, mix them, and form 2 new Hidden Stacks.

If a player needs an Open tile, and the matching stack is depleted, then he may search through the discarded tiles for the needed tile. If the correct tile is not among the discarded tiles, then the player may search the Hidden Stacks for the needed tile. After Searching through the Hidden Stacks, the tiles must all be mixed again and new stacks formed.

The Events

The tiles with the question mark on the back are all event tiles. When the tile is played (not when it is drawn) the event takes place immediately. The event tile is played like any normal tile, and it must be played on the board if it fits. After the player moves his ship onto the event tile, the event takes affect. If the event tile is discarded (because it could not be played on the board) then it has no effect.

The Event tiles and their effects are:

Gold Mine (6 in the game): the player who explores this tile takes 3 gold pieces from the bank.

Pirate (5 in the game): the player who explores this tile loses half of his gold (round down) to the bank.

Friendly Natives (6 in the game): the player who explores this tile may immediately take one of his scouts from his reserve and place it on any jungle path for free. If he has no scouts in his reserve, then he may take one from any jungle path, or from the board, and place it on the jungle path of his choice.

Storms (5 in the game): the player who explores this tile must immediately end his turn. He may not place any additional Discovery Tiles this turn, nor may he choose to place any units. If the storm does complete an island, then the island is scored normally.

12 Variations

The Top Scout Variant *By Fritz Gruber*

Advanced players may wish to use this variation. In order to play this variant; you must first mark all of the scouts with a permanent pen. The scouts should be numbered in sequence 1 through 20 (for white and red, 1-15 for yellow and 1-12 for purple). Before the game, each player should write down two numbers on a secret sheet of paper and hide it under the game board. These two numbers indicate which two scouts are his "Top Scouts". When the game ends, and the jungle paths are being scored, the Top Scouts each count double for determining who controls the jungle path and earns the Produce Token points.

Board Setup Scenarios

Before you begin a new game, you may wish to vary the board setup using one of the following suggestions. Of course, you may choose to make up your own variations!

Variation 1: The Undiscovered Territory is divided into 2 areas. The islands of both areas cannot be joined together across the divide. The bonus tiles form 2 attractive targets for exploration.

Variation 2: The Undiscovered Territory is divided horizontally. The bonus tiles form 4 different goals to focus discovery.

Variation 3: The Undiscovered Territory is divided into 3 areas. The islands in these three areas cannot be joined together. This variation tends to favor very small islands, and the bonus tiles form the primary objectives of exploration.

Tips and Suggestions *By Fritz Gruber*

Here are some suggestions on strategy for the game that you might consider:

Buying Hidden Tiles

In theory a player could spend all of his money on buying Discovery Tiles. This does not, however, automatically guarantee that they will receive a lot of points for many reasons:

1. A player who buys six Discovery Tiles by using all of their gold pieces, for example, will undoubtedly leave himself with no gold with which to buy units.
2. The player's turn ends immediately as soon as he places a unit on a Discovery Tile. It is in his advantage to put down as many strong units as he can on a lucrative island. This is best done by undertaking several smaller journeys.
3. A player that has used a lot of gold to buy tiles risks that - in some cases - that they may immediately find a tile that is a dead end with their first draw. The remaining tiles they paid for would then be forfeited since you cannot proceed from a dead end.

On the other hand:

1. Now and then it can be profitable to undertake a longer discovery trip. To buy, for example, many discovery tiles. This is especially true if one starts from a partially discovered island on which one still has the only unit! This single unit will score the only points for the island if the player is able to complete the exploration. Therefore, one might want to buy enough tiles to maybe complete the island if the right tiles come up.
2. Buying many discovery tiles can even be useful if one requires a specific type of tile to finish an island. Since one must reckon with the possibility that they won't find the right tile with the first or second draw, this is a way to maximize their chances: buy three to find the specific one you need. Anyone who is willing to buy four such tiles would be much better off buying one tile from an Open Stack, which which is guarenteed to be the right tile.

Buying Open Tiles

This is expensive! Purchase of an Open Discovery Tile is only effective if a more direct, certain success can be achieved. For example, completing a valuable island.

Buying Event Tiles

Tiles with question marks are for the explorer with a lot of nerve. The chance of getting something good or finding a full-blown disaster when taking a question mark tiles stands close to 50-50. Whoever is not a notorious gambler will only dare take a question mark tile if a negative event won't hurt hem too severely. For example, if someone has only a little gold, then a pirate tile would not bother him too much.

Clever Tactics when Placing Discovery Tiles

Experienced explorers will use the rule about filling in those surrounded spaces to their advantage. When a tile is placed so that an undiscovered space needs to be filled, the player should know which tile will be placed in the surrounded space.

Placing Units

With the exception of the scouts, a constant lack of available units, namely the forts and settlements, tends to be the norm. Since each player is given only two forts and one settlement, he must judge well where one of these stronger units should be played. A settlement, for example, will stay where it is placed until the island is completed. The first player who gets back his settlement is usually the first one who plays it again. Crafty explorers rarely try to complete an island where an opponent's stronger pieces stand. The longer one can keep other player's units tied up on an incomplete island, the easier they can play the poker game around the other islands.

Place Units Deliberately to Cause Extra Expenses for Others

An explorer should place units, especially forts and settlements, consciously in positions from which other players will want to start their journeys. If someone wants to go the same direction as you, then they may well have to pay you for it. This aspect of the game is especially important if an explorer is trying to go for one of the large bonus tiles. Then you want to act as a stepping stone and force them to pay you a toll.

The Double Role of Scouts

Unlike forts and settlements, which only have one purpose, scouts placed on an island have two different roles. Admittedly they also contribute their part in the contest for control of the islands, but they scouts also possess the larger strategic value of securing the most valuable Produce Tokens in the jungle. Especially early in the game, the explorers will be striving to place as many scouts as possible first in line in front of the native huts, to gain a head start on the knowledge about the value of the jungle resources. Whoever knows in which native hut the most valuable resources lie will be inclined to bring as many scouts into the game as possible in order to help secure the most valuable resources.

Rome Wasn't Built in a Day

The strategies of a successful explorer differ little from this general maxim: One cannot be the best, most beautiful, and most successful all the time and in every location, but it is worthwhile, where one won't be king, to at least be a little involved and to collect a few points.

The Author

Klaus Teuber is one of the most successful and most versatile game designers. His games have been voted "Spiel des Jahres" four times. Four times also his games have won first place in the "Deutschen Spielepreis". His highly successful game "The Settlers of Catan" series is a modern classic.

The author would like to thank:
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Graphics: Pohl & Rick

English Translation: Anthony M. Rubbo

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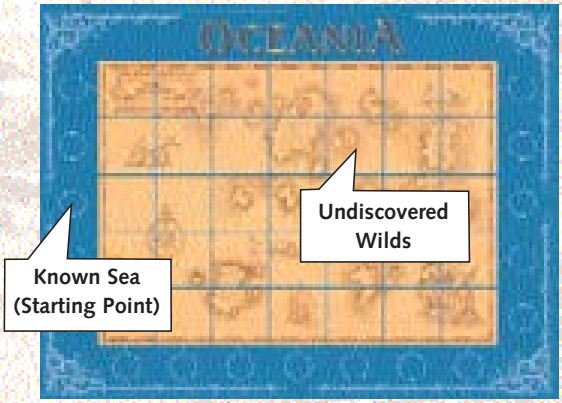
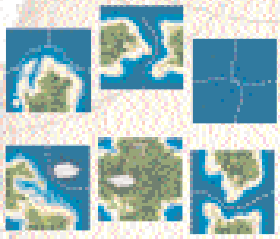
OZEANIEN

Ein Entdeckungsspiel für 1 oder 2 Spieler

GAME COMPONENTS



- 1 set of Game Rules
- 1 Game Board
- 16 Scout Tiles (8 white and 8 grey tiles, valued 1,2, and 3)
- 35 Sea Tiles
- 25 Reserve Tiles (Sea Tiles with cloud symbols)
- 1 Explorer Ship



SETTING UP THE GAME

- Place the Game Board in the center of the playing area.
- Separate the Sea Tiles from the Reserve Tiles.
- Sort and organize the Reserve Tiles into six stacks and place them face-up next to one side of the game board.
- Place the Sea Tiles face down in the box lid and mix the pieces in the box lid thoroughly by moving them back and forth.
- Draw 3 of the Sea Tiles from the lid (keep them face down). Take them out of the game. These tiles won't be used in this game.
- One player takes the grey Scout Tiles and the other player takes the white ones.
- Place the Explorer Ship next to the Game Board.

GAME OVERVIEW

The brown area in the middle of the game board represents the undiscovered realm of "Oceania." Your mission is to explore the archipelago of Oceania starting from the edges of the undiscovered region (on the outside of the game board). If you explore a Sea Tile with an island, you may place a scout on that tile. Once an island is completely discovered, the player with the most scouts on the island gets points. The bigger the island, the more points you can score. The player with the highest score at the end of the game is the more successful explorer and thus wins the game.

Turn Sequence

The player who lost the last "Oceania" game starts this time. If both players are meeting for the first time the younger player begins.
A turn has the following phases:

1. Choosing the Starting Point
2. Exploring the undiscovered wilds
3. Placing Scouts (if land was discovered)

After completing the three phases it is the other player's turn.

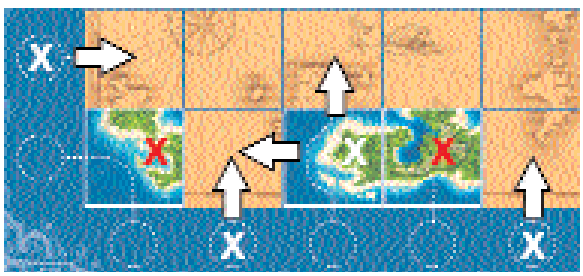
Want to get started playing *"OCEANIA"* immediately? Then look for my website **www.profeasy.com** and watch Marlene and Siegfried play a game.

1. Choosing the Starting Point

First, decide where you want to start exploring that turn. A starting point can either be a circle on one of the three sides of the game board or a Sea Tile that has already been explored. The starting point can be anywhere on the board, it does not have to be the same point that the last explorer started from.

Note: A starting point must always be connected to the undiscovered region by a white dotted line.

Once you have chosen a starting point, place the Explorer Ship there.



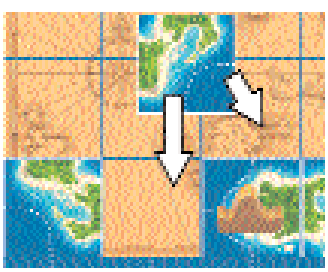
Example: The areas that are marked with a white "x" may be used as starting points. It is not possible to choose the tiles that are marked with a red "x," because these fields do not connect to unexplored areas with a dotted line.

2. Exploring

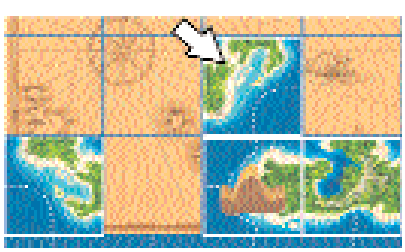
Now draw a random Sea Tile out of the box lid and look at it. Place the tile so a side that shows the dotted line is next to the Explorer Ship and make sure it fits.

A tile fits if it can be placed so it's connected correctly to all adjacent spaces, i.e., land must always border land and water must always connect to water.

If there is more than one position where the tile can be placed, you may choose how to place it.



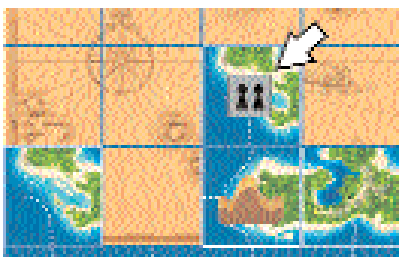
Example: You have chosen a starting point and have then drawn a Sea Tile. You can place the tile to the left or go deeper into the undiscovered area towards the top. You choose to place the Sea Tile in the top space (note that the water side connects to water).



Your turn ends immediately if the tile cannot be placed correctly. In this case, you must place the tile face up in front of you, in your own discard pile. At the end of the game, each of these face up tiles are worth 2 minus points. However, they may be used during the game with the help of your scouts (see: "Using Discarded Sea Tiles" on page 3).

If an empty space is completely surrounded by explored areas after the new Sea Tile is placed, it must be filled in with a Reserve Tile (see: "Surrounded Areas" on page 3).

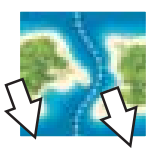
3. Placing Scouts



If you were able to place a fitting Sea Tile with land on it, you may play one of your Scout tiles on it. You may choose which of your scouts to play (value 1, 2 or 3), but you may only place one scout tile during your turn.

The grey player places a scout with a value of 2 on the newly discovered Sea Tile.

If you placed a Sea Tile that shows two islands divided by a dotted line, you must choose which island to deploy your scout on. You may not place more than one scout on a tile.



Ending the Game

There are two possible ways to end the game:

a) All spaces on the board are explored; or

b) All the Sea Tiles in the box lid are used.

Note: You cannot start the explorer ship along the top of the gameboard (where there are no circles). This may mean that it will become impossible to completely explore an item because there won't be any way to reach it!

Scoring

Only islands which have been completely explored are scored. Both players add up the value their scouts on each completed island. If you have the highest value of scouts on an island, you receive one point for each Sea Tile that is a part of the island. If both players have the same value of scouts on an island, neither player receives any points for that island (see: "Example of scoring" on page 3).

Then, you must subtract 2 points from your score for each Sea Tile that is still face up in front of you.

The player with the highest number of points after scoring all the islands (and subtracting any minus points) wins the game!

Example of Scoring:

In the example below, there are 3 islands which are scored as follows:

Island A: The grey player has the most valuable scouts and gets 3 points.

Island B: The white player has scouts worth 4, while the grey player has only 3. The white player receives 8 points.

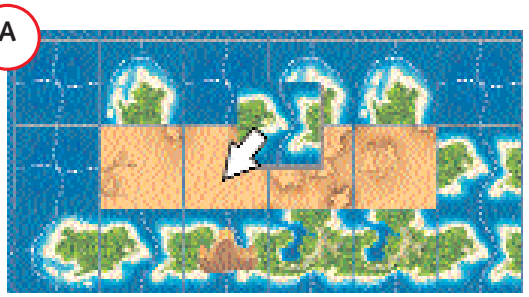
Island C: The island was not fully explored, so neither player scores any points.

TIPS

1: A game of "Oceania" usually lasts no longer than about 10 minutes, so you might want to play a few "rounds." Choose a certain number of rounds you will play with your fellow player before you begin. The player who wins the most rounds after three or five rounds, for instance, would be the winner.

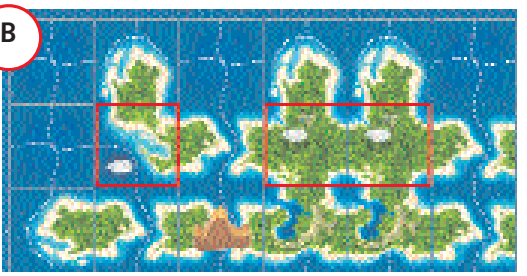
2. Place the Reserve Tiles in a zip lock bag after the game. You will be able to set up your next game faster.

A



Using Discarded Sea Tiles: After you have chosen a starting point, instead of drawing a tile from the box, you may choose to play a Sea Tile that you have face up in front of you (assuming that it fits). In order to play a face up tile, you need to pay one of your scout tiles of your choice. The scout used is removed from play. While you can choose any of your scouts, it makes sense to use a scout with value 1.

B



Surrounded Areas

An undiscovered area is "surrounded" as soon as it is surrounded on all four sides by Sea Tiles or the sides of the game board. Several spaces may also count as "surrounded," if they are completely enclosed by land on all sides. If you place a Sea Tile that creates a "surrounded" area you must fill it with the appropriate tile from one of the Reserve Tile stacks.

(A) The white player places a Sea Tile, which creates a surrounded area on the left (because it is surrounded by other Sea Tiles on all 4 sides). There is also a surrounded area to the right (because it's wholly enclosed by land tile edges).

(B) The surrounded areas are filled in with the correct Reserve Tiles (with the red frames). Note: In the unlikely event that there are no Reserve Tiles left at the end of the game to fill in a surrounded area, players should treat the surrounded area as if it was filled in with a Reserve Tile.

Strategy Hints

1. It is best to place your Scouts when the first edges of bigger islands emerge. Playing Scouts at this time can help you gain the majority on bigger islands.
2. It may very well be a smart move at the beginning of the game to try to draw a tile that doesn't fit. If you do, choose a starting place where you can place as few different kinds of Sea Tiles as possible. In the later stages of the game, this Sea Tile may come in handy for a targeted use, such as the completion of an island or to decrease the size of an island your opponent controls.
3. There are only 3 sides of the game board from which players may launch their ships. Therefore, it is quite possible that the game will end before all the spaces are explored. You can turn this into your advantage if your fellow player has the majority of scouts on an island that is not complete. You may also be able to use a discarded Sea Tile in front of you to prevent the completion of an island.

OCEANIA FOR ONE PLAYER

Set up the game the same way as in the 2-player game. Do not use the Scout Tiles are in this game. The game play is the same as in the game for 2 players. Choose your starting point and draw a Sea Tile from the box lid and place it (or discard it, if it does not fit). Repeat these steps until all the unexplored areas are filled or until all the Sea Tiles are used up. The scoring at the end of the game is different from the 2-player version. For each completed island, count the number of tiles that make up the island and square it (multiply the number by itself: so an island made up of 4 tiles would be worth 16 points). Add up the points for all the explored islands. Then, subtract 20 points from that total for each space that is still unexplored.

Scoring Example: This player has a total score of 70 points (130 - 60).

CREDITS

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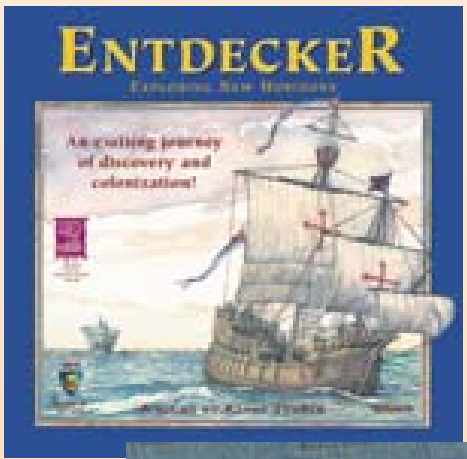

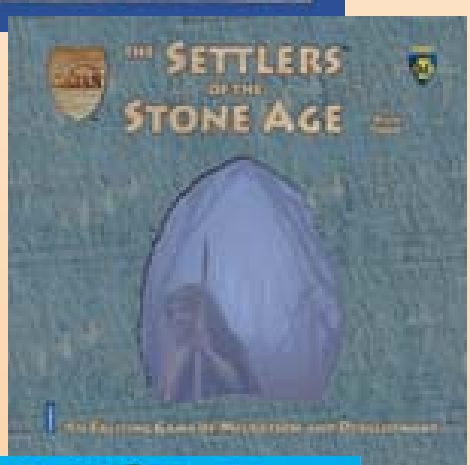

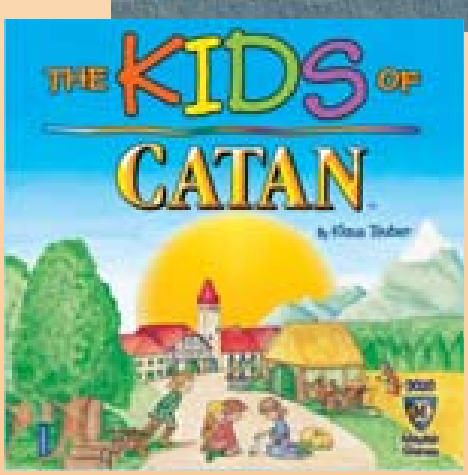

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