Klaus & Benjamin Teuber

CATAN

NEW ENERGIES™

RULEBOOK

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It's the 21st century on the island of Catan. Long gone is the agrarian society first founded by Viking ancestors. In addition to the traditional resources, today's Catanians also need energy to keep their society growing and thriving.

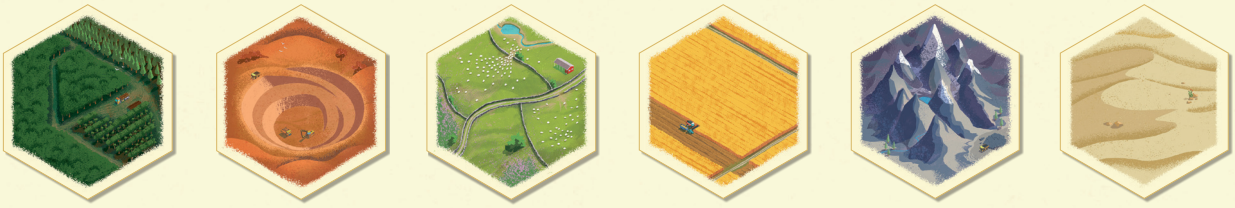
Unfortunately, pollution from fossil fuel is a growing threat, causing natural disasters and inhibiting resource production. New, cleaner energy technology is available, but it's more expensive to build.

You—the leaders of the Catanian communities—are at a crossroads; do you invest in new energy production, or do you opt to continue the route of cheaper fossil fuels and risk early disaster for the whole island?

The choice (and the responsibility) is yours!

COMPONENTS

19 Land hexes



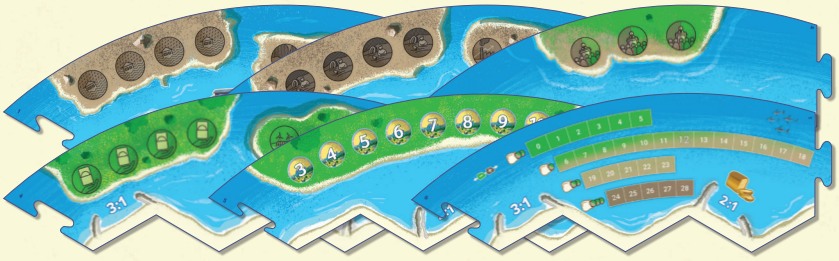
4x Forest *3x Hills* *4x Pasture* *4x Fields* *3x Mountains* *1x Desert*

18 Number discs

1x *2x* *2x* *2x* *2x*

2x *2x* *2x* *2x* *1x*

6 Double-sided sea frames



95 Resource cards *(19x of each)*

Resource and science card back *Lumber* *Brick* *Natural fiber* *Food* *Steel*

20 Science cards

25 Development cards

Development card back *6x Progress cards (2x of each)* *5x Victory point cards* *14x Cleanup cards*

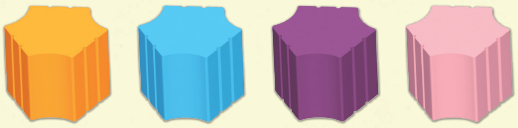
4 Player boards
(1 per player)

2 Special victory point tiles

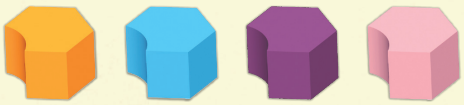
Longest Trade Route

Cleanest Environment

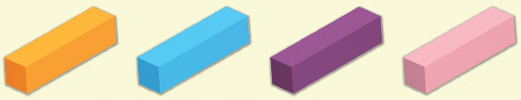
16 Cities
(4 per player)



20 Towns
(5 per player)



48 Roads
(12 per player)



4 VP markers
(1 per player)

1 Environmental inspector

20 Energy

1 Global footprint marker

43 Brown event discs

9x Climate conference | *8x Environmental pollution* | *9x Air pollution* | *9x Production increase* | *8x Rain and flooding*

36 Green event discs

3x Climate conference

12x Sustainable production

12x Government funding

1x with 4-player indicated

4x with 4-player indicated

4x with 4-player indicated

24 Fossil fuel power plants
(6 per player)

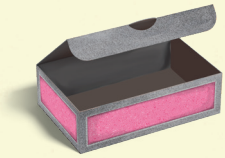
36 Renewable power plants
(9 per player)

4 Warehouse tiles
(1 per player)

1 Event disc bag

10 Hazard tokens

4 Player boxes



(assemble before first game)

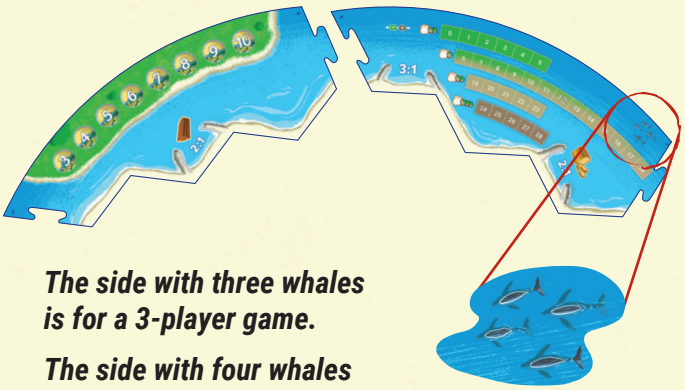
2 Dice

SETUP

FIRST GAME SETUP

If this is your first time playing *CATAN® – New Energies™* (aka *New Energies*), we recommend using the setup shown here. It provides a balanced set of starting positions for your first experience.

1 Assemble the frame by matching the numbers at the puzzle-ends of the frame pieces together. Start with the global footprint track piece, making sure that the side showing the correct number of players is face up.



The side with three whales is for a 3-player game.

The side with four whales is for a 4-player game.

Then continue assembling the frame. You may need to flip frame pieces over to ensure that the puzzle-frames line up correctly.

2 Arrange the hexes and number discs in the frame as shown.

3 Place the global footprint marker on the starting space of the global footprint track (space 9 for a 3-player game and space 12 for a 4-player game).

4 Place the "Longest Trade Route" and "Cleanest Environment" tiles, hazard tokens, energy, and dice next to the board.

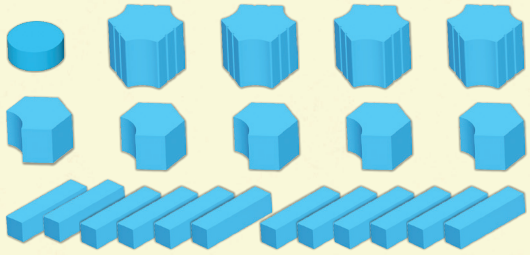
5 Sort the resource cards and science cards by type and place them face up next to the board to form the supply.

6 Shuffle the development cards and place them in a facedown stack next to the science cards.

7 Put the 43 brown event discs in the bag.

8 Choose your player color and take the following pieces:

- 1 victory point (VP) marker
- 5 towns
- 4 cities
- 12 roads



9 Place your VP marker on space 3 of the VP track.

10 Place 1 town, 1 city, and 2 roads on the board as shown. Place your remaining pieces in front of you for now and collect your starting hand.

Each player takes resource cards from the supply that match the hexes adjacent to their city. Each player also takes 1 science card for their city.

Note: *In a 3-player game, blue placements are not used. To play with blue, simply replace the unused color with blue pieces.*

11 Place the environmental inspector on the desert.

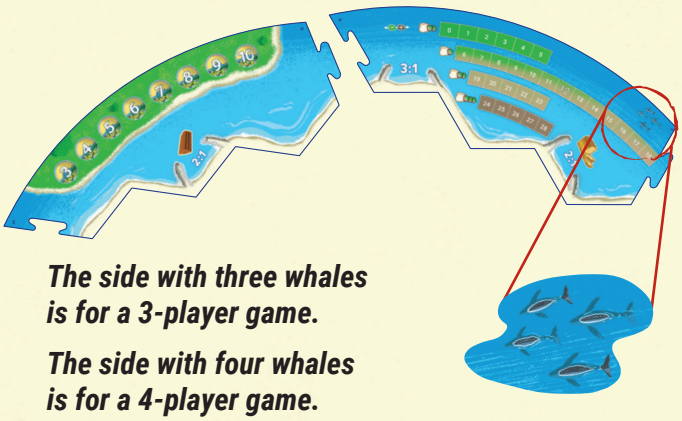
12 Finally, each player rolls the dice. The player that rolls highest is the first player.

13 Continue reading at "Player Boards" on page 8.

STANDARD GAME SETUP

If you are ready for some variety in your *New Energies* game, follow these steps:

1 Assemble the frame by matching the numbers at the puzzle-ends of the frame pieces together. Start with the global footprint track piece, making sure that the side showing the correct number of players is face up.



The side with three whales is for a 3-player game.

The side with four whales is for a 4-player game.

Then continue assembling the frame. You may need to flip frame pieces over to ensure that the puzzle-frames line up correctly.

2 Place the hexes **randomly** inside the frame.

3 Arrange the number discs face down in A-B-C order. Starting in any corner of the board, place the number discs on the hexes in a spiral pattern (in alphabetical order, **skipping the desert**) moving toward the center hex. Then turn them over so the number side is face up.

4 Place the global footprint marker on the starting space of the global footprint track (space 9 for a 3-player game and space 12 for a 4-player game).

5 Place the "Longest Trade Route" and "Cleanest Environment" tiles, hazard tokens, energy, and dice next to the board.

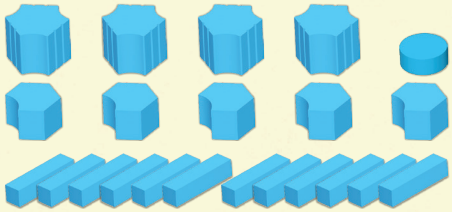
6 Sort the resource cards and science cards by type and place them face up next to the board to form the supply.

7 Shuffle the development cards and place them in a facedown stack next to the science cards.

8 Put the 43 brown event discs in the bag.

9 Chooses your player color and take the following pieces:

- 1 victory point (VP) marker
- 5 towns
- 4 cities
- 12 roads



10 Place your VP marker on space 3 of the VP track.

11 Place the environmental inspector on the desert.

Place your starting pieces

Each player rolls the dice. The player that rolls highest is the first player.

Round 1

The first player places 1 town on an intersection of their choice and then places 1 road on a path next to that town. The next player to the left does the same until all players have 1 town and 1 road on the board.

> ***Important:*** *When placing a town, stay two paths away from all other towns.*

> ***Example:*** *Orange may build a new town on the intersection circled green, but not on the intersections circled red.*

Round 2

Starting with the last player and going in reverse order, each player places 1 city on an intersection of their choice and their second road on an adjacent path.

> ***Important:*** *When placing a city, stay two paths away from all other towns and cities.*

Collect your starting hand

Each player takes resource cards from the supply that match the hexes adjacent to their city (1 card per hex). Each player also takes 1 science card for their city.

Prepare your player board

Each player takes:

- 1 player board
- 9 renewable power plants
- 6 fossil fuel power plants
- 1 warehouse tile

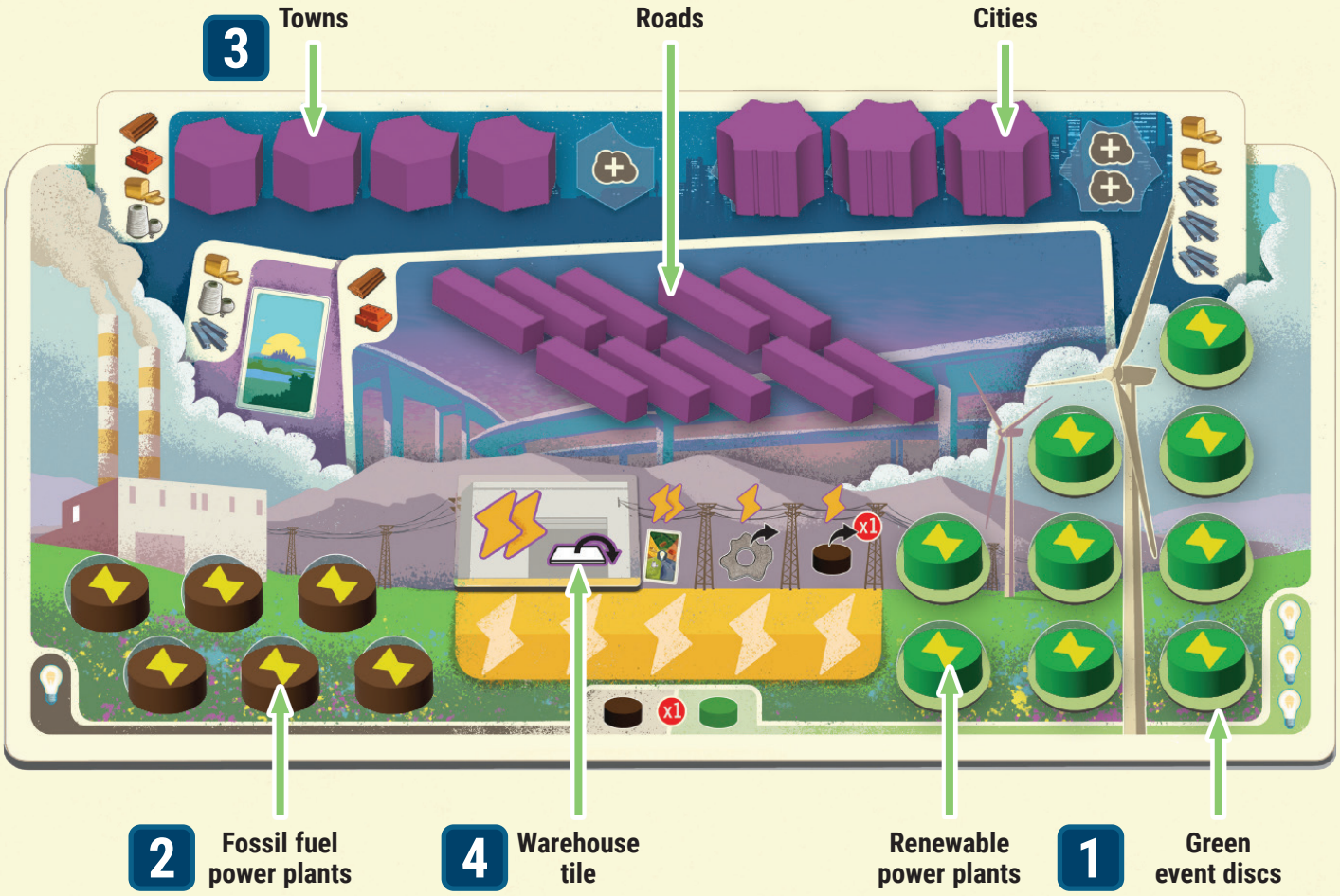
Preparing your player board

1. Shuffle the green event discs face down and give 9 random discs to each player. Without looking at them, place your discs face down on the renewable power plant spaces on your player board. Then place your renewable power plants (green) on top of the discs.

   3-player game: *Remove the 9 green event discs with the 4-player indicator and return them to the box before dealing out the remaining discs to players.*

2. Place your fossil fuel power plants (brown) on their spaces.
3. Place your remaining towns, cities, and roads on their spaces.
4. Place your warehouse tile, cost side up, in its space.

Your player board should look like the one below at the beginning of the game.



RULES

OBJECTIVE

The first player to have 10 victory points (VPs) on their turn wins; **OR** if the game ends before any player reaches 10 VPs, whoever has the best balance of energy between renewable and fossil fuels wins.

TURN OVERVIEW

New Energies is played in a series of turns moving clockwise around the board, starting with the first player. Each turn is broken up into distinct phases, each of which must be completed in the following order:

1. Event Phase
2. Production Phase
3. Action Phase
4. End of Turn

EVENT PHASE

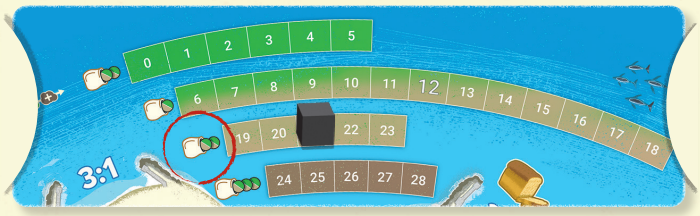
At the beginning of each player's turn, event discs are drawn from the bag. These discs might trigger events. Triggered events have a variety of effects, which are detailed on pages 17 and 20.

The bag starts with 43 brown event discs. When the bag is empty, the second end game condition triggers.

If you want to prevent the game from ending early, you must build renewable power plants to add more discs to the bag. More discs in the bag means more turns.

DRAW EVENT DISCS

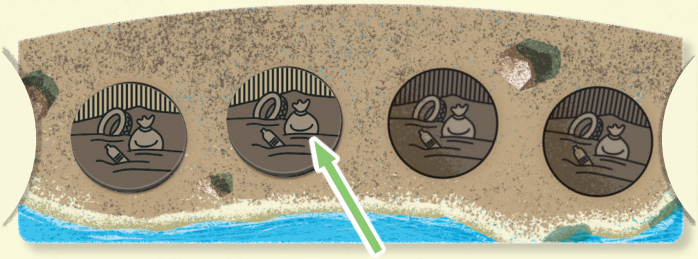
Draw a number of event discs from the bag indicated by the global footprint level. The marker on the global footprint track shows how many discs you need to draw.



Example: *The global footprint marker is on space 21. Draw 2 event discs from the bag.*

If you need to draw multiple discs, resolve each one before drawing the next one. If resolving an event moves the global footprint level and changes the number of discs to be drawn, you still draw the number of discs indicated at the **beginning** of your turn.

Place the event disc you just drew on the matching space on the frame.



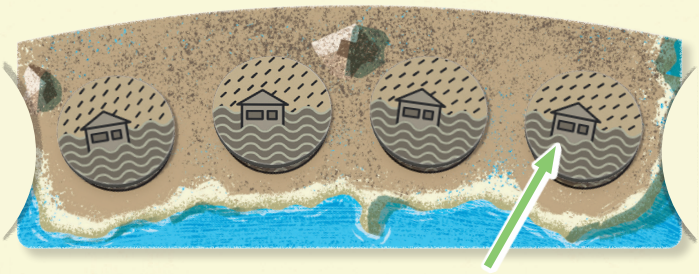
Example: *Blue draws an environmental pollution event disc and places it in the corresponding space on the board. Since only two of four places are occupied, the event is not yet triggered.*

Triggering an event

If you fill the last available space for an event with a disc, the event immediately takes place. Remove all of this event's tokens from the board and put them back in the box. They are not needed for the rest of the game.

When an event is triggered, read out loud the event description found on pages 17 and 20 and follow the instructions given there.

After you finish drawing event disc(s) and resolving any triggered events, move on to the next phase.



Example: *It is Orange's turn, and they draw a rain and flooding event disc. They place it on the last available space on the rain and flooding track. The event is triggered because all spaces are now full. Each player places a hazard token on one of their towns or cities.*

Empty bag?

If the bag is empty when you need to draw an event disc, the game ends immediately (see "Winning the Game" on page 16 for final scoring).

Event details

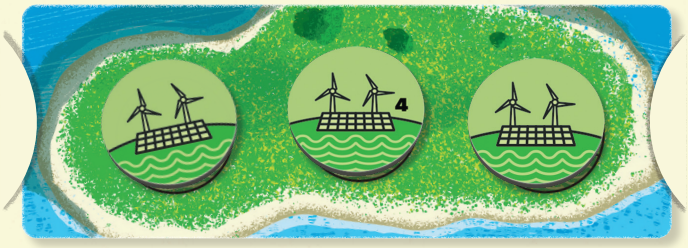
There are seven different events that could be triggered: four brown events, two green events, and one brown/green event.

Brown events generally have negative effects such as adding hazards and increasing the global footprint track. The bag starts with only brown event discs.

Green events reward players who have a low local footprint (LF) (see "Local environmental footprint" on page 12) or who have invested in renewable energy. At the beginning of the game, the green event discs are underneath the players' renewable power plants. As you build those plants, add the uncovered discs to the bag.

The brown/green event rewards the player with the lowest LF and penalizes the player with the highest LF. Brown/green event discs are either brown or green.

Some events trigger effects for the players with the highest or lowest value of something (i.e., lowest LF, most renewable power plants, etc.). If multiple players have the highest/lowest value, the event will affect each of those players. However, if **all** players have the same value, nothing happens.



Example: *The Sustainable Production event is triggered. Each player checks to see how many renewable power plants they've built.*
Pink has built 0 renewable power plants; Orange has built 1 renewable power plant; Blue has built 1 renewable power plant; and Purple has built 0 renewable power plants (continues next column).

Orange and Blue have both built the most renewable power plants on the board (thus the fewest on their player board), so each takes 1 resource card of their choice from the supply.

Hazards from events

In some cases, events cause hazard tokens to be placed on a town, city, or hex.

Hazards block production for that location (see "Production Phase" on page 11).

Each town, city, and hex may only have 1 hazard token. If there is a hazard token on a hex, you may not place the environmental inspector on that hex. Similarly, hazards may not be added to the hex with the environmental inspector.

Example: *The Environmental Pollution event is triggered. The active player rolls a 6. The environmental inspector is already on the 6 on the pasture hex, so no hazard token is placed there. Place 1 hazard token on the 6 on the mountains hex.*

Removing hazards

There are three ways to remove hazards:

- During any Production phase, remove all hazard tokens from hexes, towns, and cities that do not produce this turn **due to a hazard**. Note that the environmental inspector also blocks production but does not count for removing hazard tokens (see "Produce resources" on page 11).
- During your Action phase, you may pay 1 energy to remove 1 hazard token from a hex, town, or city of your choice (see "Energy use summary" on page 15).
- During your turn, you may play a cleanup development card (see "Development cards" on page 16).

PRODUCTION PHASE

ROLL DICE

Roll both dice. The sum of the dice determines which hexes produce resources.

Produce resources

- **Towns:** Any player who has a town on a hex that produces this turn receives 1 corresponding resource card for each town on the hex.
- **Cities:** Players receive 1 corresponding resource card PLUS 1 science card for each city on the hex.
- **Power plants**: Plower plants produce 1 energy if they are on a hex that produces (i.e., no hazard) **and** if the building the power plant is attached to receives resources (again, no hazard).

  You may never have more than 5 energy. If you receive more than 5, ignore the extra energy.

Example: *Purple rolls a 9. They gain 2 steel from their towns. Pink gains 1 steel from their town and 1 energy from their power plant. If the roll was a 4, Pink would gain 1 natural fiber from their town, while Blue would gain 1 natural fiber and 1 science for their city and 1 energy from their power plant.*

Important: Hazards block production (resource cards, science cards, and energy) from the affected hex, town, or city. At the end of the Production phase, remove all hazard tokens from hexes, towns, and cities that did not produce this turn due to hazards.

Example: *You roll an 8. Because this hex with an 8 has a hazard, it does not produce. Orange does not receive brick for their city. Instead, Orange removes the hazard token from the hex* ***and*** *from their city. If you had rolled a 10, Orange's city would not have produced because it has a hazard token, and that hazard token would have been removed.*

Rolling a 7

If you roll a 7, hexes do not produce any resources. Instead, the environmental inspector comes into play.

Discard Resources

Every player with more than 7 cards in hand (resource cards + science cards) returns half of them (rounded down) to the supply. (see "Warehouse" on page 15)

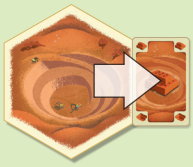
Move the Environmental Inspector

Move the inspector to a new hex without a hazard token. Steal 1 random card from the hand of a player who has a town or city on that hex. If multiple players have towns or cities on the new hex, you choose one player to rob.

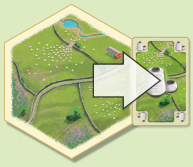
Important: The inspector blocks all normal production (resource cards, science cards, and energy) from the hex. Hazard tokens are **not** removed from towns and cities when the inspector blocks production.

PRODUCTION

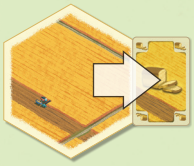
Forest produces lumber



Hills produce brick



Pasture produces natural fiber



Fields produce food

Mountains produce steel

Desert produces nothing

Cities produce science

Power plants produce energy

ACTION PHASE

Actions taken in this phase may be taken in any order and as often as allowed or you can afford.

TRADE

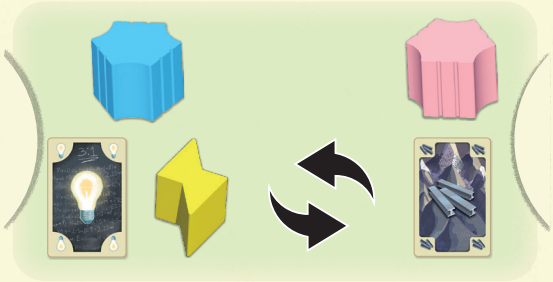
You may trade freely with other players and the supply to get the resources you need. You may trade any combination of resource cards, science cards, and energy.

There are three types of trades you may perform:

Trade with other players

To trade with other players, announce which resource(s) you want and which resource(s) you are willing to trade. Other players may accept your proposal, make counteroffers, or make their own proposals. You may not trade for energy if you already have 5 energy.

> ***Important:*** *You may not give away cards or trade matching resources ("trade" 3 steel for 1 steel, for example).*



> ***Example:*** *It is Blue's turn, and they want 1 steel. Pink will trade 1 steel and wants 1 science and 1 energy in return. Blue agrees and the players exchange cards and energy.*

Trade with the supply (4:1 resource cards, 3:1 science cards, 2:1 energy)

To trade with the supply:

Put 4 of the same resource card into the supply and take 1 card of a different resource or 1 science card; **OR**

Put 3 science cards into the supply and take 1 resource card of your choice; **OR**

Put 2 energy in the supply and take 1 resource card or science card of your choice.

Trade via a harbor (3:1 or 2:1 resource cards only)

If you have a town or city built on a 3:1 harbor, you may put 3 of the same resource card (any type) into the supply and take 1 card of a different resource or 1 science card from the supply. If you have a town or city built on a 2:1 harbor, you may put two of the resource shown into the supply and take 1 card of a different resource or 1 science card from the supply.

> ***Example:*** *Pink has a town at a lumber port. During their turn, they may exchange 2 lumber for any other resource or science card as often as they like.*

BUILD/BUY

Building allows you to increase your resource production and VPs.

To build something, return the required combination of resource cards/science cards to the supply and then place what you have built on the board.

Before explaining individual building options, it is important to understand how building affects your local environmental footprint and thus the global footprint track.

Local environmental footprint (LF)

Your player board has storage spaces for your power plants, towns, and cities. On each space, there are one or two pollution icons with a plus (⊕) or minus (⊖) symbol. The sum of these icons indicates your local environmental footprint (LF).

Each visible ⊕ icon on your player board adds one to your LF.

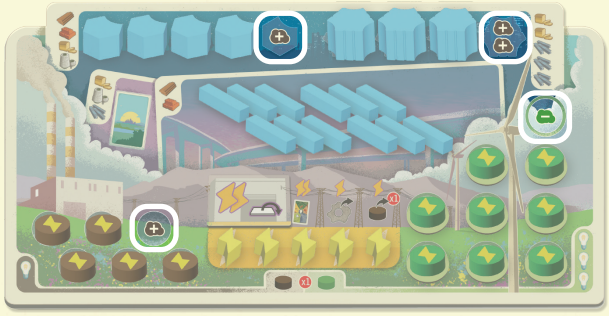
Cities have two ⊕ icons, adding two to your LF.

Each visible ⊖ icon on your player board subtracts one from your LF.

> ***Example:*** *The Climate Conference event is triggered. Each player determines their LF (continues next page).*

Example Continued:

Orange has five ⊕ icons and two ⊖ icons showing, so Orange's LF is 3.



Blue has four ⊕ icons and one ⊖ icon showing, so Blue's LF is 3.

Pink has five ⊕ icons and no ⊖ icons showing, so Pink's LF is 5.

Purple has six ⊕ icons and zero ⊖ icons showing, so Purple's LF is 6.

Climate Conference Result: *Purple has the highest LF and discards 1 resource or science card of their choice. Orange and Blue both have the lowest LF and take 1 resource or 1 science card of their choice from the supply.*

Global footprint track

Add the LF of all players together and track it on the global footprint track. During the game you may check the status by adding up the visible ⊕ and ⊖ icons on all player boards.

The global footprint marker moves forward on the track as you build towns, cities, and fossil fuel power plants.

The global footprint marker moves backward on the track as you build renewable power plants or demolish fossil fuel power plants.

If there are four players, the global footprint marker starts the game at 12. Each player has an LF of three because they have each already built 1 town and 1 city.

If the global footprint marker would move beyond the first or last space on the track, it simply remains there until the total LF rises above 0 or drops below 28 for 4 players (21 for 3 players).

THE ACTIVE PLAYER MAY BUILD:

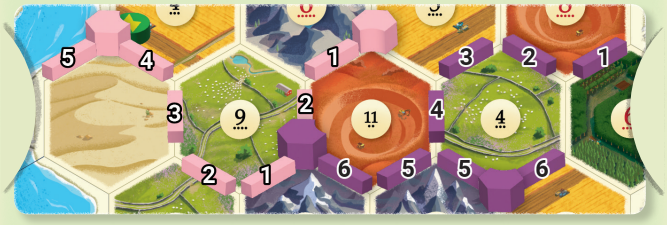
Roads

Roads are placed on empty paths. A new road must connect to one of your existing roads, towns, or cities. You may not build a road past an opponent's town or city.

Example: *Purple may build a new road on the paths marked in green, but not on the path marked in red.*

Longest Trade Route

The first player to build a continuous route of at least 5 roads receives the "Longest Trade Route" tile. If another player builds a longer route, they immediately receive the tile. The tile is worth **2 VPs**.



Example: *Purple has a continuous route of 6 roads and receives the "Longest Trade Route" tile. Pink does not have the "Longest Trade Route" because their 7 roads are separated by Purple's town into a two-segment route and a five-segment route.*

Towns

Towns are placed on empty intersections. A new town must connect to one of your existing roads and obey the distance rule explained below.

Distance Rule

When placing a town, stay at least two paths away from all other towns and cities.

Example: *Orange may place a town on the intersection marked green, but not on the intersections marked red because of the distance rule.*

To build a town, remove a town from your player board and place it on the desired intersection. Your player board now shows one more ⊕ icon and your **LF increases by one**. Move the marker forward one space on the global footprint track.

Each town is worth **1 VP**. When you build a town, move your marker one space forward on the VP track.

Cities

Cities always replace towns. To build a city, remove one of your towns, return it to your player board, and replace it with a city from your player board. If there is a power plant next to the town that you are replacing, the power plant stays there and attaches to the city.

The newly visible city space on your player board shows two ⊕ icons. However, the town you replaced covered up another ⊕ icon. The net result is one more ⊕ icon than you had before you built the city, so your **LF increases by one**. Move the marker forward one space on the global footprint track.

Each city is worth **2 VPs**. It is one point more than the town you removed, so move your marker forward one space on the VP track.

Power plants

You may only build 1 power plant each turn.

Exception: Power plants built as a result of a triggered event do not count toward the once per turn limit.

A power plant is built on a hex in a cutout area of one of your towns or cities. Take a power plant from your player board and place it on a hex next to one of your towns or cities.

A town may only have 1 power plant. Turn the town so that the cutout area is on the hex where you want to build the power plant.

A city may have up to 3 power plants. Turn the city so that each cutout area is on a different hex.

Power plants may only be built on land hexes with a number disc. Power plants may not be built on the desert or the sea.

Example: *Orange wants to build a renewable power plant. After paying its cost, they decide to place the plant in the cutout facing the forest hex. When a 6 is rolled during a future Production phase, Orange receives 1 lumber, 1 science, and 1 energy.*

Different technologies of power generation have different impacts on the environment and worldwide climate, from adding pollution to recapturing CO2. More information on this topic can be found in the "Thematic Background" on pages 18-19.

Fossil fuel power plants

When you build a fossil fuel power plant, your player board shows one ⊕ icon and your **LF increases by one**. Move the marker forward one space on the global footprint track.

Demolish a fossil fuel power plant

Once during your Action phase, you may demolish 1 fossil fuel power plant that you have already built.

Pay 1 energy and return 1 fossil fuel power plant to your player board.

Your **LF decreases by one**. Move the global footprint marker back one space.

Fossil fuel power plants represent fossil energy generation methods such as coal-fired power plants. They are inexpensive to build but add more pollution to the environment.

Renewable power plants

When you build a renewable power plant, take the green event disc that was underneath the power plant and put it in the bag.

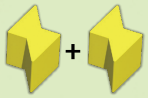
Your player board now shows one more ⊖ icon, and your **LF decreases by one**. Move the marker back one space on the global footprint track.

Renewable power plants represent modern energy generation methods such as wind power, solar energy, and hydropower. These developing technologies tend to be more expensive but reduce our environmental footprint.

Note: When the global footprint decreases below 6, additional event discs will be drawn. Reducing the global footprint this low means a high investment in renewable power plants and the addition of many green event discs to the bag. So the larger number of event discs you end up drawing will generally be green events that benefit players.

Energy uses

You may spend the energy your power plants generate on a variety of actions during your Action phase.

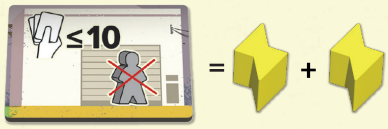


Return 2 energy to the supply to take 1 resource or science card of your choice.

Return 1 energy to the supply to remove 1 hazard token from a hex, town, or city of your choice.

Return 1 energy to the supply to demolish 1 fossil fuel power plant. Limit of 1x per Action phase.

Warehouse



When you build you warehouse, turn the warehouse tile on your player board face up to show that it is active.

With a warehouse, you may hold three more cards (i.e., 10 cards) in your hand when a 7 is rolled during the Production phase. In that case, you only discard half your cards if you have 11 or more cards in your hand.

Development cards

To buy a development card, return the required resources to the supply and draw the top card from the development card stack. If the supply runs out, no more cards may be purchased.

Development cards remain hidden until used. They do not count toward the number of cards in your hand when a 7 is rolled. You may not trade or give away development cards. They may not be stolen by the environmental inspector.

You may play 1 development card during your turn by turning it face up in your play area. It may not be a card you bought this turn. You may play the card before drawing event disc(s) in your Event phase or at any time during your Action phase. If you turn over a progress card, follow its instructions. Then remove the card from play *(continues next page)*.

There are three different types of development cards.

Progress cards *(6x)*

Road Construction *(2x)*

Build 2 new roads for free.

High Yield *(2x)*

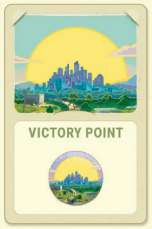
Take 1 resource card from up to 3 different hexes containing your renewable power plants.

Example: *Blue has 2 renewable power plants on the mountain hex and 1 renewable power plant on the pasture. After playing a high yield card, Blue may take 1 steel and 1 natural fiber from the supply.*

Research Grant *(2x)*

Take 2 cards of your choice from the supply. These can be any combination of resource and science cards.

Victory point cards *(5x)*



Reveal any number of victory point cards on your turn if, with them, you reach at least 10 VPs to win.

Cleanup cards *(14x)*

When you play this card, you may choose to:

Move the Inspector (see pg. 11)

OR

Remove 1 hazard token from a hex, town, or city. Steal 1 random resource or science card from a player who has the same or higher LF than you.

After you play this card, place it face up in front of you.

Cleanest Environment

The first player to play 3 cleanup cards receives the "Cleanest Environment" tile. If another player plays more cleanup cards, they immediately receive the tile.

The "Cleanest Environment" tile is worth **2 VPs**.

END OF TURN

If you have not won or if the game did not end on your turn, pass the dice and bag to the player on your left. That player begins their turn with the Event phase.

WINNING THE GAME

The game ends **immediately** if either of the following two conditions occurs:

You reach 10 VPs or more at any point during your turn. You are the winner!

OR

The bag is empty when you need to draw an event disc. In this case, only players who have built more renewable power plants than fossil fuel plants may win. The winner is the player with the greatest positive difference between the number of renewable and fossil fuel power plants. In the event of a tie, the player with the most points wins. If no one has built more renewable power plants than fossil fuel plants, then all players lose *(see example on the next page)*.

Example: *Orange built 6 renewable power plants and 2 fossil fuel plants. Blue built 5 renewable power plants and 3 fossil fuel plants. Purple did not build any renewable power plants but did build 5 fossil fuel ones, so they are not eligible to win. Orange wins because their positive difference (4) is greater than Blue's (2).*

EVENT DESCRIPTIONS

NOTE FOR ALL EVENTS: If multiple players tie, each of those players must take the action starting with the current player and proceeding clockwise around the table. If **all players tie**, no action is taken.

Air Pollution

The player(s) with the **highest LF** must place 1 hazard token on one of their cities. If all of a player's cities already have hazard tokens, place the token on one of their towns.

Environmental Pollution

The active player rolls the dice and places 1 hazard token on all hexes with this number. If that roll is a 7, they roll again until a different number is rolled. Do not place the hazard on a hex that contains the environmental inspector—he protects the hex from the hazard.

Production Increase

The player(s) with the **highest LF** may build 1 fossil fuel power plant for free. If they do, they also take 1 resource card from the hex where they placed their power plant (even if that hex currently has a hazard token on it). If they do not have a location to build the power plant, then nothing happens.

Rain and Flooding

All players must place 1 hazard token on one of their towns or cities.

Climate Conference

The player(s) with the **lowest LF** may take 1 resource or science card of their choice from the supply.

The player(s) with the **highest LF** must discard 1 resource or science card of their choice.

Government Funding

The player(s) with the **lowest LF** may take 1 development card from the supply.

Sustainable Production

The player(s) with the **most renewable power plants** may take 1 resource or science card of their choice from the supply.

THEMATIC BACKGROUND

CATAN–New Energies brings the island of Catan through the industrial revolution to the threshold of today's energy transition. Humanity now understands the risks that the currently dominant form of energy–fossil fuels–poses to civilization and the planet. We understand that a change in the way we get our energy is urgently needed.

ENERGY TRANSITION

In early 18th century England, Thomas Newcomen created a steam engine that ushered in the modern age. The steam engine, designed to pump water out of deepening coal mines to keep them producing, revolutionized society. It led to the railroad, the steamship, and, in the 19th century, electricity generation.

With the development of steam turbines, coal became the dominant fuel for generating electricity. Today, coal accounts for about one third of electricity generation, and more coal was used to generate electricity in 2021 than in any previous year. Recently, natural gas and, to a lesser extent, petroleum, have also been used to generate electricity. Together, these three fossil fuels account for nearly two thirds of total electricity generation worldwide (and more than 80% of total energy production, including transportation, heating, and industrial use).

The use of fossil fuels has led to local air pollution, caused damage to lands from mining, and generated flooding. It has also released enough carbon dioxide (CO2), methane, and other greenhouse gases into the atmosphere to change the Earth's climate.

Since humans started burning fossil fuels, we have collectively released more than a trillion tons of CO2 into the atmosphere. That's about as much as the combined mass of all human-made structures and objects built between 1900 and 2020. As a result, the Earth has warmed by 1.2° Celsius (2.16° Fahrenheit), and scientists project this warming will continue to between 2.4–2.6°C (4.32–4.68°F), according to the United Nations Environment Programme (UNEP). This level of warming means disruptions in rainfall and agricultural patterns, significant sea level rise and coastal flooding, loss of coral reefs, melting of glaciers and sea ice, and many other devastating changes. Limiting warming to this range (and avoiding further temperature rise with even worse consequences) requires a rapid energy transition where human society moves away from fossil fuels and becomes a net zero civilization by 2050.

Net zero refers to the total greenhouse gas emissions generated by humanity. In a net zero scenario there will still be some fossil fuel usage. But greenhouse gases produced will be offset by restoring lands with new trees and plants that absorb CO2 during photosynthesis and by capturing CO2 industrially, burying it in deep wells or processing it into products such as cement. The transition to net zero requires a drastic reduction in the use of fossil fuels, replacing coal, oil, and natural gas with renewable energies such as wind, solar, geothermal and hydropower. Many countries and companies have committed to reducing emissions as part of negotiations at the annual Climate Conference of the Parties (Climate COP). Several dozen countries have even committed to net zero emissions (usually by 2050). However, there is still a long way to go from our current energy use to achieving net zero emissions.

FOSSIL FUEL POWER PLANTS

In our game, fossil fuel power plants run on fossil fuels, each adding to a player's local footprint (LF). There are many forms of pollution caused by fossil fuels, including smog, acid rain and flooding, and greenhouse gases.

Smog: This mixture of pollutants and particles released when fossil fuels are burned not only causes haze, but also many health effects, including respiratory diseases such as lung cancer, emphysema, and asthma.

Acid Rain: When coal is burned, sulfur dioxide and nitrogen oxides are released into the atmosphere. These react with the water in the atmosphere and form acidic compounds. When these are then washed out of the atmosphere with the rain, they damage forests, plants, soils, crops, and aquatic life. Acid rain can also corrode stone and steel, damaging buildings and bridges.

Greenhouse gases: Burning coal releases CO2 and other greenhouse gases into the atmosphere. There, these gases keep heat from escaping into space, creating a global warming effect. These acidic gases are also absorbed into the ocean, which can cause **flooding**, drought, and more frequent weather disasters. Since the beginning of the industrial revolution, the surface water of the oceans has acidified by 30%. This **ocean**

acidification has slowed the growth of and damaged the shells of marine life, not only coral and shellfish, but also tiny microorganisms that form the basis of the marine food chain. This, in turn, has implications for the well-being of marine life at all levels of the food chain.

While these fossil fuel power plants provide a consistent supply of energy to Catan, they also generate pollution, represented by +1 LF, and can damage towns, cities, and surrounding land.

RENEWABLE ENERGY

In recent years, great strides have been made in the development of renewable energy technologies—in particular, solar energy, where the sun's energy is converted into electricity, and wind energy, where the wind drives a turbine to generate electricity (similar to steam generation). The generation of electricity from solar and wind energy does not cause environmental pollution such as smog, flooding, or climate change. However, the production of these systems still causes widespread pollution as sand, metals, and rare earth minerals (e.g., lithium) are mined to make the panels, turbines, and batteries these systems use.

In our game, however, renewable power plants not only generate zero pollution, they also reduce your LF by 1. We can achieve this reduction in three ways: through technology, through nature-based solutions, and through moderating energy use.

Technology: CO2 can already be captured during energy production. If the energy source is fossil fuel, then the energy is carbon neutral. If the energy source is biomass—for example crop residues—and the CO2 produced during combustion is sequestered, then the process is carbon negative. However, the amount of energy required to sequester CO2 is considerable, and the sequestration technology is still under development. In *New Energies*, this expense is modelled by renewable power plants costing 3 science cards.

Nature-based solutions: Another scenario occurs when large tracts of land, frequently based around wind turbines and solar farms, are planted and put into service sequestering CO2. These regenerative, nature-based solutions are composed of new trees, sustainable farms, and deep-rooted grasses that repair degraded soils, rebuilding carbon sinks damaged by mining, logging, industrial agriculture, and urban development. Since nature removes carbon from the air, there is a general reduction in greenhouse gases.

Reducing energy consumption: With the shift to new forms of energy that have a lower energy density than fossil fuels, people will also have to reduce their overall consumption and get by with less energy. A mix of lifestyle changes (e.g., more cycling and less driving), new technologies (such as green buildings that use significantly less energy for heating and cooling), and other developments could significantly reduce energy demand and thus reduce peoples' overall impact.

We are still in the early stages of development where renewable power plants decrease pollution. Therefore, in *New Energies*, these regenerative innovations cost more to develop but benefit the player (and the island) by reducing pollution levels. Energy technologies are continuously improving with capital investment. Players can invest in a warehouse that represents those advancements.

TOWNS AND CITIES

Why do towns and cities contribute to pollution on Catan? Just as there can theoretically be green energy, there can also be green cities. Currently, however, cities consume a lot of energy, mostly from fossil fuels, to sustain themselves–in the form of industry, heating, cooling, and transportation. So even if electricity generation is made more environmentally friendly, there is still a lot of pollution in towns and cities. In *New Energies*, towns add +1 LF while larger cities add +2 LF. In the future, perhaps cities will be truly sustainable, powered by renewable energy, with more human-powered transportation, with buildings designed to be net zero, with green spaces replacing parking lots, and with green roofs shaping the cityscape. But there is still a long way to go to realize that vision.

EVENT DESCRIPTIONS OVERVIEW

Air Pollution

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SOURCES FOR THEMATIC BACKGROUND

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Klaus & Benjamin Teuber

CATAN

DAWN OF HUMANKIND

Rules

Humanity's Odyssey

The origin of modern humans, *Homo sapiens*, lies in Africa. Scientists base this conclusion on discoveries of human skulls in modern Kenya, Ethiopia, and Morocco. These skulls display all the anatomical characteristics of today's humans and date back 150,000 to 300,000 years.

Whether because of climatic disasters, food shortages, or natural curiosity, some human wanderers left Africa 185,000 years ago and spread through the Near East across the entire world.

Humans journeyed to East Asia 60,000 years ago and to Europe about 20,000 years later. In between, about 43,000 years ago, they conquered the ocean and settled Australia.

About 14,000+ years ago, an ice age created a land bridge across what is now known as the Bering Strait between Russia and Alaska, connecting Asia to the Americas. Humans took the opportunity to migrate once again. During their long and slow migration, humans had to constantly adapt to new climatic conditions and hostile environments. They had to find new food sources and invent new tools.

But physical adaptation alone did not allow humanity to populate the world. Rather, it was their highly developed brains and the products of their crafts that served them best of all. Humankind constantly devised better hunting equipment, developed the science of making fire, and learned to preserve food by smoking or drying.

They could not always find caves for protection from the elements, so they learned to create sturdy and cozy tents with hides, wood, bones, and mammoth tusks. When they reached the coasts of Southeast Asia, they built boats and populated Australia and the Pacific Islands.

In Europe and Asia, *Homo sapiens* met the comparably intelligent Neanderthals, who had already left their African homeland many thousands of years before their human cousins. Archeological discoveries show that both groups of people lived side by side and had contact for thousands of years. Whether this contact was only of a peaceful nature, we do not know, but one thing is certain: they competed for the limited resources of the world. In the long run, the Neanderthals became extinct about 40,000 years ago. Most scientists today believe that these Neanderthals were not exterminated by modern humans but rather integrated into them.

With *CATAN – Dawn of Humankind*, you can experience how this human saga unfolds across the millennia. Can you lead your tribe out of Africa and settle Europe, Asia, Australia, and America?

The history of humankind is ever-changing in nature. Each year, archaeologists and paleontologists unearth new discoveries that increase our understanding of the Pleistocene Era and *Homo sapiens*' role within that world. Modern scientific tools and methods allow us to reexamine prior finds in new ways and help us reevaluate theories. We hope *CATAN – Dawn of Humankind* inspires you to delve deeper into this fascinating and evolving period of history.

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Contents

1 Game Board (double-sided)

1 Rules and 1 Quick Setup Sheet

13 Number Discs

Africa Number Discs x13

2 Tribal Threats

Neanderthal *Smilodon*

2 Dice

4 Progress Tracks, with 4 Progress Victory Point (VP) Tiles

Clothing

Construction

Food

Hunting

33 Campsite Markers

Europe x8 *Asia x8* *Australia x8* *The Americas x9* *Fronts* *Backs*

18 Exploration Markers

Europe x4 *Asia x4* *Australia x4* *North America x3* *South America x3* *Fronts* *Backs*

80 Resource Cards with 1 Card Supply Tray

Hide x20 *Bone x20* *Meat x20* *Flint x20* *Back*

5 Adaptation Victory Point (VP) Tiles

Europe *Asia* *Australia* *North America* *South America* *Fronts* *Backs*

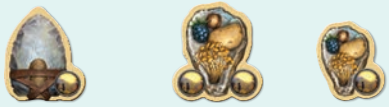
4 Player Aid Cards

Front *Back*

4 Player Piece Sets (in four colors)

Explorers x2 *Camps x6* *Progress Markers x4*

5 Special Victory Point (VP) Tiles



Greatest Explorer 1VP tile x1 *Rapid Expansion 2VP tile x1* *Expansion 1VP tiles x3*

Overview

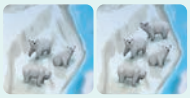
The game board shows an abstract map of the Paleolithic world. The world is divided into regions (Africa, Europe, Asia, Australia, and the Americas (North and South)). The regions are divided into **hexes**. Each hex depicts 1 type of terrain. There are 4 different types of terrain: *forests*, *plains*, *pastures*, and *mountains*. The edges of hexes are called **paths**, and the corners are called **intersections**. Intersections come in 4 types: **intersections**, **starting sites, campsites,** and **exploration zones**.

There is a **number disc** on each hex. When you roll one of these numbers during the game, hexes with the corresponding number disc produce **1 resource** for each **camp** beside it (***not*** *for explorers beside it*). The type of resource produced depends on the terrain in each hex (see page 4).

Each player's tribe starts in Africa with 3 camps and 1 explorer. During the game, you will receive resources based on the dice rolls and the terrain types. Resources let you move your explorers who travel along paths to build new camps on campsite markers. Each campsite marker gives you 1 victory point (VP). You may also receive special VPs if your people progress or if you explore dangerous areas with your explorers. **The first player to reach 10 VPs wins the game**.

Setting Up the Game

Place the **game board** with either the 3-player or 4-player side up, according to the number of players. Refer to the quick setup sheet if you want an overview of a fully set up board.


3-player *4-player*

Place the **4 progress tracks** beside the board in a way that works for you. We suggest that you place the *Clothing* and the *Construction* tracks together because you will check their values simultaneously during the game. Then place the **progress victory point (VP) tiles** on the last space of their corresponding progress tracks.

Place the **13 number discs** on the terrain hexes in Africa as shown in the starting setup image to the right.

Give each player a **player aid card**. It shows which resources you must spend for the development and advancement of your explorers. It also summarizes the advantages your explorers gain when they advance along each progress track.

Each player takes all of the **player pieces** in the color of their choice:

2 Explorers

6 Camps

4 Progress markers

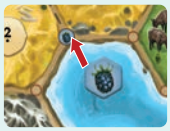
All players: Place 1 of your **progress markers** on each starting space of the 4 progress tracks.

Create the **supply** by sorting the **resource cards** by type and placing them face up into the card tray. Put the supply beside the board.

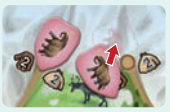
Give each player **1 hide and 1 bone** card from the supply as their starting hand. ***Note:*** *Keep your hand of cards hidden from the other players during the game.*

Place the **5 special victory point tiles** beside the supply.

Place the **5 adaptation tiles** onto their respective cloud formations on the board.



Separate the **campsite markers** by type. Place 1 marker on each campsite with the matching color and icon. For example, a berry campsite marker goes on a berry campsite. 3-player games have fewer campsites.



Separate the **exploration markers** by animal type. Shuffle each group face down. Place them face down on the **exploration zones**. Be sure to match the animal on the marker with the animal in the watermark.

Important: *North and South America have the same regional color but different animals. Be sure to place them correctly.*

Place the **Neanderthal** and **smilodon** figures in the glacier (generally, the Neanderthal to the West, the smilodon to the East).

Place the **2 dice** on the game board.

Starting Setup for Your First Game

Everyone's tribe starts in Africa. Place your **3 camps** on the campsites as shown in the starting setup below. Then, place **1 of your explorers** on the intersection beside 1 of your camps as shown.

Important: *In a 3-player game, leave the pieces of the unused player color out of the setup in Africa.*

Note: *After you have played a few games with the standard setup, you should use the* **Variable Setup** *method instead. See page 7 for details.*

Game Play

The youngest player goes first. On your turn, you are the active player. The active player completes the phases below. You **must** complete phase 1 before proceeding to phase 2.

1. Production Phase
2. Action Phase

When you finish your turn, pass the dice to the player on your left. That player becomes the active player.

1. Production Phase

At the beginning of your turn, you **must** roll the dice for production. The sum of the dice determines which terrain hexes produce resources. Every player receives **1 resource card for each of their camps** beside a hex marked with the number you rolled. These cards come from the supply. If you have 2 or 3 camps beside that hex, you receive 1 resource card for **each** camp.

Note: *If you roll a "7," refer to the rules on page 5.*

Example: *Yellow rolls a "4" on his turn. White and Red each receive 1 meat resource card from their camps. Yellow receives nothing because he has no camp beside a "4." Blue receives nothing because explorer pieces don't collect resources.*

2. Action Phase

After you complete the production phase (all players have received their resources), you enter the action phase. You may perform as many of these actions as you wish, **in any order** you choose. You may repeat an action more than once if you choose. The actions are:

A. Trade Resources
B. Create an Explorer
C. Move an Explorer
D. Convert an Explorer into a Camp
E. Advance a Progress Marker

A. Trade Resources

You may trade resource cards with any of the other players. You can announce which resources you need and what you are offering for them. Trades do not need to be 1:1 (you can offer or accept multiple cards for 1-card trades). You can never give a card of the type you receive (*for example: you can't trade 1 flint +1 hide for 1 hide*). You are not required to take the best offer.

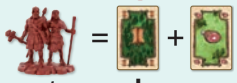
Important: *During your turn, the other players can* ***only trade with you****. The other players cannot trade among themselves.*

Example: *White is the active player. They say "I need 1 meat and I'll give 1 hide in exchange." Yellow says "I'll give you 1 meat, but I want 1 hide + 1 of any other resource instead." Red calls out "I'll give you 1 meat for 1 hide!" White accepts Red's offer, so they exchange their cards.*

Trading with the Supply: You can always trade with the supply at a rate of **3:1**. If you have 3 identical resource cards, you may trade them with the supply for any 1 other resource of your choice.

Example: *White puts 3 hide cards into the supply, then takes 1 meat card from the supply.*

B. Create an Explorer

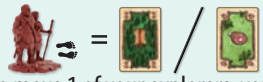


To create an **explorer**, you must pay **1 hide and 1 meat** (pay the resources to the supply). Place your new explorer on any empty intersection **adjacent to 1 of your camps**.

Note: *If you want to create an explorer but have 2 explorers on the board, you may remove 1 that has not yet moved this turn. You must create this explorer again on the same turn by immediately paying the normal costs.*

Important: *Explorers* ***do not*** *collect resource cards when the number on an adjacent hex is rolled. Only camps do!*

C. Move an Explorer



To move 1 of your explorers, you must first pay **1 hide OR 1 meat** to the supply. After paying, move that explorer from intersection to intersection (see example on page 5) along any connecting paths. A base move is **1-3 intersections** (you can move farther if you have advanced on the Food progress track).

Note: *All campsites (with or without a marker), starting sites, and exploration zones are considered intersections for the purpose of movement.*

Food Progress Move Bonus: Advancing on the Food progress track allows all of your explorers to move farther. Each level you advance adds **+1 move** to your explorers (see *Advance a Progress Marker* on page 5).

Example: *Red is at level 3 on the Food progress track. She pays 1 meat to the supply to move 1 of her explorers. Her explorer can now move 1-6 intersections as indicated on the Food progress track.*

Important: *Each explorer figure can move* **ONLY ONCE per turn.**

Additionally:

- You can move both of your explorer figures during the same turn, but you must **pay for each explorer separately**.
- An explorer on a campsite does not need to convert into a camp (see *Convert an Explorer into a Camp* on page 5).
- You can move an explorer along the same path more than once each turn (*i.e. you can retrace your steps/move back and forth*).
- You can only move an explorer to an **exploration zone** if you meet the appropriate requirements (see *Exploration Zones* on page 6).
- You can move your explorer over other explorers or camps (regardless of who owns them). Your explorer must end its movement on either an **empty intersection** (no explorer or camp figures on it) or an intersection with a **marker** on it (campsite or exploration).

Example: *Blue is at level 1 on the Food track. He pays 1 meat and moves his explorer 4 intersections, passing over Yellow's pieces along the way.*

D. Convert an Explorer into a Camp

You may convert your explorer into a camp **only** when it's **on a campsite marker**. Pay **1 hide, 1 bone, and 1 flint** to the supply, take your explorer off of the board, and replace it with one of your camps. Each camp you build earns you 1 campsite marker worth 1 VP.

When you create a camp, you must:

- Return your explorer to your supply.
- Remove the campsite marker from the board and place it VP-side up in front of you.
- Place 1 of your camps on that intersection.

Your new camp will produce resources for you from the adjacent hexes on the appropriate die rolls.

Remember: *You can only convert an explorer into a camp on an intersection with a campsite marker (never on an empty campsite intersection)!*

Choosing which camp piece to place

- If you have any camps in your supply, you must use them first.
- If all 6 of your camps are on the board, you must remove 1 of your existing camps from Africa to build your new camp.
- If you have no camps left in Africa, then you must remove any of your camps on the board to build your new camp.

E. Advance a Progress Marker

There are 4 progress tracks: Clothing, Construction, Food, and Hunting. Each track has 4 levels of progress. You must pay resources to advance your marker along 1 of these tracks. The number and type of resources is shown on your player aid card and on the progress track. The cost to advance differs with each level. You are **immediately** entitled to the advantages of the new progress level when you attain it. The advantages are summarized on the back of your player aid card.

Example: *Blue pays 1 bone and moves his progress marker to level 2 on the Food progress track. His explorers may now move up to 5 intersections as shown on the track. He must still pay 1 hide or 1 meat to move 1 explorer.*

Clothing and Construction: You must progress on both of these tracks for your explorers to traverse exploration zones (see *Exploration Zones* on page 6).

Food: Increases the basic distance (number of intersections) your explorers can move after paying 1 meat **or** 1 hide. The progress levels show your improved movement. For instance, if you are at level 4, your explorers can each move 1 - 7 intersections.

Hunting: This progress track provides an immediate advantage when advanced. Move 1 of the tribal threat figures and take 1 card from a player adjacent to the threat (see *Tribal Threats* below).

Important: *Progress can earn you victory points! If you are the first player to reach the final space on a progress track, you take the corresponding progress VP tile.*

Other Rules

Tribal Threats

The Neanderthal and the smilodon (saber-tooth) are threats. They block resource production. As long as a tribal threat figure is on a terrain hex, that hex cannot produce resources when its number is rolled.

The tribal threats are restricted to particular regions, as follows:

- The **Neanderthal** is restricted to hexes **in Europe** or **Asia**.
- The **smilodon** is restricted to hexes **in the Americas** or **Australia**.
- A tribal threat can **ONLY** be placed on a hex where the number disc is printed on the game board (they can **never pass the African border**).

After you place a tribal threat on a terrain hex, you must take 1 card from another player as described in *Rolling a "7"* (action 2) below.

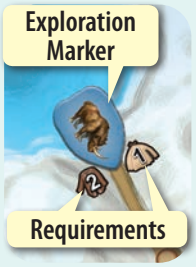
Rolling a "7"

If you roll a "7," no one receives resource production from any hex. Instead, perform the following actions:

1. First, any player with **more than 7 resource cards** (i.e. 8+ cards) must select half (round down) of their cards and return them to the supply.
2. Then, you **must** move 1 of the tribal threats to a new hex (*either the Neanderthal to a hex in Europe or Asia, or the smilodon to a hex in the Americas or Australia*). You **must** then take 1 random resource card from the hand of any one player who has a **camp** (*not an explorer*) adjacent to this hex. If more than one player has a camp adjacent, choose from which player to take the card. If the player(s) beside the new hex have no cards, you do not get to steal anything.

Afterwards, proceed to the normal action phase.

Exploration Zones



As humankind spread across the earth, they ventured into the frozen wastes of the north, braved the land bridges between continents, and sailed the Pacific in primitive boats. However, before they could successfully embark on these perilous journeys, they needed to achieve certain levels of technological advancement. **CATAN – Dawn of Humankind** *represents these requirements as follows.*

Exploration zones are the intersections that have **requirements** printed beside them. They start the game covered by an **exploration marker**.

- The **white number** with the clothing icon represents your required Clothing progress level.
- The **black number** with the construction icon represents your required Construction progress level.

You can only move an explorer to an exploration zone if your progress **equals or exceeds** the required levels on the corresponding progress tracks. The first player to move their explorer to an exploration zone collects the marker from the board (see *Exploration Markers*, below).

Example: *White has advanced to level 2 on both the Clothing and Construction progress tracks. They spend 1 meat and move their explorer 3 intersections (follow the arrows in the example). Because White was the first to move to the 2–1 exploration zone, they take the exploration marker and look at its bottom side.*

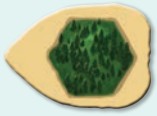
Exploration Markers

When you collect an exploration marker, you must reveal it immediately. There are 3 kinds of exploration markers: Tribal Threat, Desolation, and Adaptation. Each creates a different effect that you must resolve immediately (see below). After resolving the effect, place the marker, animal side up, in front of you. You need to keep track of how many exploration markers you collect because they can earn you additional VPs (see *Greatest Explorer*, in the next column).

1. Tribal Threat

If you reveal a tribal threat, you must immediately move **1** of the threats (not both). Move the Neanderthal to another hex in Europe or Asia, **OR** move the smilodon in the Americas or Australia. Additionally, you must steal 1 resource card at random from the hand of another player who has a camp beside the now-threatened hex (unless they have no cards).

2. Desolation



If your exploration marker reveals a terrain hex, you must remove a number disc from a matching terrain hex in Africa (put it back in the box). Terrain hexes without number discs no longer produce resources for the rest of the game.
Important: *You can only remove number discs from Africa. The African hexes are defined as the hexes below the dashed lines on the paths between Eurasia and Africa.*

3. Adaptation

In new habitats, humans could only survive if they could adapt to the new conditions such as new food sources.

If you reveal a VP icon, immediately take the corresponding 1 VP **adaptation tile** and place it VP side up in front of you. It is worth **1 VP**.

Example: *If you reveal the adaptation icon in Europe, take the European 1 VP adaptation tile.*

Special Victory Point Tiles

There are 3 types of special VP tiles in the game: Greatest Explorer, Rapid Expansion, and Expansion.

1. Greatest Explorer (x1)

Keep track of how many exploration markers you collect. If you are the first player to collect 2 exploration markers, take the Greatest Explorer tile. This tile is worth **1 VP**.

However: If another player ever collects **more** exploration markers than the player holding the Greatest Explorer tile, immediately give this tile to that player.

2. Rapid Expansion (x1)

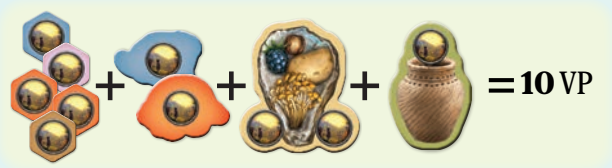
If you are the first player to collect at least 1 campsite marker of each of the 4 colors, take the Rapid Expansion tile. This tile is worth **2 VP**. This tile cannot be taken from you. Once you have it, you cannot collect an Expansion tile (see below).

3. Expansion (x3)

If you are the second or subsequent player to collect at least 1 campsite marker of each of the 4 colors, take an Expansion tile. This tile is worth **1 VP**. This tile cannot be taken from you. You can only have 1 of these tiles.

Ending the Game

The game ends as soon as a player has **10 or more VPs on their turn**.



Example: *Red has 5 campsite markers (5 VPs), 2 Adaptation VP tiles (2 VPs), and the Rapid Expansion tile (2 VPs). On her turn she moves her progress marker to level 4 (Pottery) on the Food progress track. This earns Red the Food progress VP tile (1 VP). Red now has 10 VPs and wins the game!*

A note for players that are familiar with CATAN: *All of the VPs you earn in* CATAN – Dawn of Humankind *are* ***ONLY*** *represented by the VP tiles you earn and place in front of you. The player pieces on the board* ***do not*** *count as VPs. (Since your camps are not permanently placed on the board, they are not a good measure of points).*

Tips, Variable Setup, and Historical Inspiration

Read to all First-time Players

CATAN - Dawn of Humankind offers various paths to victory, but everything is in limited supply. Early on, key campsite locations get taken. The race on the progress track is just as important as the race for camps. If you ignore the progress track early on, you will miss opportunities for exploration markers, settling in key locations of the Americas and Australia, and all the victory points (VPs) that come with them. The exploration markers also earn VPs and some control over other players. They can disappear quickly as well.

Variable Setup (optional)

Players take turns placing their **3 starting camps and 1 explorer** in Africa over 4 initial placement rounds. To decide who starts, each player rolls the dice. The person with the highest roll is **Player 1**. The person to Player 1's right is the **Last Player**. Proceed as follows:

Initial Placement Rounds:

1. Player 1 places their **first camp** on any **starting site icon** in Africa (circle with a hand). Then the other players do the same in ***clockwise*** order. Once the Last Player places their first camp, go to round 2.
2. The Last Player places their **second camp** on any starting site icon in Africa. Then the other players do the same in ***counterclockwise*** order. Once Player 1 places their second camp, go to round 3.
3. Player 1 places their **third camp** on any starting site icon in Africa. Then the other players do the same, again in ***clockwise*** order. Once the Last Player places their third camp, go to round 4.
4. The Last Player places their **explorer** on an empty intersection adjacent to one of their camps. Then the other players do the same in ***counterclockwise*** order. Once Player 1 has placed their explorer, the variable setup is complete.

Give each player a starting hand of **1 hide and 1 bone**. Player 1 now rolls the dice to begin the first turn of the game.

Remember: *Once the variable setup is finished, the normal rules for building camps apply. You can only build a camp on a* ***campsite marker*** *(and there are no campsite markers in Africa, only starting site icons).*

Historical Inspiration

CATAN – Dawn of Humankind showcases humankind's growth and travel across the globe, a period called The Great Human Migration. Our story begins in Africa, where humankind (*Homo sapiens*) has already mastered the use of stone tools for hunting, building tools and shelter, and creating art. Stone was not the only resource at our disposal. The game depicts some of the key resources and tools utilized by humankind as it explored and populated the globe.

RESOURCES:

Hide: Every part of the animal was put to careful use. Hides were scraped clean and used as blankets and shelter. Bone awls allowed us to punch holes in hides to sew clothing and pouches.

Bone, tusk, and antler: Once the meat was consumed, there remained bones, tusks, and antlers. Bones came from hunts or were scavenged. Large bones and tusks combined with hides became tents. Smaller bones were made into tools. Tusks and antlers were crafted into necklaces and decorated clothing.

Flint: Hand axes, made primarily from flint, were the first significant tools created by early humankind. By the Paleolithic era, they had become very refined. The familiar teardrop-shaped stone was created by knapping (striking off) stone until you had an edge useful for butchering meat, digging soil, and cutting wood.

Meat: For most of the Paleolithic period, meat made up the majority of our diet. We were an apex predator, hunting and feasting on large animals and gathering fish and mollusks from the water.

REGIONAL FEATURES:

As humankind spread to the Near East and then Europe and Asia, we encountered new food sources. We found new varieties of fruits and vegetables thriving in these climates. Megafauna – animals varying in size from a human to an elephant – provided hunting challenges. These discoveries continued as we crossed the ocean to Australia and the Bering Strait land bridge to the Americas. New lands also meant new competition and threats in the form of *Homo neanderthalensis* and smilodon.

EUROPE:

Berries can be found growing wild across Europe. While it is difficult to find direct fossil evidence of fruit and vegetable consumption, we do know berries were part of humankind's diet in the Iron Age.

The woolly rhino (*Coelondonta antiquitatis*) was a herbivore found in the cooler climates of Europe. It had long, thick hair, weighed 2-3 tons, and had a large hump between its shoulders for storing fat. Its front horn was 1-1.5 meters long and used for fighting, defense, and as a tool for digging in the snow to find the buried grasses underneath.

ASIA:

Enoki mushrooms grow wild in East Asia. Wild varieties look very different from their cultivated cousins, turning a deep yellow-orange in the sunlight.

The woolly mammoth (*Mammuthus primigenius*) lived in the steppe and tundra of East Asia and present-day Russia. The mammoth was 3 meters tall at the shoulder, with a large shoulder hump, sloping back, and 2.5 meter curved tusks. Despite its massive bulk, the woolly mammoth's diet consisted of grasses and leafy greens.

AUSTRALIA:

Macadamia trees originated in Australia. Two of the varieties produce nuts that are safe to eat. Other varieties produce poisonous nuts, but early humankind learned how to make them safe through a prolonged leaching process.

The giant tortoise (*Meiolania*) was an armored tortoise with a 2 meter long shell. The shell served to protect its body, while horns protected its head and a spiked tail protected its hindquarters. This tortoise lived solely on land and had a diet of small reptiles, mammals, and fish.

NORTH AND SOUTH AMERICA:

Potatoes (*Solanum jamesii and Solanum tuberosum*) grew in thousands of varieties when humankind arrived in the Americas. Those potatoes were generally toxic, but we mimicked local animals and ate potatoes with a clay slurry that allowed the toxic compounds to pass harmlessly through our systems.

The Giant Sloth (*Megalonyx jeffersonii*) was found in coniferous forests throughout North America from Mexico to Canada. This 3 meter tall creature lived in family groups and ate leaves, twigs, and nuts.

The Giant Armadillo (*Glyptodon*) lived in the forest and grasslands of South America. It was a herbivore, foraging nuts and grasses from the ground. This 3.3 meter long creature developed heavy armor and a spiked tail similar to the giant turtle of Australia, although the two megafauna developed along different evolutionary chains. The armadillo's shell may have been used by humankind as a shelter against weather or other predators.

TRIBAL THREATS:

Neanderthal (*Homo neanderthalensis*) ranged across Europe and Asia, competing with modern man for access to the megafauna that made up the bulk of both diets. Both species used similar tools, but Neanderthal man was built for sprinting, while modern man was built for endurance hunting. Ultimately, the Neanderthal population dwindled due to low birthrates and high mortality rates. Their DNA lives on in modern man, however, as we now know that the two societies interbred successfully.

Smilodon, or sabre-toothed cat, hunted across North and South America. There were 3 species of smilodon, ranging in size from a large dog to a polar bear. They preyed on large herbivores like bison and camels. While there is no direct evidence that smilodon and humankind preyed on each other, they were in direct competition for food.

Thylacoleo carnifax, a marsupial lion, held a similar place in Australia's ecosystem. Its powerful bite and large, retractable thumb claws meant it could take down large herbivores that were a key part of humankind's diet.

ACHIEVEMENTS AND INNOVATIONS:

Humankind grew and evolved with each challenge faced. By the end of the Pleistocene period, humankind boasted refined tools that were works of art in their own right.

Jewelry: Early clothing was constructed using hides and cords. As early as 30,000 years ago, there are fossil records of woven cloth. Beads made of materials such as shells, teeth, clay, and ocher were strung into necklaces and used to decorate clothing. Jewelry expressed identity and may also have indicated age, social status, or tribal ties.

Tallow lamp: Lamps were initially made from natural impressions in stone. Animal fat was placed in a hollow along with wicks made from moss or evergreen needles. Later lamps were made from stone or carved bones and given a handle for easy carrying. They were sometimes further decorated with etchings and paintings of animals.

Pottery: The art of pottery developed out of a need to store and carry food easily. It began in present-day China nearly 20,000 years ago and rapidly spread throughout Asia. Early pieces show amazing symmetry and delicacy of decoration, indicating that pottery was one of the earliest forms of functional art.

Bow and arrow: The earliest hunting weapons developed were the spear and atlatl. They had a key disadvantage of needing to be relatively close to the prey for accurate use. The bow and arrow were developed in Africa and allowed animals to be hunted from a much greater distance with both accuracy and force.

Flint spearhead: The flint spearhead came into widespread use during the time when humankind was moving from Africa into Asia and Europe. Remnants can be found on every continent. Stone points with thinned bases were attached to a pole with birch bark tar or woven cords.

Oyster shell: Oysters were a staple of early humankind's diet. They could be easily harvested, and scorch marks on shells indicate they were cooked before being eaten. The shells could then be used as a variety of tools including bowls, blades, scrapers, weights for fishing nets, and lamps. Large shells with natural perforations could have those holes enlarged to attach them to a wooden handle, creating digging tools like hoes.

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For all other inquiries, contact us at: **info@catanstudio.com**

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HISTORIES
RISE OF THE INKAS™

Rules

Welcome!

2000 years ago, long before the Inkas, northwestern South America was populated by many tribes rich with culture and creativity. These kingdoms fell; other tribes rose. New tribes adopted or adapted the culture of the vanished peoples and flourished. But these too passed away and gave way to new tribes. In the 15th century CE, the Inkas finally stepped on history's stage. They subdued all competing tribes and founded a huge empire that reached from today's Ecuador in the north to the middle of today's Chile in the south. See the accompanying Almanac for more information about the Inkas.

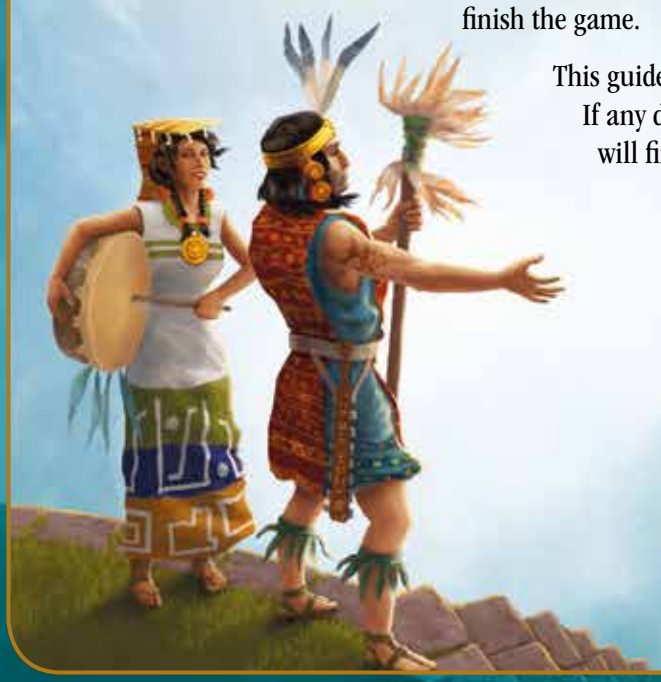
In *Catan: Rise of the Inkas*™, you each begin with a tribe of an early cultural era. You must bring that tribe to its cultural apex. If you succeed, you take over the leadership of a new tribe of the middle cultural era. Again, your goal is to lead this tribe to its cultural apex. Finally, you take over the fortunes of your third tribe. If you lead this tribe to its apex before your opponents lead their third tribe to theirs, you win the game! Your tribe has prevailed over all others. It has reached its zenith. You usher in the Rise of the Inkas!

Introduction

To make getting into the game as easy as possible, we use the multi-part CATAN rules system:

If you know the rules of CATAN already: Then, right after the construction (page 2-3) and the preparation (page 4) you can read the special rules "The Tribes" (page 7). Further important changes to the well-known Catan rules can be found in the Almanac on pages 22-23.

If you don't know the rules of CATAN: Then, after setting up the game, first read the short introductory game overview on pages 2 and 3. Second, read the basic game rules (pages 4-6) and start the game. We recommend starting the game with these rules only, until a player successfully completes their first tribe. Third, read the special rules "The Tribes" on page 7 to finish the game.



This guide contains all the important information you need for the game. If any details or questions arise, you can consult the Almanac. There you will find further explanations for all keywords marked with ⚙.

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GAME BOARD PREPARATION

SETTING UP THE GAME BOARD

The game board roughly represents the area of today's Peru. In the west you have the Pacific coastline and in the east you have the surrounding jungle. This is where the Inka Empire developed.

For Beginners

For your first game we recommend that you set up the game board exactly as shown here. First, assemble the 8 frame parts. Second, place the hexes inside the frame. Third, place the number tokens on the hexes.

For Experienced Players

Once you have played *Catan Rise of the Inkas* several times, you may wish to build the game board variably. The rules can be found in the almanac under **Set Up, Variable**.

GAME SUMMARY

- In front of you is a stretch of land in western South America. It is surrounded by water in the west and jungle in the east. It consists of 27 hexes. Your task is to successfully complete 3 stages of cultural development with your tribes.
- There are 8 different types of hexes in the game. Each type of hex creates a different kind of resource or good. These resources and goods are represented by cards—resource cards() and goods cards(), respectively. The hexes produce the following things:

HEXES THAT PRODUCE RESOURCES

Forest
produces wood

Quarries
produce stone

Pasture
produces wool

Farmland
produces potato

Mountains
produce ore

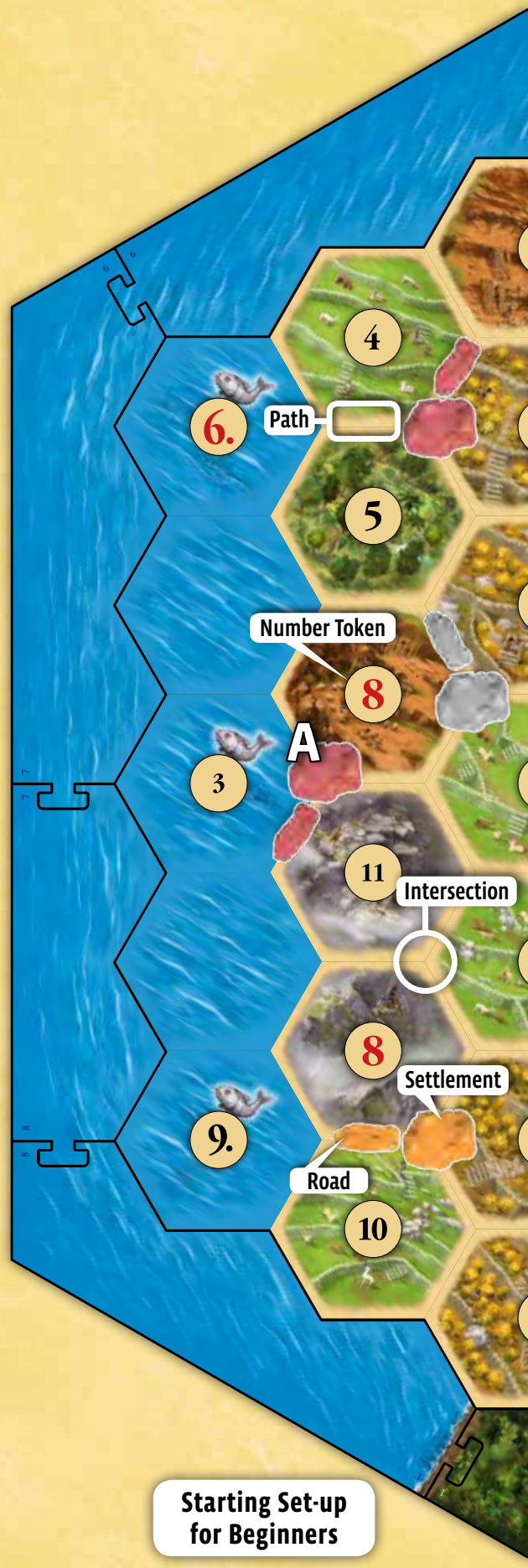
HEXES THAT PRODUCE GOODS

Jungles
produce feathers

Jungle Plantations
produce coca

Fishing Grounds
produce fish

- You start the game with 2 settlements and 2 roads. With these 2 settlements you already have 2 culture points (because each settlement you build earns you 1 culture point). The first player to lead three successive tribes to their cultural apex, (11 culture points total) wins the game.



Starting Set-up for Beginners

- To get culture points, you have to build new settlements and/or upgrade settlements to cities. To build new settlements, you must build roads. If you want to build anything, you need resources.
- How do you get resources? Each turn you determine which hexes produce resources by rolling 2 dice. If, for example, you roll an "11", all hexes with an "11" number token produce. In the picture on the left, a mountain (ore), a quarry (stone) and a jungle plantation (coca) all have "11" number tokens.
- You may also buy resources with goods: feathers, fish, and coca. You generate goods the same way you do resources—by building beside hexes that produce goods.
- You only receive income if you own a settlement or city adjacent to the hex that produces. In the picture, a red settlement (A) borders the "11" mountains and an orange settlement (B) borders the "11" jungle. So, when you rolled that "11" Red gets 1 ore resource card and Orange gets 1 coca goods card.
- Most settlements and cities border on several hexes (maximum 3). Settlements and cities "harvest" the hexes adjacent to which they are built. So, you might produce up to 3 different types of resources/goods from the same settlement or city (depending upon the die rolls in the game, of course). In our example, the blue settlement (C) borders 3 hexes: quarry, jungle, and mountains. These hexes can produce stone, feathers, and ore, respectively.
- You cannot build settlements adjacent to every hex. So, your tribes may produce some resources or goods very rarely, if at all. But to build new things you need very specific combinations of resources. Therefore, you probably need to trade.
- You can trade with other players. Make them an offer or listen to theirs. A successful trade leads to success in building. You can also trade with the supply, but this is generally less efficient.
- You can only build a new settlement on an unoccupied intersection. However, you must have one of your roads leading to that intersection, and the new settlement must be at least 2 intersections away from **ANY** other settlement or city.
- Think carefully about where you are going to build your settlements! The numbers on the tokens vary in size. They also have pips (dots) below the numbers. The larger the number (and the more pips it has), the higher the probability that the number will be rolled. The red numbers ("6" and "8") are the most likely to be rolled. The more frequently a number is rolled, the more frequently the hexes bearing that number produce resources and goods.

GAME PREPARATION

GAME COMPONENTS

Player Pieces

Player pieces: Take all of the player pieces in a color of your choice (if you are playing with 3 players, leave the gray pieces in the box): 8 settlements, 2 cities, 7 roads.

Thicket: Each player takes 4 thickets.

Player Aids

Trading & Building Tile: Give 1 trading & building tile to each player.

Culture Board and Markers: Give 1 Culture Board and 11 culture markers to each player. Each player puts their culture markers beside their culture board.

Communal Pieces

Advantage cards: Place the *Longest Trade Route* and *Mightiest Combat Arts* advantage cards next to the game board.

Robber: Place the robber anywhere on the frame covered with jungle.

Dice: Place the 2 dice beside the board.

Resource Cards & Good Cards

There are 2 types of resource/goods cards: resource cards and goods cards (they all have the same type of card back). Separate the 5 types of resource cards and 3 types of goods cards and place them face up into the card trays. This forms the supply. Place the supply next to the game board.

Development Cards

There are two types of development cards. They have different backs. Some have a "1" and the others have a "2" on the back.

Development Cards "1": Shuffle the cards with the "1" on the back and place this stack of development cards face down into the last free slot of the supply (*see above*).

Development Cards "2": Shuffle the cards with the "2" on the back and place them face down next to the supply (*see above*). These cards come into play later in the game.

SET-UP FOR BEGINNERS

Starting Settlements: Place 2 roads and 2 settlements on the board as shown on pages 2 and 3. **Note:** If you are playing with 3 players, ignore the starting position for the gray pieces.

Culture points: Each settlement you place on the game board earns you 1 culture point. Therefore, you must place 2 culture markers on the lowest two spaces of the 1st tribe portion of your culture board.

First Production: Each player takes their first production from their settlement marked with a letter (see p. 2/3). For each hex adjacent to your settlement, take the corresponding resource/goods cards from the supply.

Example: *Blue receives 1 ore, 1 stone, and 1 feather for his settlement (C).*

Important: Keep your resource/goods cards in your hand secret.

Starting Player: Each player rolls the dice. The highest roller goes first.

SET-UP FOR ADVANCED PLAYERS

If you have played *Catan: Rise of the Inkas* several times, we recommend that players place their starting settlements according to the rules for starting settlements in *Set-Up Phase (Initial Placement)* in the Almanac.

GAME PLAY AT A GLANCE

When it's your turn, take the following actions in the following order:

1.) Production Phase

You must roll the 2 dice to determine which hex(es) produce this turn. All players can earn resource/goods cards from your production roll.

2.) Trade and Build Phase

You are allowed to trade and build as much as you like in any order.

Important: During your turn, you may play 1 of your development cards. You can play it before (but not during) the production phase, or during the combined trade/build phase.

After you complete your actions, pass the dice to the player on your left. It is now that player's turn. That player begins their Phase 1.

GAME PLAY IN DETAIL

PRODUCTION PHASE

Roll the Dice & Receive Income

On your turn, roll both dice: Add the result of both dice to determine which numbers on the board produce. The hexes with number tokens that match the production roll produce resource/goods cards!

If you have a settlement or a city on an intersection of a hex with the number rolled, that settlement/city earns you income.

Production from Settlements

If you own 1 settlement adjacent to a hex affected by the dice roll, take 1 resource/goods card of the type that hex produces. If you own 2 or 3 settlements around that hex, **take 1 resource/goods card** of the appropriate type **for each** of your settlements.

Production from Cities

For each city around a hex affected by the dice roll, **take 2 resource/goods cards** of the appropriate type.

Example: *If anyone rolls a "6", Red gets 2 wood resource cards for her 2 settlements. Blue gets 1 wood resource card for his 1 settlement. Using the same example, if anyone rolls a "4", Blue gets 1 feather goods card. If Blue's settlement was a city, that city would produce 2 feathers whenever anyone rolls a "4".*

TRADE AND BUILD PHASE

After you complete the production phase, you may trade and build. You may trade and build in any order (for example, you can trade, then build, then trade and build again).

Trade

On your turn, you may trade resource and/or goods cards (but *never development* cards). You may trade as long and as often as you like and your resource/goods cards allow.

There are 2 types of trade in the game. They are described below and can be performed in any order:

Trade with Players:

During your turn, you can trade with all players. During another player's turn, you can only trade with that player. Traders declare what resources and/or goods they need. They offer resources/goods for exchange. Counter offers might follow.

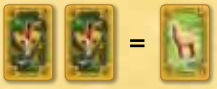
Important: When it is not your turn, you can only trade with the player that rolled the dice. He/she controls trade during his/her turn. You cannot trade with the supply or another player.

Trade with the Supply:

During your turn, you may elect to trade directly with the supply. You then bypass other players. There are 3 different player-supply trade options:

3:1 for matching resources: Return 3 identical resource cards to the supply and take 1 different resource or goods card of your choice from the supply.

2:1 for matching goods: Return 2 identical goods cards to the supply and take any 1 resource or different goods card from the supply.



3:2 for different goods: Return a set of 3 different goods cards to the supply and take any 2 resource/goods cards from the supply.

Note: The combinations shown in the examples above are illustrations of the many possible trade combinations.

Build

Each settlement/city you build earns you a culture point. You need culture points to win. Settlements/city also increase the possibility of resource/goods card production. You can also purchase useful development cards.

In order to build, you must place certain resource card combinations back into the supply (summarized on your trading & building tile). Take corresponding roads, settlements, or cities from your supply and place them on the board.

Road: Requires 1 wood + 1 stone to build a road.

On Paths: You must build a road on a path. Only 1 road can occupy a given path at any given time.

Important: There are no paths between the jungle or the sea hexes or between these hexes and the frame. Therefore, you may not build a road between these hexes or between them and the frame.

At an intersection: You may build a road on any path as long as the new road is adjacent to 1 of your own roads or 1 of your own settlements/city. You may not build a road past an intersection that contains an opponent's settlement/city.

Example: *Blue may build a new road on the paths marked in green. Blue may not build on the paths marked in red.*

Longest Trade Route:

As soon as you have a connected group of at least 3 individual roads (branches do not count) that is not interrupted by an opponent's settlement/city, take the *Longest Trade Route* advantage card. If another player succeeds in building a longer road than the current one, that player immediately takes the advantage card.

If you possess the advantage card, you may exchange any 2 resource and/or goods cards of your choice for any 1 different resource or goods card of your choice from the supply. You can only do this 1 time per turn. You can only do it during your own trade and build phase.

Example: *Red has continuous trade route that is 4 roads long (the branch on the NW path of the "6" hex does not count). Red has the Longest Trade Route advantage card. Red's settlement splits Blue's roads into 2 separate trade routes (one is 2 roads long; the other is 3 roads long).*

Settlement: Requires 1 wood + 1 stone + 1 potato + 1 wool

At an intersection: You must build settlements on intersections. Also, you must build them adjacent to at least one of your own roads. You must always respect the distance rule when you build a settlement.

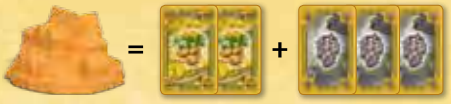
The Distance Rule: You may only build a settlement on an intersection if the 3 adjacent intersections are unoccupied (no settlements or cities belonging to any player).

Example: *Red may build a settlement on the intersection marked with a green circle. She may not build on the red "X"-marked intersections because of the distance rule.*

Production: For each new settlement, the owner may receive income from adjacent hexes: 1 card per settlement when that hex's number gets rolled.

Culture point: Each settlement you build earns you 1 additional culture point. As soon as you place a settlement on the board, place 1 culture marker on the next empty space of your culture board.

City ✿: Spend 2 potato + 3 ore to build a city.



Expansion: A city represents the development of a settlement. When you build a city, return 1 of your settlement pieces from the board to your supply and replace it with your city piece.

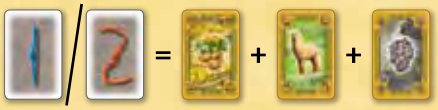
Important: A city can only be built by replacing its own settlement.

Production: Your cities produce twice as much income from adjacent hexes as settlements. Take 2 resources or goods per city when that hex's number gets rolled.

Culture point: A city is worth 2 culture points. Since a city replaces a settlement, place only 1 culture marker on the next empty space on your culture board.

Important: A player may only build 1 city for each tribe ✿!

Development Cards ✿: Spend 1 potato + 1 wool + 1 ore to build a development card.



Buy: When you buy a development card, draw the top development card from the supply.
Keep secret: Keep your development cards secret from your opponents until you play them. They do not count towards your hand size. You may not trade them.
Development Cards "2": The cards marked with a "2" on the back only come into play as soon as **ALL** players have begun their 2nd tribe. So as soon as all players have placed their 1st settlement of their 2nd tribe, add these development cards to the supply. Place the "2" cards **under** any remaining "1" cards.

SPECIAL CASES

If You Roll a "7", Activate the Robber ✿

No Production: When you roll a "7" ✿, all players receive no income. Then proceed as follows:

Any Player(s) May Lose Cards: If you have 8+ resource/goods cards in hand, you must choose half of those cards and return them to the supply. If you have an odd numbers of cards, round it off in your favor. For example, if you have 9 cards, you must lose 4 of them.
Move the Robber:

- If you rolled the "7", you must move the robber ✿ piece to another hex or to the jungle frame. **Important:** The robber **may not** be placed on a hex that produces goods (so, not on a jungle hex, nor on a fishing ground hex).
- After you move the robber, you must rob 1 card from an opponent who owns a settlement/city that earns resources from the hex where you just placed the robber. You rob the card at random. You can only rob resource or goods cards (not development cards).
- Continue your turn with the trade and build phase as normal. **Important:** The robber blocks all production from a hex where he stands. So, if that hex's number is rolled on a future turn, settlements/cities adjacent to it receive no income.

Play a Development Card:

You may play exactly 1 development card per turn. You may play it anytime during your turn, even before your dice roll. You may not play a development card during the turn you purchased it.

Combat Arts Cards ✿:

Move the Robber: If you play a *Combat Arts* card, move the robber as described in the "If you roll a 7" section. You also get to rob a card as described in that section.

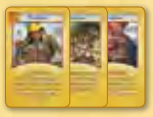
After Use: Place any *Combat Arts* cards you play face up in front of you. They protect your resource/goods cards when a "7" is rolled. **Each face-up *Combat Arts* card** you have **increases your hand limit by 1**.
For example, if you have 3 face-up *Combat Arts* cards, and a "7" is rolled, you only need to discard half of your resource/goods cards if you have 10 or more resource/goods cards.

Mightiest Combat Arts Advantage Card:

- If you are the first player to have 2 *Combat Arts* cards face up on front of you, take the *Mightiest Combat Arts* ✿ advantage card. If another player ever places more *Combat Arts* cards face up in front of them, that player immediately takes the card from you (and so on).
- As the owner of this advantage card, you may remove the robber piece from the board and return it to the jungle frame. You may do this one time on your turn. There are 2 prerequisites that you must satisfy to make this move. First, it must be your turn. Second, the robber must be on a hex that blocks production to one of your settlements/cities.
- When you return the robber to the jungle frame, take 1 resource card of the type produced by the hex the robber left.

Important: You are allowed to use the advantage of the *Mightiest Combat Arts* card before you roll the dice on your turn.

Progress ✿ Cards:



Use: Reveal the card and follow the instructions described on the card.

After Use: Discard the card. Remove it from the game.

A NOTE FOR BEGINNERS

We recommend that you begin playing the game using all of the rules described up to this point. Once a first player reaches 4 culture points (there are 4 culture markers on their culture board), continue the game by adding the rules that start on page 7.

THE TRIBES

OVERVIEW

It is your task to grow and develop 3 successive tribes so that they reach their cultural goal. If you do that faster then your opponents, you win. The construction of settlements and cities represents this cultural development. Each settlement and each city you build adds 1 cultural milestone (called a culture point) to your tribe. Mark this progression on your individual culture board.

Once 1 of your tribes attains its cultural goal, its decline naturally follows. To indicate this decline, your tribe's settlements/city are covered with thickets, and the cycle begins anew. You immediately start a new tribe by placing its first settlement.

Cultural Goal of Your 1st & 2nd Tribe

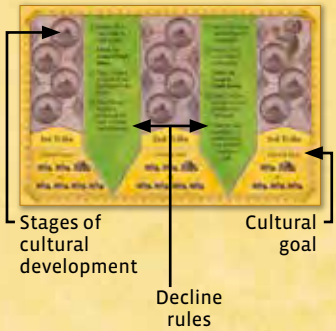
Once your 1st and 2nd tribes each earn 4 culture points (a total of 8), they reach their apex and go into decline. To earn 4 culture points, you need to build either 2 settlements and 1 city or 4 settlements.

Cultural Goal of Your 3rd Tribe

If you are the first player to reach 3 culture points with your third tribe, you win the game. To earn 3 culture points, you need to build either 1 settlement and 1 city or 3 settlements.

Culture Board

Your culture board summarizes goals for each tribe, including the effects of goal completion.



Stages of Cultural Development: Each time you place a settlement or a city on the game board, you must place 1 culture marker (representing 1 culture point) on the next available space of your active tribe. Place the markers from bottom to top.

Decline: The rules for transitioning from one tribe to the next are described below and summarized on your culture board.

TRIBAL DECLINE

Your tribe in decline can no longer develop or expand. The settlements and cities remain (surrounded by thickets) and produce for you. However, these settlements and cities are vulnerable. **Any player may remove a settlement/city in decline to build a new settlement on its location**.

Decline of Your 1st Tribe

Once you achieve 4 culture points with your 1st tribe, you must put that tribe into decline. Perform the following actions in the exact order described.

Roads: Remove all of your roads from the board and put them in your supply.

Longest Trade Route Advantage Card: If you possessed this advantage card, you immediately lose it. Give the card to the player who owns the longest continuous route (with at least 3 individual roads) at this time. If there is now a tie for longest trade route, place the advantage card beside the board until 1 player alone has the longest continuous trade route (with at least 3 roads).

City and Settlements: Cover each of your settlements and/or city with a thicket.

Example: *(A) Blue built 2 settlements and 1 city. His first tribe is at its apex. (B) Blue removes all of his roads and covers every settlement and city of his 1st tribe with a thicket piece.*

Decline of Your 2nd Tribe

Once you achieve 4 culture points with your 2nd tribe, you must put that tribe into decline. Perform the following actions in the exact order described.

Settlements/city from your 1st tribe: First, remove any settlements/city belonging to your 1st tribe that remain on the board (remove the thicket as well) and return them to your supply.

City, Settlements, Roads, Longest Trade Route: Once you have removed all of your 1st tribe pieces, put your 2nd tribe into decline using the same procedure described in *Decline of Your 1st tribe*.

Consequences of Decline

Apply the following rules to all tribes in decline:

No further Expansion: You may not add any roads, settlements, or cities to a tribe in decline.

Adjacent paths: You can build a road up to, but not past, a settlement/city in decline. You must first build over the declining settlement/city (by building a new settlement) before you can build past that settlement/city (see Fig. "A" below).

Rebuilding: You can build over any declining settlement/city (your own or an opponent's) on the board. If you build a road up to a declining settlement/city, you can pay the necessary construction costs for a settlement and remove the declining settlement/city and replace it with a settlement of your own. Return the old piece and the thicket to its owner's supply.

Example: *(A) Red is still expanding her 1st tribe. She is not allowed to build a road on the paths beyond Blue's declining settlement.*
(B) Red replaces one of Blue's declining settlements. She returns the old settlement and thicket to Blue, pays the construction costs for a new settlement to the supply, and builds a new red settlement on that intersection. Now she can build her road.

Production: Settlements/cities in decline still produce resource/goods cards for their owners when anyone rolls the number of an adjacent hex.

Robber: If you place the robber on a hex with a declining settlement/city adjacent to it, you may rob the owner of that settlement/city as usual.

Active Tribes: In contrast to declining (thicket-covered) tribes, all other tribes are referred to as "active tribes."

FOUNDING NEW TRIBES

Founding Your 1st Tribe

Your 1st tribe starts with the 2 settlements and 2 roads you placed on the board during the initial set-up. Remember to put your 2 culture markers onto your culture board when you place your 2 starting settlements.

Founding Your 2nd Tribe

Once your 1st tribe reaches its apex and you initiate its decline, you must found your 2nd tribe. Now, place 1 new settlement (the "founding settlement") onto the board for free. Your turn ends immediately after you place this new settlement (and its corresponding culture marker).

New Founding Settlement: You may place the founding settlement on any unoccupied intersection (so, not on a declining settlement/city), with the following conditions:

A. It must respect the distance rule, and that rule applies to both active and declining settlements/cities.

B. You may not place it on a settlement site belonging to an active tribe. A settlement site is defined as an intersection that is beside a road belonging to an active tribe (*see note and example below*).

D. You may not place it in the jungle, nor in the sea.

Important: You do not place a free road with a founding settlement, nor do you receive any starting resource/goods cards.

Note: As stated in "B" above, you may not place a founding settlement on a settlement site belonging to active tribe. However, you may place a founding settlement on an intersection next to a settlement site of a opponent. This would prevent that player from building a settlement on this intersection because of the distance rule.

Example: *Orange places the founding settlement for his 2nd tribe (see the green arrow). He cannot place the founding settlement on the intersection marked with a red "X", for this intersection is a settlement site of Gray's active tribe. The intersection marked with a green circle is also a legal location for Orange to place this founding settlement.*

End of Turn: Your turn ends immediately after you place a founding settlement (remember to add a culture marker to your culture board). You may not trade, build, play a development card, or use an advantage card. Just pass the dice to the next player.

Founding Your 3rd Tribe

Once your 2nd tribe reaches its apex and you initiate its decline, you must found your 3rd tribe. Now, place 1 new settlement onto the board for free. The rules for this founding are the same as for the 2nd founding.

Very Important Strategy Note: The placement of your 3rd tribe's founding settlement is particularly crucial! You should think very carefully about the intersection you choose for your 3rd tribe to begin.

This is especially true if you are the first or second player to place to your 3rd tribe. The third and fourth players could place their 3rd tribe's founding settlement in a way that blocks you in. You could be put in a position where you cannot build to an intersection to build your second settlement. This will prevent you from winning the game. It is advisable place your 3rd tribe's founding settlement in the vicinity of settlements/cities belonging to declining tribes. That way you can build over them without the competition of the other players' active tribes.

GAME END

If you reach 3 culture point with your third tribe (a total of 11 culture markers on your culture board), you win the game!

You are the Great Inka—the tribal leader that successfully launched the rise of the mighty Inkan Empire some 130 years before the arrival of the Spaniards.

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CATAN
HISTORIES
RISE OF THE INKAS™

ALMANAC

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Many thanks to all game play testers and rules reviewers!

The following people experienced a particularly large number of rises (and declines): Peter Gustav Bartschat, Martina Blewonska, Ina Broß, Martine Frimpong, Stefan Kobarschik, Elke Konrad, Wilhelmine Konrad, Wolfgang Lüdtke, Peter Neugebauer, Ralph Querfurth, Claudia Teuber, Leif Teuber.

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Dear readers,

As a background for this game, I would like to give you an overview of the history and culture of South America's native population, of which the Inkas were a part.

The Andes consist of various mountain chains; its highest peak, Aconcagua, rises 22,841 ft. (6,961 m.) above sea level. The regions of southern Peru, eastern Bolivia, and northern Argentina are surrounded by two mountain chains, thus forming a vast high plateau, the Altiplano. Cusco, the capital of the Inka Empire, was located in a uniquely strategic mountain valley adjoining this high plateau.

The Altiplano has an average elevation of about 11,800 ft and covers an area of roughly 65,600 sq mi. To this day, people plant potatoes and breed llamas and alpacas in this rather barren and cold region.

The rise of the Inkas began around 1400 CE in the Valley of Cusco. Only a hundred years later, their domain extended from Colombia's southeast to central Chile.

The Inkas were the heirs to several advanced civilizations that originated in the coastal regions of the Andes. There, Caral, South America's first city, emerged around 2600 BCE; at the time, it had approximately 3,000 inhabitants.

The first advanced civilizations in the Andes we know more about are the Chavin culture and the Paracas culture (both around 550 BCE). These peoples had mastered the art of pottery and fabric making.

Then came the Nasca, Moche, and Recuay peoples, which reached the height of their power around 500 CE. These advanced civilizations made way to the Tiahuanaco and Huari, two competing peoples inhabiting the region between northern Peru and western Bolivia. During the era of these two peoples, further, large civilizational progress was made, such as the invention of irrigation systems that allowed farmers to make the high plateau and the terraced slopes fertile. Refined processing of metals also began during this era.

Triggered by a decades-long drought, both the Tiahuanaco and the Huari states broke up into various regional statelets. One of them, the Chimú culture, established itself as the major power in the region of present-day Peru. However, their rule didn't last long either. This time, it wasn't a natural disaster that put an end to an advanced civilization—it was the powerful Inka people, which entered the stage of history around 1400 CE.

You don't have to memorize the names of all these advanced civilizations, of which I have included only the most important ones. I've mentioned them to demonstrate the variety of Andean cultures displacing each other. Over many centuries, peoples evolved into advanced civilizations, reached their apex, and finally declined. Then other, younger cultures took their place.

The decline of an advanced Andean civilization had a variety of reasons. Natural disasters such as droughts in the Andean high plateau, floods on the coast, or ambitious neighbors hungry for land were probably the most frequent causes. In the case of the Inkas, the Spaniards were the cause, when in 1536 they dealt the final death blow to the proud rulers of the Andes.

When in volume 2/2014 of "Der Spiegel—Geschichte" (a history magazine by the German publishing house "Der Spiegel") for the first time I read more about the Inkas and their predecessors, I was fascinated by the rise and decline of the advanced Andean civilizations. I felt great excitement at the thought that it might be possible to experience this checkered history in a game governed by the basic *Catan* rules. I asked my son Benjamin if he would like to develop, together with me, a Catanian Inka game. Benjamin immediately accepted, and after two years of jointly developing the game, it is now ready for you to play and enjoy!

In this game, you win if you are the first player to reach 3 culture points with your third tribe. Then you are the one who successfully initiated the rise of the Inkas—some 130 years before the arrival of the Spaniards.

At first glance, then, the Inkas only play a fairly small role in this game. When in the following sections I give you, dear readers, an overview of the Inka culture, please keep in mind that in most cases the Inkas inherited the described cultural achievements and advances from the many preceding advanced civilizations of the Andean peoples, whose rises and declines ultimately are the theme of this game.

The Road Network

A ramified road system already existed in the Andes prior to the Inkas. To govern their vast empire more efficiently, the Inkas developed that system further. Along the mostly stone-paved roads, rest stations were distributed at intervals of 12.5 miles. Messengers ran from one station to the next, where they were relieved by rested messengers. That way, a message sent from the northern to the southern border of the Inka Empire (or vice versa)—a distance of roughly 3,200 miles (5,200 km)—took only about 10-15 days to reach its destination. The roads were also used by llama caravans distributing trade goods throughout the Inka Empire. A llama was able to carry loads of up to 90 pounds but was unsuitable as a draft animal, which arguably was the reason why the Inkas may never have invented or used the wheel.

Barter

The Inka Empire consisted of many climatically different regions. In the harsh Andean high plateau (Altiplano), herders bred llamas and farmers planted potatoes; in milder regions, maize and tomatoes were cultivated. Fish was caught off the Pacific coast and in the rivers located in the east of the Andes. On the eastern slopes of the Andes, the Inkas harvested coca leaves and traded them for colorful feathers from the inhabitants of the neighboring jungle.

So that all people could enjoy as many goods as possible, the llama caravans usually traveled from west to east, thus facilitating the exchange of trade goods. Barter was organized by the state—there were no merchants to benefit from it.

The Quipu (knotted cords)

The Inkas used knotted cords to organize their state. It is likely that the Inkas employed the knotted cords to record the results of censuses, take inventories, or record tax revenues received. It is also possible that they served to archive historical data or were used to give instructions—for example, who must pay how much in taxes. Had an Inka ruler claimed a monopoly on a certain resource or good, he surely would have enforced his claim by means of knotted cords.

Inventions

Even though—for the reasons mentioned above—the advanced civilizations of the Andes may not have invented the wheel, there are many inventions the Inkas ultimately benefited from. Among them are ingenious irrigation systems, the knotted cords, advanced techniques used in stone masonry, architecture, and textile production, and the scale, which was used to weigh small quantities of valuable materials.

Alpacas

On the Andean high plateau, the domestication of alpacas and llamas started around 3000 BCE. Llamas were used as pack animals, while alpacas provided wool for producing textiles. Alpacas are very undemanding; like llamas, they belong to the camel family and mostly feed on grass.

Agriculture

The most important crops were potatoes and maize. Potatoes thrived at altitudes of up to 13,000 ft. The Inkas and their forefathers used ingenious irrigation systems to make steppes and desert-like areas of the Andean high plateau fertile. Steep slopes were terraced and irrigated, thus wresting them from nature to cultivate crops. Maize—besides potatoes the staple food of the Inkas—grew in the warmer valleys and on the warmer slopes of the Andes.

Ore and Smithing

The later advanced Andean civilizations used copper, tin, silver, and gold. Gold did not serve as currency—artisans used it to make jewelry or death masks, which were reserved exclusively for the rulers, as symbols of the power bestowed on them by the gods. When the Spaniards conquered the Inka Empire, they seized large amounts of the precious yellow metal. Between 1532 and 1540, they purportedly brought over 180 tons of Inka gold to Europe.

Silver was used to make goblets, figures, cloak pins, and jewelry.

The Inkas used bronze to make knives and weapons of war. For example, archaeologists discovered bronze spearheads and six-pronged bronze battle-axe heads. These weapons were used by warriors to inflict serious wounds on each other.

Stonework

The Inkas were masters of stonework. They constructed the walls of special buildings from precisely hewn, sanded stone blocks that fit seamlessly into each other and did not require mortar.

On average, the stone blocks weighed 660 pounds, although some of them weighed several tons. They usually had to be moved many miles to their destinations. How the Inkas managed to transport these heavyweights and then build walls by fitting the stone blocks together without using a crane or windlass remains a mystery to this very day.

Wood

There wasn't much wood in the inhospitable Andean high plateau. The herders and farmers used llama dung for heating. The wood needed to build the roofs of larger buildings or for transporting stone blocks had to be extracted from the forests growing on the milder slopes of the Andes and brought to its destinations. For a people that was able to transport stone blocks weighing tons many miles, transporting logs shouldn't have posed any difficulties.

Coca

The coca plant grows on the eastern slopes of the Andes. The Inkas and their forefathers either chewed the leaves or used them to prepare tea.
The stimulating effect of coca leaves gave the herders and farmers greater strength and endurance for doing their hard day-to-day work in the harsh Andean highlands.

Unlike the drug cocaine, chewing coca leaves was not addictive because the Inkas chewed them together with lime. This additional ingredient transforms the cocaine in the leaves into a related substance that is stimulating too but does not cause addiction.

Feathers

In the Inka Empire, colorful feathers were a coveted good. The Inkas obtained them via barter from tribes living in the jungles of the Amazon region. They used them to decorate bags and make fans or incorporated them into the weave of the fabric of valuable clothing. Feathers were a status symbol for people of higher social standing, who also wore them attached to headbands.

The Art of Warfare

The Inkas must have refined the art of warfare they inherited from the preceding advanced civilizations; otherwise, it would not have been possible for the Inkan armies to defeat their competitors, thus creating an enormous empire within a time span of only a hundred years.

The Inka warriors protected themselves by means of clothing stuffed with cotton wool, leg pads, small shields, and fabric helmets that were also stuffed with cotton. This kind of armor, particularly the helmets, didn't provide much protection; proof of this is that many of the skulls discovered show signs of puncture wounds, some of which had healed and some had been deadly. These serious wounds were caused by the martial, multi-pronged battle-axes the Inkas and their opponents used in close combat. Before entering close combat, however, the Inkas mainly attacked their opponents with slingshots and spears.

The Inka warriors were no match for the Spaniards, who carried firearms and steel swords and were protected by plate armor and helmets, both made of iron or steel. However, this wasn't the only reason for the Inkas' demise. The war that was raging between the Inka ruler and his brother when the Spaniards arrived and the epidemics introduced by the Spaniards that killed a large part of the population of the Inka Empire played a decisive role too.

Machu Picchu

The cover illustration shows the beginning of the construction of the Inkan city of Machu Picchu around 1450 CE.

Many modern-day archaeologists believe that Machu Picchu served as a country estate, a place of amusement of sorts for the ruling Inka sovereign.

The more than 150 buildings of the city—some of them multi-storied—had room for up to 1,000 inhabitants. There were residential areas for farmers, artisans, and the ruling class. A canal system supplied the inhabitants with water. There were also latrines, a royal bath, multiple fountains, and various temples.

I hope you liked my little journey back to the time of the advanced civilizations of South America. If you want to learn more about the Inkas and their predecessors, I recommend that you read the museum catalogue "Inka—Könige der Anden" (*Inka—Kings of the Andes*), published by Doris Kurella and Ines de Castro on the occasion of the Inka exhibition inaugurated 2013 in Stuttgart, Germany.

Klaus Teuber

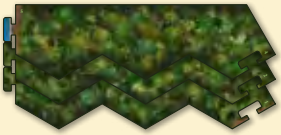
Game Components

8 Tile Sheets

29 Terrain Hexes

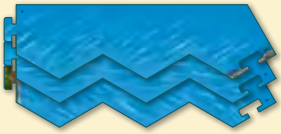
4 x forest | *4 x pasture* | *4 x farmland* | *3 x quarries* | *3 x mountains* | *3 x jungle* | *3 x jungle plantation* | *3 x fishing grounds* | *2 x ocean*

8 Frame Parts



3 x triple jungle frame

1 x double jungle frame



3 x triple ocean frame

1 x double ocean frame

8 Player Aids and 44 Markers

4 x Trading & Building tiles

4 x Culture boards

44 x culture markers

2 Advantage Cards

Longest Trade Route

Mightiest Combat Arts

27 Number Tokens

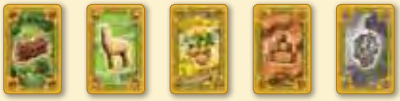
1 x | *3 x* | *3 x* | *3 x* | *3 x* | *3 x* | *4 x* | *3 x* | *3 x* | *1 x*

156 Cards

136 Resource/Goods Cards

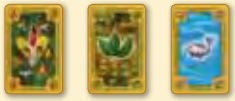
Common card back

100 Resource Cards



20 x Wood | *20 x Wool* | *20 x Potato* | *20 x Stone* | *20 x Ore*

36 Goods Cards



12 x Feather | *12 x Coca* | *12 x Fish*

20 Development Cards (10 in each deck)

14 x Combat Arts

Development card backs deck 1, deck 2

2 x Monopoly | *2 x Road Building* | *2 x Invention*

85 Plastic Game Pieces

68 Player Pieces (in 4 Colors)

2 x city (per color)

8 x settlement (per color)

7 x road (per color)

16 Thicket Pieces

1 Robber Piece

Additional Material

3 Card Trays

2 Dice

1 Rules Book and 1 Almanac

Detailed Explanation of the Rules with Examples

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A-B

Build

You may build (or buy) on your turn after the production phase is finished. To build, you must turn in the combinations of resource cards specified on the overview tile. Return the resource cards to the supply.

You can build as many items and buy as many development cards as you desire—as long as you have enough resources to "pay" for them and they are still available in the supply. Each player has a supply of 7 roads, 8 settlements, and 2 cities. You may only build items for your active tribe.

Important: *For each of your tribes, you may build a maximum of 1 city!*

C

Cities

A city is worth 2 culture points. For each city you build, you place 1 culture marker on your culture board.

For each hex adjacent to one of your cities, you receive double production if the number of that hex is rolled and it is not occupied by the robber.

To build a city, you must pay 2 potato and 3 ore cards. Return these resources to the supply.

You can only build a city by upgrading one of your already existing settlements. Remove one of your settlements from the board and replace it with a city. Return the settlement to your supply.

Important: For each of your tribes, you may build a maximum of 1 city.

Example: *Blue rolls a "6". All hexes with a "6" number token produce. Red receives 3 wood: 1 wood for the settlement and 2 wood for the city. Blue receives 2 wood for his city.*

Combat Arts Cards

Combat arts cards are a type of development card. The titles on the cards are highlighted in purple. After you play a combat arts card, place it face up in front of you. Each development card stack contains 7 combat arts cards.

You may play a combat arts card before rolling the dice on your turn (see development cards, on page 11). When you play a combat arts card, you must immediately move the robber as follows:

- You must move the robber away from his current location. You may only place him on a hex that produces resources, or on the jungle frame. You may not place him on a hex that produces goods.
- After moving the robber to a new terrain hex, you rob 1 resource/goods card from a player who has a building adjacent to this hex. If there are 2 or more such players, you may choose which player to rob.
- Rob the resource/goods card at random from the face-down hand of the player you elect to rob.

Example: *On her turn, Maria plays a combat arts card and moves the robber from the mountains hex to the "6" forest hex. Maria may now steal 1 random resource card from Red's or Blue's face-down hand.*

After playing a combat arts card, check how many face-up combat arts cards are in front of you, to find out if you are entitled to receive the *Mightiest Combat Arts* advantage card.

Permanent advantage: Each combat arts card you have placed face down in front of you increases the number of "allowed cards" in your hand by 1. When a "7" is rolled, count the resource/goods cards in your hand. For each combat arts card you've played, add 1 to the number of resource/goods cards you can hold when the robber strikes. For example, if you've played 2 combat arts cards, you can hold up to 9 cards (7+2) in your hand without losing any when someone rolls a "7".

Important: When a combat arts card is played, players **do not** check whether their hand contains more than the allowed number of cards (see *Rolling a "7" and Activating the Robber*).

Culture Board

The culture board serves as a dynamic game overview.

Each time you place 1 settlement or 1 city on the board, you place 1 culture marker on the next unoccupied space of your active tribe. When placing the markers, proceed from the bottom up.

For each tribe, the culture board indicates the respective cultural goal. In addition, the rules text (in the green areas) between the tribes summarize the steps to follow after you reach the tribe's development objective.

Culture Points (Markers)

To win the game, you need a total of 11 culture points. Each settlement you build is worth 1 culture point, and a city is worth 2 culture points.

Each time you place 1 settlement on the game board, you place 1 culture marker (representing 1 culture point) on the next unoccupied space of the active tribe on your culture board. When you build 1 city, you also place only 1 culture marker (because the city always replaces a settlement). The culture markers on the culture boards allow you to easily monitor the stage of cultural development of your tribes.

Note: Once placed, the culture markers remain on the culture board until the end of the game. You do not lose a culture point when you or an opponent builds over one of your declining settlements or cities (i.e., replaces it with a new settlement).

You need 4 culture points to complete your 1st tribe, 8 culture points to complete your 2nd tribe, and 11 culture points to complete your 3rd and win the game.

D-E

Development Cards

The 20 development cards are marked with a "1" or a "2" on their backs. Sort them in two separate (shuffled) stacks. Each stack is identical and consists of 10 cards: 7 combat arts cards and 3 progress cards.

The stack containing the cards marked with a "2" does not come into play until all players have completely developed their first tribe, that is, until the last player has built the first settlement of his/her second tribe. When this requirement is met, place the stack containing the cards marked "2" into the compartment designated for development cards. Place them under any remaining cards marked "1".

When you buy a development card, draw the top card from the face-down stack in the card tray into your hand. Keep your development cards hidden until you play them.

You cannot trade, steal, or give away development cards. If you are robbed by an opponent (see Rolling a "7" and Activating the Robber), that player may only steal resource/goods cards from your hand, so put your development cards aside before the opponent steals from you.

You may only play 1 development card during your turn—either 1 combat arts card or 1 progress card . You can play the card at any time, even before the production phase . You may not, however, play a development card that you bought during the same turn.

Distance Rule

You may only build a settlement on an unoccupied intersection —and only if none of the 3 adjacent intersections contains a settlement or city . It doesn't matter who owns the building . It doesn't matter if the building belongs to an active or declining tribe.

Example: *Red may only build a settlement on the intersection marked in green—not on the intersections marked in red.*

F-G

Founding a New Tribe

If you have led your first or second tribe to its apex, you start developing your second or third tribe by building a settlement . You place this settlement on an unoccupied intersection , for free. The following rules apply:

- You must observe the distance rule .
- At least 1 path must lead to this intersection.
- No road must lead to this intersection.

Important: You **do not** receive starting resources/goods for your new settlement, and you **may not** place a road for free.

After you place your settlement on an intersection and place 1 culture marker on your culture board , your turn immediately ends and you hand the dice to the next player.

Note: If there is no intersection where you could legally place the settlement of your new tribe, you remove a settlement/city of your tribe in decline from an intersection and build the settlement of your new tribe on that intersection. This also applies if the intersection is a building site for a settlement of an opponent.

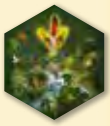
H

Hexes

The hexagonal tiles constituting the game map inside the frame are called hexes. There are hexes that produce the resources wood, stone, potato, ore, and wool.

Example: *Pastures produce wool.*

There are also hexes that produce the goods feather, coca, and fish.



Example: *This jungle produces feathers.*

Ocean hexes that don't depict a fish do not produce anything.

If there is a path adjacent to the edge of a hex, you may build a road on that path. The endpoints of the road (points of the hex) are called intersections . You may build settlements on them.

I-K

Intersections

Intersections are the points of hexes ✿. You may only build Settlements ✿ on intersections. If you build a settlement or a city ✿ on an intersection between 2 or 3 hexes, your chances to receive resource/goods cards ✿ for that settlement/city increase. Therefore, it is preferable to build on an intersection between 3 hexes when possible.

L

Longest Trade Route

If you are the first player to build a continuous road of at least 3 individual road pieces, you receive the advantage card *Longest Trade Route* and place it face up in front of you. As soon as another player builds a longer continuous road, you must immediately give the advantage card to that player.

Note: If your road network branches, you may only count the single longest branch for purposes of the longest continuous road.

You can break an opponent's continuous road by building a settlement on an unoccupied intersection along that player's road.

Note: Your own settlements/cities do not interrupt your continuous road!

Example (image right): *Red places a settlement on the intersection along the blue continuous road (which is legal). This breaks Blue's continuous road into 2 parts. Blue must give the advantage card to Red, who now has a continuous road of 4 individual road pieces and, therefore, the* ***Longest Trade Route****.*

If the longest continuous road is broken and various players have continuous roads of equal length, check which of the following applies:

- If you have the *Longest Trade Route* advantage card and you are among the tying players, you keep the advantage card.
- If you have the *Longest Trade Route* advantage card and you are not among the tying players, set the advantage card aside. It comes into play again when only 1 player has the *Longest Trade Route*.

The advantage card is also set aside if, after the *Longest Trade Route* is broken, none of the players have continuous roads of 3 or more individual road pieces—that is, a *Longest Trade Route* no longer exists.

When you let a tribe ✿ decline, you remove all roads of this tribe and return them to your supply. If you were the owner of the advantage card *Longest Trade Route*, you must hand it over to the player who at this moment has the longest continuous road. If various players have continuous roads of the same length, place the advantage card beside the game board. It comes into play again when only 1 player has the *Longest Trade Route*.

If you have the *Longest Trade Route*, you may use the following **advantage**:

On your turn, during the combined trade/build phase, you may one time exchange any 2 resource/goods cards of your choice for any 1 different resource/goods card of your choice from the supply. You may choose freely which 2 cards you want to return to the supply.

Example: *Claudia's hand contains 1 feather, 1 stone, 1 wool, and 1 ore. The* ***Longest Trade Route*** *allows her to trade 1 feather and 1 stone for 1 potato from the supply. Now she can buy 1 development card.*

M

Mightiest Combat Arts

If you are the first player to have 2 combat arts cards face up in front of you, take this advantage card and place it face up in front of you. As soon as another player has more combat arts cards face up in front of him/her, you must immediately give this advantage card to that player.

As long as you have the *Mightiest Combat Arts*, 1 time during each of your turns you may move the robber to a jungle frame. You may do this at any point during your turn, even before the dice roll in the production phase. However, you may only move the robber if he occupies a hex adjacent to which you have a settlement or city, regardless of whether it belongs to your declining tribe or to your active tribe.

Once you have moved the robber, you take 1 resource of the type produced by the hex the robber had occupied before (i.e., departed from).

Example: *Blue has the* ***Mightiest Combat Arts*** *card and uses its advantage. He moves the robber from "forest 6" to the frame and receives 1 wood from the supply.*

N-O

Number Tokens

The size of the numbers on these tokens, and the number of small dots, indicates the corresponding hex's probability of producing. The taller the numbers, and the more plentiful the dots, the more likely it is that they get rolled. For example, a hex with a "6" or an "8" is 5x more productive than a hex with a "2" or a "12".

P-Q

Paths

The beige-colored edges around hexes are called "paths." There are no paths inside jungles.

Only 1 road can be built on each path. If 2 beige-colored edges border each other, they nevertheless constitute only 1 path, on which only 1 road may be built. Paths always lead to an intersection.

Example: *You may build exactly 1 road on the edges marked in green, because they are paths. You may not build a road on the edges marked in red, because there are no paths.*

Production Phase

Your production phase starts as soon as the player who was taking his/her turn before you ends that turn and hands you the dice. You roll the dice to determine which hexes produce resources or goods.

You may neither build nor trade before the production phase. However, you may play development cards you already posses and also use the advantage of the *Mightiest Combat Arts* before the production phase.

Progress Cards

Progress cards are a type of development card. The titles on progress cards are highlighted in blue. After you play a progress card, remove it from play.

Each development card stack contains 1 of each of the following progress cards:

- **Invention:** If you play this card, you may take any 2 resource/goods cards of your choice from the supply. This can be in any combination of resource and goods cards (2 of 1 type or 1 of each).

- **Monopoly:** If you play this card, you must name 1 type of resource/goods card. All the other players must immediately give you 2 cards of this type. A player who has only 1 card of this type must give you that card. If a player does not have a card of the specified type, he/she does not have to give you anything.

- **Road Building:** If you play this card, you may immediately place 2 new roads on the board, without having to return the corresponding resource cards to the supply. You must observe the normal rules for building roads. You must build the 2 roads in succession, i.e., you may not perform another action in between. If there is only 1 road left in your supply, you may still play the *Road Building* card and build this 1 road.

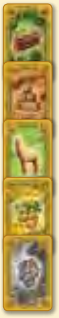
R

Resource/Goods Cards

There are two types of cards in the game that you can trade: resource cards, and goods cards. Both types have a common card back.

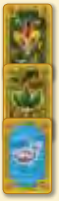
Resource Cards: There are 5 different types:

- Wood (produced by forest)
- Stone (produced by quarries)
- Wool (produced by pasture)
- Potato (produced by fields)
- Ore (produced by mountains)



Goods Cards: There are 3 different types:

- Feathers (produced by jungles)
- Coca (produced by jungle plantations)
- Fish (produced by fishing grounds)



You can obtain resource/goods cards in four ways:

- During the production phase ✿.
- Via trade ✿.
- By playing particular development cards ✿.
- By using the *Mightiest Combat Arts* (✿) advantage card (if you posses it).

If there are not enough resource/goods cards of a particular type in the supply to give every player all the production they earn, then no player receives any cards of that type that turn. If the shortage of resource/goods cards only affects a single player, give that player as many of these cards as are left in the supply.

You must keep your resource/goods cards in your hand hidden from the other players. However, the other players must be able to know the total number of cards in your hand at any time.

Your hand may contain any number of resource/goods cards. However, if your hand contains more than 7 cards, bear in mind that you must discard half of them when any player rolls a "7" (*see* ***Rolling a "7" and Activating the Robber*** *on page 16*).

Important: Each combat arts card ✿ you played face up in front of you increases the number of resource/goods cards your hand may safely hold by 1.

Roads

Roads connect your settlements and/or cities.

To build a road, you must pay 1 wood and 1 stone. Return these resources to the supply.

You build roads on paths ✿. Only 1 road may be built on each path. There are no paths between jungle hexes and between jungle hexes and the frame, and there are also no paths between sea hexes and between sea hexes and the frame. Hence, you cannot build roads there (see example under "Paths," on page 14).

You may only build a road on a path that is:

- Adjacent to an intersection **occupied by your own active** settlement/city. Or;
- Adjacent to an **unoccupied** intersection, when that intersection is adjacent to one of your own roads (i.e., you extend an existing road).

Robber

The robber begins the game on the jungle portion of the frame.

He is only moved when:

- a player rolls a "7" ,
- a player plays a combat arts card ,
- the owner of the *Mightiest Combat Arts* advantage card uses that card.

Important: You may only place the robber on a hex that produces resource cards , or on the jungle portion of the frame—never on a hex that produces goods cards.

A robber on a hex prevents that hex from producing. As long as the robber is on the hex, players with settlements/cities adjacent to the affected hex receive no resource cards of the type produced by that hex.

Example: *It is Olivia's turn. She rolls a "7" and must move the robber. The robber was on a mountains hex. Olivia places him on the "6" number token of a forest hex. She may rob 1 resource from either Red's or Blue's face-down hand. If a "6" is rolled during one of the next rounds, Red and Blue receive no wood cards. This continues until the robber is moved again.*

Rolling a "7" and Activating the Robber

If you roll a "7" during your production phase , no player receives any production. Instead:

First, Each player counts his/her resource/goods cards . Any player with more than 7 resource/goods cards (*i.e., 8 or more*) must choose and discard half of them. Return discards to the supply. If you hold an odd number of cards, round down (*e.g., if you have 9 cards, you discard 4*).

Important: Each **combat arts card** you have face up in front of you (because you played it) increases the number of cards your hand may safely hold by 1.

Example: *Emily rolls a "7". Her hand contains only 6 resource cards (no need to discard). Maria has 8 cards and Claudia 11. Maria has 1 combat arts card face up in front of her, so she doesn't have to discard any cards. Claudia has 2 combat arts cards face up in front of her (she has a safe hand limit of 9). Claudia must discard 5 cards (half of 11, rounded down) because she has more cards than her safe hand limit allows.*

Second, You (the player who rolled a "7") move the robber to any other resource-producing hex (i.e., not a goods-producing hex).

Note: This blocks resource production from this hex until the robber is moved from this hex.

Third, You must rob 1 resource/goods card at random (unseen) from the hand of a player who has a building adjacent to this new hex. If 2 or 3 players have buildings there, you choose which player to rob. After you rob your chosen player, continue your turn with your combined trade/build phase.

S

Set-up Phase (Initial Placements)

Begin the "set-up phase" after building the game map and setting up the other game components (see page 4 of the game rules).

The set-up phase has 2 rounds. Each player builds 2 settlements and 2 roads , 1 of each per round:

Round 1

Each player rolls both dice. The player who rolls highest is the starting player and begins. If you are the starting player, choose an unoccupied intersection bordered by at least 1 path and place 1 of your settlements on this intersection. Then place 1 road on any of its adjacent paths. The other players then follow, in clockwise order, each placing 1 settlement and 1 adjoining road.

Important: When anyone places any settlement, the distance rule **always** applies!

Round 2

Once all players have placed their first settlements and roads, the player who went last in the first round starts round two. If you are this player, place your second settlement and its adjacent road. Then the other players follow in counterclockwise

order. This means that the starting player in round one places last in round 2.

The second settlement can be placed on any unoccupied intersection, as long as the distance rule is observed. It need not be near the first settlement. The second road must be adjacent to the second settlement.

Each player receives their first production immediately after building their second settlement: for each hex adjacent to this second settlement, they take a corresponding resource/goods card from the supply. The starting player (from round 1) begins the game by rolling both dice for production.

Setup, Variable

After you have played *Catan: Rise of the Inkas* a couple of times using the starting set-up for beginners (see pages 2 and 3 of the rules booklet), you can add more variety by using a variable set-up:

1. First join the 8 frame parts together, placing identical connection numbers next to each other. The connection numbers are depicted on the ends of the frame parts.
2. As in the starting set-up for beginners, place the jungle hexes and the sea hexes inside the corresponding portions of the frame.
3. Shuffle the remaining hexes face down and arrange them in a stack. One by one, take a hex from the top of this stack, place it randomly on an unoccupied space inside the frame, and reveal it. Continue until all spaces inside the frame are filled.
4. Now place the number tokens on the hexes, exactly as shown in the starting set-up for beginners (also in the image at the right).
5. Begin the game with the Set-up Phase.

Settlements

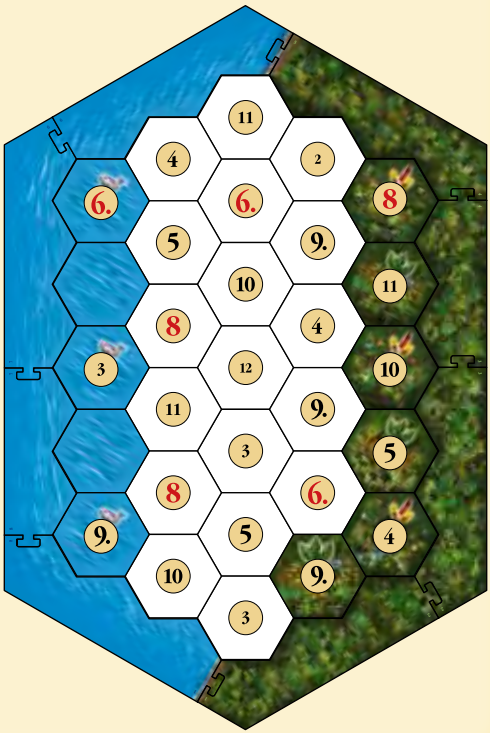
A settlement is worth 1 culture point. For each settlement you build, you place 1 culture marker on your culture board.

For each hex adjacent to one of your settlements, you receive production if the number of that hex is rolled and it is not occupied by the robber (*see City example on page 10*).

To build a settlement, you must pay 1 wood, 1 stone, 1 potato, and 1 wool. Return these resources to the supply.

You build settlements on intersections, adjacent to your own roads. When you found a new tribe, you place a settlement for free on an intersection of your choice, independently of roads (but with some restrictions).

Important: When you build or place a settlement, you must always observe the distance rule.



T-Z

Thicket

When your active tribe reaches its cultural apex and afterwards declines, place a thicket piece on all of your buildings. Each building covered in thicket belongs to a tribe in decline. The following is a list of rules that apply to buildings in decline:

All buildings in decline:

- May be overbuilt (replaced with a new settlement).
- May not be upgraded to a city.
- May not have roads built from them (but may have roads built to them).
- Continue to produce for its owner.
- Must respect the distance rule.
- May be the target of the robber placed on an adjacent hex (its owner can be robbed).
- Block roads. Roads leading to a building in decline may not continue beyond it. Only after the declining building is overbuilt may a road continue.

Trade

On your turn, after you have rolled for production and received any resource/goods cards, you may trade resource and/or goods cards with other players (see "Trade with Players") or without (see "Trade with the Supply").

On your turn, you may trade as long as you have resource/goods cards. You may not trade development cards or any other game components.

Trade with Players

On your turn, during the combined trade/build phase, you may trade resource/goods cards with the other players. You and the other players negotiate the terms of your trades (such as which cards will be exchanged). You may trade as many times as you can, using single or multiple resource/goods cards. However, there are 2 rules that must be followed.

- You cannot give away cards (*e.g., you can't trade 0 cards for 1 or more cards*).
- You cannot give a card of one type and receive the same type in return. (*e.g., you can't give 2 ore to receive 1 ore*).

Important: While it is your turn, you must be a part of all trades. You control the trade. The other players cannot trade among themselves or with the supply.

Example: *It is Emily's turn. She needs 1 stone to build a road. She has 2 wood and 3 ore. Emily asks aloud, "Who will give me 1 stone for 1 ore?" Olivia answers, "If you give me 3 ore, I'll give you a stone." Maria interjects, "I'll give you 1 stone if you give me 1 wood and 1 ore." Emily accepts Maria's offer and trades 1 wood and 1 ore for 1 stone. Note that Olivia may not trade with Maria, since it is Emily's turn.*

Trade with the Supply

On your turn, during the combined trade/build phase, you may trade resource/goods cards with the supply in the following 3 ways:

- **3:1 for matching resources:** Return 3 matching resource cards back into the supply and take any 1 different resource card of your choice from the supply.

Example: *Maria returns 3 wood cards to the supply and takes 1 wool card in exchange. Normally, she would most likely first try a more favorable trade with her opponents.*

- **2:1 for matching goods:** Return 2 identical goods cards to the supply and take any 1 resource or different good from the supply.

Example 1: *Claudia returns 2 feathers cards to the supply and takes 1 coca card in exchange.*

Example 2: *Maria returns 2 coca cards to the supply and takes 1 wool card in exchange.*

- **3:2 for different goods:** Return 3 different goods to the supply and take any 2 resource cards of your choice from the supply.

Example: *Claudia's hand now contains 1 feather, 1 coca, and 1 fish. She returns all 3 cards to the supply and takes 1 stone and 1 wood in exchange.*

Trading & Building Tile

The trading & building tile gives you an overview of the different trade types and the building alternatives available to you during play.

Trading Column:

- Under "Players," the dotted lines around the cards indicate that the number of cards players can trade among themselves is not limited.
- The resource/goods cards depicted with their back face up indicate that they may be cards that were chosen freely.

Building Column:

- Under "City," you are reminded that you may build 1 city per tribe at the most.
- If you buy a development card, you draw the top card from the supply in the card tray.

Tribes

Your goal is to lead 3 successive tribes to the apex of their cultural development. The cultural goal of each tribe and the stage of its cultural development are indicated on the culture board . Once a tribe reaches its cultural apex, it falls into decline. Until this moment, the tribe is considered "active" and may be developed further (that is, you may carry out building projects for this tribe). Afterwards, the tribe is called a tribe "in decline" and may not be developed further.

When a tribe falls into decline, you return the roads belonging to this tribe to your supply and cover each of its buildings with a thicket piece.

Overview of Rules Differences from *Catan*®

This overview contains alterations that modify or complement the rules in the *Catan* base game. It is intended for players that are already familiar with those rules. Please also read the rules on pages 7 and 8 of the rules booklet (section "The Tribes").

PREPARATION

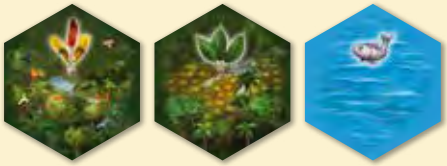
Please proceed as described in the *Catan: Rise of the Inkas* rules booklet (page 2—4).

THE TURN IN DETAIL

PRODUCTION PHASE

The 5 familiar types of hexes produce wood (instead of lumber), wool, ore, potato (instead of grain) and stone (instead of brick). In addition, there are 3 new hexes that produce "goods."

Feathers *Coca* *Fish*



You can't use goods cards directly to build. You only use them to trade. In addition, the following rules apply to goods cards:

- You keep them hidden from your opponents in your hand, together with your resource cards.
- You include them in the count when anyone rolls a "7".
- Like resource cards, you may rob them from another player's hand when the robber is activated.

COMBINED TRADE/BUILD PHASE

You may trade and build in any order. For example, you may trade, build, trade again, and build again.

Trade

Trade with Players:

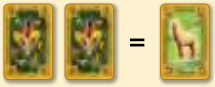
You may trade resource cards and goods cards.

Trade with the Supply:

3:1 for matching resources: Return 3 identical resource cards to the supply and take 1 different resource or trade good card of your choice from the supply.

2:1 for matching goods: Return 2 identical goods cards to the supply and take any 1 resource card or different goods card from the supply.

Example:



3:2 for different goods: Return a set of 3 different goods cards to the supply and take any 2 resource cards from the supply.

Example:

Build

Roads:

There are no paths ( ) between jungle hexes and between jungle hexes and the frame, and there are also no paths between sea hexes and between sea hexes and the frame. Hence, you cannot build roads between these hexes or between them and the frame.

Example: *You may build exactly 1 road on the edges marked in green, because they are paths. You may not build a road on the edges marked in red, because there are no paths between jungle hexes.*

Longest Trade Route:

- If you are the first player to build a continuous road of at least 3 individual road pieces that is not interrupted by a foreign settlement or city, you receive the advantage card *Longest Trade Route*. If another player builds a longer road than yours, that player immediately acquires the advantage card.
- If you hold the advantage card, one time during your combined trade/build phase you may exchange any 2 resource cards and/or goods cards of your choice for any 1 different resource card or goods card of your choice from the supply.

Settlement:

Each settlement is worth 1 culture point. As soon as you place 1 settlement on the board, you place 1 culture marker on the next unoccupied space of your culture board.

Settlements can only be built on intersections that are bordered by a path.

City:

A city is worth 2 culture points. However, a city replaces a settlement, so when building a city, you only place 1 culture marker on the next unoccupied space of your culture board.

Important: For each of your tribes, you may only build 1 city!

Development Cards:

When you buy a development card, draw the top card from the supply in the card tray.

The cards marked with a "2" on their backs do not come into play until all players have led their first tribe to its cultural apex. When this requirement is met, place the stack of development cards marked "2" into the compartment designated for development cards or under the development cards marked "1" if there are still some left.

The development cards marked "2" do not include cards that award culture points.

Combat Arts Cards:

Combat arts cards have the same function as the knight cards in *Catan*. In addition, they also offer protection from the robber when a "7" is rolled. For each combat arts card you have placed face up in front of you, your hand may contain 1 more resource and/or goods card.

Example: *You have 3 played combat arts cards face up in front of you. When a "7" is rolled, you only need to discard half of the cards in your hand if your hand contains more than 10 cards (7+3=10).*

Mightiest Combat Arts:

- If you are the first player to have 2 combat arts cards face up in front of you, you receive the advantage card *Mightiest Combat Arts*. If another player places more combat arts cards face up in front of him/her, that player immediately takes the advantage card.
- If you are the owner of the advantage card, one time during your turn you may move the robber to a jungle frame part—provided that the robber occupies a hex adjacent to which you have a settlement or city. Once you have moved the robber, take the resource produced by the hex the robber had occupied before.
  Important: You may use the advantage of the *Mightiest Combat Arts* card before you roll for production.

Progress Cards:

The development cards include 3 types of progress cards:

Monopoly: This card allows you to demand up to **2 cards** of a resource or goods type of your choice from each player.

Invention: You can take resource and/or goods cards from the supply.

Road Building: The same as in *Catan*.

Rolling a "7" and Activating the Robber:

You may only place the robber on a hex that produces resources, never on a hex that produces goods.

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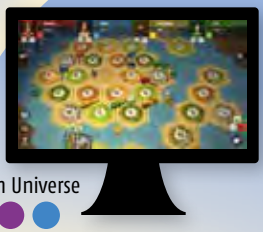

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Rules

Introduction

The great forests of the north hide many mysteries and the wildlings have many surprises. Mammoths come lumbering toward the Wall, driven by the wildling hordes. These huge beasts are fierce and tenacious brutes. When they charge they cause chaos, and people scatter.

New heroes have come to the north. Can you enlist their aid to further your goal of becoming the next Lord Commander of the Night's Watch?

Game Components

7 Die Cut Cardboard Tile Sheets

- 2 new wildling clan area northern frame pieces
- 2 new southern frame pieces
- 2 trade route (2:1) markers
- 8 terrain hexes (2 fields, 2 forest, 2 pasture, 1 hills, 1 mountains)
- 8 number tokens (3, 4, 5, 5, 6, 8, 9, 11)
- 48 wildling tokens (24 regular wildlings, 8 climbers, 6 giants, 10 mammoths)
- 1 supply trade rate marker
- 2 build costs cards

New Clan Areas

Rattlebones Clan

Heart Tree Clan

70 Plastic Pieces

- 8 wildling mammoths
- 2 sections of the Wall
- 60 player pieces in 2 player colors (each player has 5 settlements, 4 keeps, 14 roads, and 7 guards)

New Wildling Type

Mammoth

38 Cards

- 25 resource cards (5 of each resource type)
- 9 development cards (1 Road Building, 1 Winter is Coming, 1 New Recruits, and 6 Ranger Patrol)
- 4 Heroes of the North: Æmon Targaryen, Jon Snow, Gilly, and Osha.

Game Rules

Except as noted below, this expansion assumes that you are playing the full rules as found in *A Game of Thrones Catan: Brotherhood of the Watch*™. The additional rules include:

- Assembling the Larger Board
- Distribution of the Hero Cards
- New Turn Sequence for 5-6 Players
- Wildlings and Mammoths
- The Special Build Phase

Assembling the Larger Board

At the beginning of each game, you need to assemble the board. Do this in the same way as in the *Brotherhood of the Watch* rules, with some notable exceptions. You add more frame pieces, Wall sections, and terrain hexes to the board to accommodate the additional players.

There are the standard set-ups depending upon the number of players. If you prefer a random set-up, we recommend that you leave the number tokens in place and only randomize the hexes.

5-Player Assembly: Take 1 Wall section and all of the pieces marked with the Rattlebones symbol (shown at the right) on the back. Place the Rattlebones Clan camp between the Cave People Clan and the Hornfoot Clan on the north side of the board and the other frame piece between in the corresponding frames pieces on the south side of the board. Place the Wall section as you would normally. Place the hexes and number tokens as shown here.

6-Player Assembly: Take 2 Wall sections and all of the pieces marked with the Rattlebones and Heart Tree symbols (shown at the right) on the back. Place the Rattlebones Clan camp, then the Heart Tree Clan camps between the Cave People Clan and the Hornfoot Clan on the north side of the board and the other frame pieces between in the corresponding frames pieces on the south side of the board. Place the Wall sections as you would normally. Place the hexes and number tokens as shown here.

Distribution of the Hero Cards

Except as noted below, all of the rules for the hero cards remain the same. Take all of the hero cards marked A1-A6, and distribute them as follows:

- **In a 5-player game:** Distribute cards A5-A1 like this. Then add A6 Melisandre to the display:

Player 1 **Player 2** **Player 3** **Player 4** **Player 5** **To the display**

- **In a 6-player game:** Distribute cards A6-A1 like this:

Player 1 **Player 2** **Player 3** **Player 4** **Player 5** **Player 6**

Finally, add Benjen, Ygritte, and Qhorin to the hero card display. Shuffle any remaining hero cards, and add 4 at random to the display. The remaining hero cards are out of this game. Make sure that all hero cards are "A" side up.

The starting display always has these 3 cards, plus four other heroes chosen at random (plus A6 in a 5-player game).

- **In a 3/4-player game:** Distribute each players' hero card as described in the main rules. Place the remaining "A" cards, plus Benjen, Ygritte, and Quorin, in the display. Shuffle the remaining heroes and fill the display to 7 cards.

New Turn Sequence for 5-6 Players

When playing with 5 or 6 players use this new turn sequence:

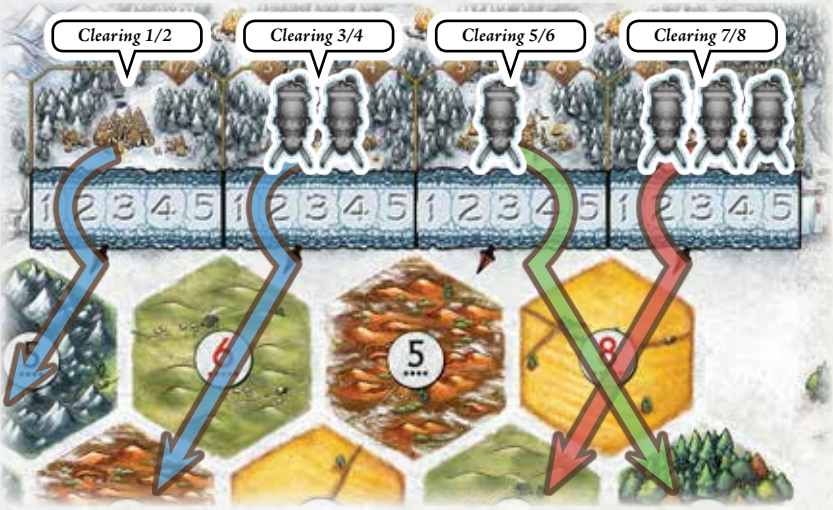
- **Roll the Dice:** You must roll for resource production and wildling movement. Resolve the results of both before proceeding.
- **Trade/Build Phase:** You may trade resources with other players. You may also build roads and settlements/keeps and/or purchase development cards. These are all interchangeable 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, announce the ***Special Build Phase*** and set the dice between yourself and the next player.
- **Special Build Phase:** Your opponents may build as explained below.
- **Next Player's Turn:** Once all of your opponents have completed their special builds (if any), the next player's turn begins.

Wildlings & Mammoths

Setup: Place all of the mammoth figures in the *Frostfangs*. Before mixing up and distributing the wildling tokens, look at the chart below. It indicates which wildling clans to include, depending upon the number of players in the game.

# of Players	Wildling Tokens
3-4	
5	
6	

- A **mammoth** is a wildling for all rules and card texts.
- A mammoth **counts as 1 wildling** when you compare the number of wildlings in the clearing to the number of guards on the Wall.
- Mammoths **do not cross the Wall** into the Gift after a breach. Instead, they **remain in the clearing** until the end of the game (or they are moved by a hero like *Benjen Stark*).
- If there are **zero, or an even number of mammoths** in a clearing, all wildling breaches and climber crossings are **normal**.
- If there are an **odd number of mammoths** in a single clearing, all wildling breaches and climber crossings from that clearing **change direction**. The wildlings block hexes in a straight line to the south-east (instead of the usual south-westerly direction).
  Exception: *In the eastern-most clearing (marked by the "7/8" trail), the wildlings always breach in a south-westerly direction.*



Examples of Mammoth's Effects on Wildlings: *Clearing 1/2 has no mammoths, so wildings cross the Wall normally (blue arrow). Clearing 3/4 has an even number of mammoths, so wildings cross the Wall normally (blue arrow). Clearing 5/6 has an odd number of mammoths, so wildings cross the Wall in a south-easterly direction (green arrow). Although clearing 7/8 has an odd number of mammoths, this particular clearing is the exception to the rule. Wildlings from this clearing always cross the Wall normally (red arrow).*

The Special Build Phase

The *Special Build Phase* occurs after your turn but before the next player's turn (i.e., between player turns). All the other players may participate in this phase. In clockwise order, each other player then takes a *special build turn*. On your *special build turn*, you may build/buy anything you can create with your resource cards (road, settlement, keep, guard, or development card). If you do not (or cannot) build during your *special build turn*, just pass.

Important: *Remember to resolve any wildling rushes if one occurs after you build a settlement or keep. This might also cause a breach.*

Note: *This phase gives you the opportunity to build things and/or to buy development cards. It also allows you to interfere with the plans of other players even though it is not your turn. You can even attempt to evade Tormund (by keeping your hand size at 7 or fewer).*

You may only use the resources you have in your hand. For this reason, you are encouraged to trade as much, and as advantageously, as possible with the current player during that player's actual turn. This could give you the resources you need to build during your *special build turn*.

During your *special build turn*, you:

- Cannot play development cards.
- Cannot trade with other players or with the supply (no 2:1, 3:1 trades, etc).
- Cannot play a hero card.
- Cannot win the game with VPs (see below).

You cannot win the game with VPs during the *Special Build Phase*. If you reach 10 points during this phase, you must wait until your regular turn. On your turn, **after you roll** and resolve the dice, you can declare victory. However, it is possible to win the game if the final breach of the Wall or a wildling overrun occurs during the *Special Build Phase*.

Supply Trade Rate Marker

Place the *supply trade rate marker* beside the supply as a visual reminder of what the base trade rate is. The 3:1 side is an aid for *Brotherhood of the Watch*. The 4:1 side is an aid to use with the *Base Game Rules*.

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PROTECTIVE CARD SLEEVES

Heroes of the North

Æmon Targaryen – Mæster of the Black

Move 1 Guard on the Wall: Before or after your own production roll you may move one of your guards to another section of the Wall. You cannot move a guard if doing so would leave fewer guards on a Wall section than wildlings in the clearing below it, as this would cause a wildling breach.

Gilly – Wildling Ally

Re-Roll the Wildling Die: On any turn you may, after the dice are rolled, ignore the result of the wildling die and force the player to re-roll it. You must accept the new result.

Jon Snow – Bastard Leader

Protection from the "7": When any "7" is rolled, you **must** immediately use Jon Snow. If you have more than 7 resource cards, you do not have to discard any. If you have 7 or fewer resource cards, take 1 resource of your choice from the supply before the player who's turn it is moves ***Tormund***.

Osha – Wildling Informant

Resources from Occupied Hexes: Take 1 resource from up to 2 wildling-occupied hexes adjacent to any of your settlements/keeps. A single occupied hex lets you take 1 card, 2 occupied hexes lets you take 1 card from each.

Example: *You have 5 hexes adjacent to your settlements/keeps that are blocked by wildlings. Choose 2 of these hexes and take 2 corresponding resource cards from the supply (e.g.: if you chose a hills and a forest hex, take 1 brick and 1 lumber from the supply).*

Note: Advanced players can use all of the hero cards if all players agree.

Turn Sequence for 5-6 Players

- **Roll the Dice** (and resolve the production and wildling results)
- **Trade/Build Phase** (in any order)
- **End Your Turn** (set dice between you and the player to your left)
- **Special Build Phase** (your opponents may build/buy anything they can)

  Remember: *During the Special Build Phase:*
  You cannot play a hero card.
  You cannot trade cards with players (nor 3:1 nor 2:1 trades with the supply).
  You cannot play development cards.
  You cannot win with VPs, but wildlings could cause a win.
- **Next Player's Turn** (the player to your left takes the dice, and rolls them)

A Game of Thrones CATAN
Brotherhood of the Watch

Ⓐ Game Overview

To make your first game as easy as possible, we use the award-winning "*Catan*" rules system.

If you are new to Catan, play the base game rules before you play the full game!

If you are new to *Catan*, please read this **Game Overview** Ⓐ first (page 1). Next, read the **Base Game Rules** Ⓑ (pages 2-4) and start to play base *Catan*.
If you already familiar with base *Catan*, read the rules and play the full ***Brotherhood of the Watch*** Ⓒ game! These rules begin on page 5.
If you have questions at any time during your games, you can look up keywords (marked ⚜) in the **Rules Reference** Ⓓ (included as a separate booklet).

1 The kingdoms let you recruit from their slums and prisons; but, otherwise, they have all but forgotten you. You still control the ancient territory called the "Gift." The Gift is bounded by the Starks' kingdom to the south and the seas to the east and west. To the north stands the Wall—the towering dam holding back the wildlings and the other horrors of the northern wastes. You must settle and expand your holding in the Gift. After all, starving and poorly armed men make poor guards.

2 There are 6 terrain types. Five of the terrain types produce a different type of resource. Each resource you receive is represented by a card. Here's what each terrain produces:

3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to acquire 10 victory points on his/her turn wins the game.

4 To gain more victory points, you must build new roads and settlements. You can also upgrade settlements to keeps. Each keep is worth 2 victory points. To build or upgrade, you need to acquire resources.

5 How do you get resources? It's simple. Each turn, 2 dice are rolled to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. If, for example, a "10" is rolled, all terrain hexes with a "10" number token produce resources—in the illustration on this page, those terrain hexes are mountains (ore) and a pasture (wool).

Standard Set-up for *Base Game*

6 You only collect resources if you own a settlement or a keep bordering a terrain hex producing a resource. In the illustration, the red settlement [A] borders the "10" mountains hex. The blue and black settlements [B] border the "10" pasture. If a "10" is rolled, the red player receives 1 ore card; and the blue and black players each receive 1 wool card.

7 Since the settlements and keeps usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. Here, the yellow settlement [C] borders on forest, mountains, and pasture. A settlement at [D] would only harvest the resources from 2 terrain hexes (pasture and forest). Finally, a settlement at [E] would only harvest the resource from 1 terrain hex (hills). However, [E] is also at an ore trade route.

8 Since it's impossible for you to have settlements adjacent to all terrain hexes and number tokens, you may receive certain resources only at rare intervals (or never). This is tough, because building requires specific resource combinations.

9 For this reason, you can trade with the supply or trade with other players. Make them an offer! A successful trade might yield you a big build!

10 You can only build a new settlement on an unoccupied intersection—provided that one of your own roads leads to that intersection and the nearest settlement is at least 2 intersections away.

11 Carefully consider where you build settlements. There are numbers of varying size and pips (dots) on each number token. The taller the number (and the more pips it has), the more likely you are to roll that number during the game.

Bottom line: The more frequently a number is rolled, the more often the hexes with those numbers produce resources. You should consider settling on hexes that have good potential for production (e.g., 6 & 8 versus 2 or 12). However, these same hexes are often primary targets for Tormund the Robber.

B Base Game Rules

These rules contain all the important information that you need to play! If you need more information during the game, you can look up keywords in the Rules Reference D. Keywords are marked with a "Y" symbol.

Starting Set-up for Beginners

The frame pieces hold the board together and prevent the terrain hexes from moving after the board is in place. Referring to the illustration on page 1, set up the game board (if you play with 3 players, use the same set-up without the red pieces):

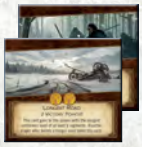
- Assemble the frame pieces as shown.
- Place the hexes face up inside the frame as shown.
- Place 1 number token on each hex as shown.

Note: *After your first game, you can play the base game with a variable board. See the Rules Reference for instructions.*

Set-Up

- Sort the resource cards into 5 stacks. Put them face up next to the board to form the supply.

- Set the 11 hero cards and the 2 "New Recruits" cards aside. You don't use them in the base game.
- Shuffle the development cards. Place them face down by the board.



- Place the special cards "**LONGEST ROAD**" and "**LARGEST PATROL**" beside the board, 2 VP side up. Place the two 6-sided dice beside the board.

Setting Up the Players

- Leave the 12 sided die, gray figures, wall, and the guards in the box. You won't need them in the base game.

Then, each player does the following:

- Choose a player color. Take all of the player pieces of that color and a building cost card. Place them in front of you.
- Place 2 settlements and 2 roads of your color as indicated in the illustration on page 1.
- You receive 1 resource Y for each terrain hex adjacent to your starting settlement (your settlement marked with a white star on page 1). Take the appropriate resource cards from their stacks. Keep your resource cards hidden from your opponents.

Example: *In the illustration on page 1, see the blue settlement on the right, marked with a star. Blue receives 1 brick, 1 lumber, and 1 ore for his settlement.*

Turn Overview

On your turn, you perform the following steps in the order listed:

- Step 1: Roll the 6-sided dice for resource production Y first (the result applies to all players).
- Step 2: You may trade Y resource cards with other players and/or trade with the supply Y.
- Step 3: You may build roads Y, settlements Y, and/or keeps Y, and/or buy development cards Y.

You may also play 1 development card at **any** time during your turn.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

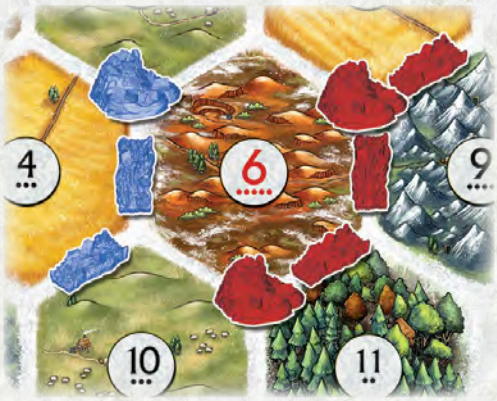
The oldest player goes first.

The Turn in Detail

1. Resource Production Y

You begin your turn by rolling the two 6-sided dice. The sum of the dice determines which terrain hex(es) produce resources.

Each player who has a settlement on an intersection Y that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type. For an example, see resource production Y. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. You receive 2 resource cards for each keep you own that borders that hex. If there are not enough of a given resource in the supply to fulfill everyone's production, look in the Rules Reference.



Example: *If a "6" is rolled, Red receives 2 brick for his 2 settlements. Blue receives 1 brick for his 1 settlement. If a "4" is rolled, Blue receives 1 grain. If Blue's settlement were a keep, he would receive 2 grain instead.*

2. Trade

After the dice roll is resolved, you may trade freely to gain resource cards (using either or both types of trades below):

a) Trade with Players

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counteroffers to you.

Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*

b) Trade with the Supply

You can also trade without the other players! During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in the supply and taking any 1 resource card of your choice from it. If you have a settlement/keep on a trade route , you can trade with the supply at a more favorable rate: 3:1 or 2:1 as indicated by the trade route.

Trade w/supply 4:1 without a trade route

Trade w/supply with a 3:1 trade route

Trade w/supply with 2:1 lumber trade route

Important: *The 4:1 trade is always possible, even if you do not have a settlement or keep on a trade route.*

3. Build

Now you can build. Through building, you can increase your victory points , expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Build Costs Card). Take the appropriate number of roads, settlements, and/or keeps you built from your supply. Place them immediately on the board. Return the resource cards you spent to their respective supply stacks.

You cannot build more pieces than what is available in your pool—a maximum of 5 settlements, 4 keeps, and 15 roads.

a) Road Requires: Brick & Lumber

A new road must always connect to one of your existing roads, settlements, or keeps. Only 1 road can be built on any given path .

The first player to build a continuous road (not counting forks) of at least 5 road segments that is not interrupted by a foreign road or keep receives the special card "Longest Road ." If another player succeeds in building a longer road than the one created by the current owner of the "Longest Road" card, that player immediately takes the special card (and its 2 victory points). In this case, there is a 4 victory point swing!

Longest Road

Road Build Example: *Blue may build a road on the paths marked in green. Blue cannot build on the path marked in red, for yellow's settlement blocks the way.*

Longest Road Example: *Red has a continuous connection of 6 roads (not counting the fork); therefore she has the "Longest Road." Blue's 7-road linkage is interrupted by one of Red's settlements. So, Blue's longest road is 5.*

b) Settlement Requires: 1 Brick, 1 Wool, 1 Grain, and 1 Lumber

Take special note of the "Distance Rule": you may only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (i.e., none are occupied by any settlements or keeps—even yours).

Each of your settlements must connect to at least one of your own roads. When a terrain hex produces, you receive resources regardless of whose turn it is. You receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.

See the settlement example on the next page.

Example: *Red may build a settlement on the intersection marked in green. Red cannot build on the intersections marked in red because she has to observe the distance rule.*

c) Keep Requires: 3 Ore & 2 Grain

You may only establish a keep by upgrading 1 of your settlements.

When you upgrade a settlement to a keep, put that settlement piece back in your supply and replace it with a keep piece.

A keep allows you to acquire 2 resource cards for an adjacent terrain hex that produces resources.

Each keep is worth 2 victory points.

d) Buying a Development Card Requires: Ore, Wool, & Grain

When you buy a development card, draw the top card from the deck.

There are 3 different kinds of development cards: ranger patrol (purple banner), progress (green), and victory point (orange). Each has a different effect (see below).

Development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Keep your development cards hidden (in your hand) until you use them, so your opponents can't anticipate your play.

4. Special Cases

a) Rolling a "7" and Activating Tormund

If you roll a "7", no one receives any resources.

Instead, each player who has more than 7 resource cards must select half (rounded down) of his/her resource cards and return them to the supply.

Then you must move Tormund. Proceed as follows:

(1) You must move Tormund immediately to a number token on any other terrain hex.

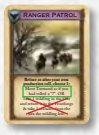
(2) Then you steal 1 (random) resource card from 1 opponent who has a settlement or keep adjacent to the target terrain hex. The player who is robbed holds his/her resource card hand face down. You then take 1 card at random. If the target hex is adjacent to 2 or more players' settlements or keeps, you choose which one you want to steal from.

Important: *If the production number for the hex containing Tormund is rolled, the owners of adjacent settlements and keeps do not receive resources. Tormund prevents it.*

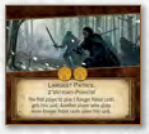
b) Playing Development Cards

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)!

Ranger Patrols



In the base game, when you play a ranger patrol card, you can only use the option: *Move Tormund as if you had rolled a "7"*. You must immediately move him.



Largest Patrol

Once played, ranger patrol cards remain face up in front of you. The first player to have 3 ranger patrol cards in front of himself receives the special card "Largest Patrol," which is worth 2 victory points. If another player has more ranger patrol cards in front of him than the current holder of the Largest Patrol card, he immediately takes the special card and its 2 victory points.

Progress Cards

If you play a progress card, follow its instructions. Then remove the card from the game (i.e., toss it in the box).

Victory Point Cards

You must keep victory point cards hidden. You may only reveal them during your turn and when you are sure that you have 10 victory points—that is, to win the game. Of course, you can reveal them after the end of the game if someone else wins. You may play any number of victory point cards during your turn, even during the turn you purchase them (if playing them gives you the win).

Ending the Game

If you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. You cannot win during another player's turn. If somehow you find that you have 10+ victory points during another player's turn, you must wait until your next turn.

© Brotherhood of the Watch Rules

You serve as a shield against the darkness. You form the rear guards for the thrones of the south. You are the Night's Watch! You do not play the Game of Thrones—you are the only thing that holds back the wildlings trying to migrate to the warmer southern lands. Because ***winter is coming****…*

You are recognized by your fellow brothers of the Night's Watch as a natural leader. You oversee a small cadre in their day-to-day duties. It is your duty to insure that the defenses of the Wall are properly manned by guards. To accomplish this, you need to secure a steady supply of resources that flow from the small settlements, fortified keeps, and roads in the Gift. If you do your job well, you will become the new Lord Commander.

Important: The rules for *Brotherhood of the Watch* use all of the base rules, with the following changes:

The Wall, the Gift, & the Wildlings

The board represents the region of northern Westeros that contains the Wall and the Gift. The Wall protects the kingdoms to the south and the gift of land that supports the guards on that Wall. This board is made up of the terrain hexes of the Gift and the frame pieces that hold those hexes together. The frame has spaces for the clan areas, camps, trails, and clearings north of the Wall.

The wildlings start the game in an area called the Frostfangs. During play, certain actions (like building a settlement) trigger wildling migration. Wildlings migrate from the Frostfangs to the clan areas where they prepare themselves in camps. Later, the wildlings follow a trail from the camps to a clearing at the base of the Wall. When there are more wildlings in a clearing than guards on the wall section defending against that clearing, the wildlings breach the Wall to enter the Gift. If the camps in a clan area get too crowded, the wildlings rush the Wall.

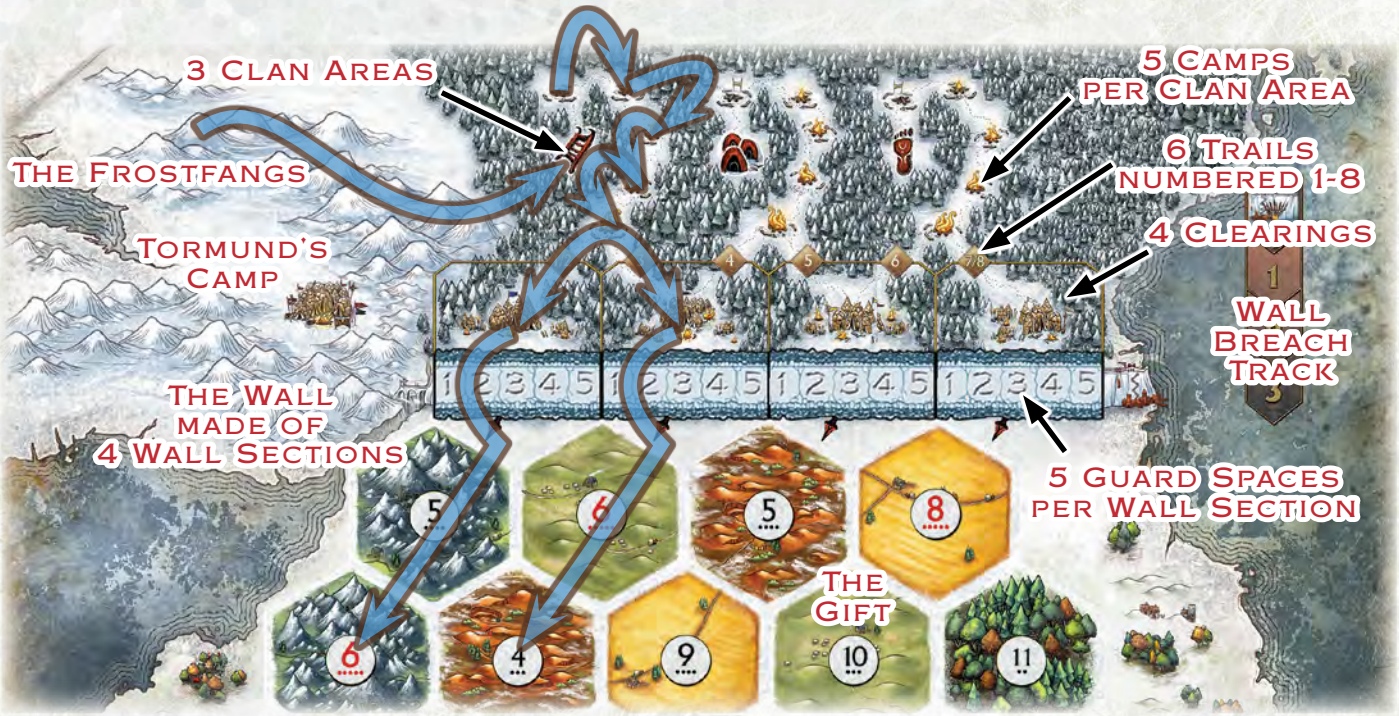
In the image of the game board below, we identify all of the areas that are crucial to the movement of the wildlings. Black arrows indicate specific areas. Blue arrows indicate the general flow of wildling movement.

Constructing the Board

For your first game of *Brotherhood of the Watch*, we suggest that you use the "Standard Set-up for *Brotherhood of the Watch*" depicted on the back of this rule book.

First, assemble the frame. Second, create the Gift by placing the terrain hexes into the frame—again as shown. Use all 21 terrain hexes in a 4-player game. Use 16 hexes in a 3-player game. Third, place the number tokens on top of the designated terrain hexes as shown.

Note: *It can be a lot of fun (and challenging) to play with a variable game board (with the terrain hexes arranged randomly). You can change the board each game. This allows you to explore new strategies. But always remember that, while you randomize the terrain hexes, you do not randomize the number tokens. If you want to use the variable set up, you can find the guidelines in the Rules Reference under Set-Up, Variable. Also look for useful tips under Set-Up Phase.*



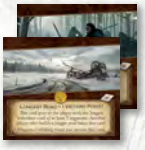
Set-Up

If you are experienced players, use the variable set-up guidelines (see Reference Rules under Set-Up, Variable and Set-Up Phase).

General Set-Up

Follow the base game set-up instructions on page 2, with the following additions:

- Place the wildling die beside the production dice.
- Place the 4 wall sections on the board as shown in the illustration on page 5.
- Shuffle all of the development cards to form the stack.



- Place the Longest Road & Largest Patrol cards **1 VP side up**.
- Place your build cost card face up (wildling tokens depicted).

- Place the breach marker on the "0" space of the wall breach track.
- Place the 8 VP tokens beside the board.
- Each player rolls the production dice, highest roll goes first.

Set-Up the Wildlings

- Place the wildling figures on the Frostfangs area of the board. Place all of the wildling tokens face down next to the board and mix them up so that nobody knows which is which.

- Place 1 wildling token face down on each settlement space on your build cost card. Then place 1 of your settlements on top of each of these wildling tokens.
- Place 2 wildling tokens and 1 keep on each keep space on your build cost card.
- Leave any remaining tokens face down beside the board to form a wildling token pool.

Prepare the Hero Cards

Place all of the hero cards next to the board, "A-side" up, to form a display. Each player takes 1 Hero Card as follows:

- **In a 4-player game:** Player 1 takes "A4" Yarwick, player 2 takes "A3" Tarley, player 3 takes "A2" Marsh, and player 4 takes "A1" Mormont.
- **In a 3-player game:** Player 1 takes "A3" Tarley, player 2 takes "A2" Marsh, and player 3 takes "A1" Mormont.

Set-Up, *Brotherhood of the Watch*

Set-up is the same as in the base game, with the following additions:

- Take 7 guard pieces in your player color.
- The *Brotherhood of the Watch* set-up has 3 rounds instead of 2. Rounds 1 and 2 are just like in the base game (place 1 settlement & 1 road). In round 3, place 1 guard on the wall (starting with player 1 and continuing clockwise).

Turn Overview

A turn in *Brotherhood of the Watch* is the same as in the base game, except that you roll 3 dice. You must now roll the 12-sided wildling die in addition to the production dice. The result of the wildling die determines which, if any, of the wildlings advance.

- Step 1– Roll the 3 dice. First resolve the two 6-sided production dice (the result applies to all players). Next resolve any wildling advance indicated by the 12-sided wildling die.
- Step 2– You may trade resource cards with other players and/or trade with the supply.
- Step 3– You may build roads, settlements, and/or keeps, recruit guards, and/or buy development cards.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

The Turn in Detail

Begin your turn by rolling all 3 dice. The sum of the 2 production dice determines which terrain hex(es) produce(s) resources. The result of the wildling die determines which wildling(s) advance(s) (if any).

1. Roll the 3 Dice

Handle resource production the same way as in the base game.

Note: *A terrain hex blocked by a wildling does not produce.*

Wildling Advance

A trail is a numbered connection between a camp and an adjacent clearing. The wildling die roll result (i.e., 1 to 12) can match a number on one of the trails. If there is a wildling in the camp connected to this trail number, that wildling advances down the trail to the clearing.

Example: *The cave people clan area has 2 wildlings in it. This area is connected to two trails (the "4" trail and the "5" trail). You roll a "4" on the wildling die. So you must advance the wildling in the camp adjacent to the "4" trail to the clearing. There is no guard on the wall section defending that clearing. So there is a wall breach. If you rolled a "5", the wildling would have advanced down the "5" trail to the clearing that is defended by a guard. No breach would occur in that case.*

If there are multiple wildlings in that clan area, the wildling in the camp closest to the numbered trails advances. The other wildlings in that clan area each move 1 camp closer to the clearings to fill unoccupied camps.

Wildlings

There are 3 types of wildlings: climbers, giants, and regular wildlings. When a wildling advances to a clearing:

- A **climber** immediately jumps over the Wall and blocks the first hex not occupied by a wildling directly south of the wall section. This does not count as a wall breach (see below).

- A **giant** removes itself and removes the guard on the "1" space of the wall section defending that clearing. Take back your guard, and return the giant to the Frostfangs. If any guards remain on that wall section, they each move to the next lowest number on that wall section. If a giant advances to a clearing and there is no guard on that wall section, the giant breaches the wall (see below).

- A **regular** wildling stays in the clearing if the number of regular wildlings in the clearing is equal to or less than the number of guards on the wall section defending that clearing. If there are more wildlings than guards, the wildlings breach the wall.

Wall Breaches

When a wall breach occurs, if there is a guard in the 1 space of that wall section, remove it and return it to its owner. Any other guards on that wall section (from lowest to highest) fill in the lowest-numbered, unoccupied space(s).

Then, one at a time, each of the wildlings on that clearing jumps over the Wall. Each one blocks the first hex not occupied by a wildling directly south of the wall (as indicated by the red arrows). A blocked terrain hex does not produce.

Example: *There are 2 regular wildlings in the "5, 6" clearing and 2 guards on the wall section defending that clearing. You roll a "5" on the wildling die. There is a regular wildling at the camp beside the "5" trail. That wildling advances down the trail into the "5/6" clearing. There are now 3 wildlings in the clearing and only 2 guards defending. The wildlings breach the wall. Return the guard in the "1" space on the wall to its owner. Then move the 3 wildlings over the wall to block the first 3 hexes south. Finally, move the remaining guard on the wall from the "2" space to the "1" space.*

After a wall breach, move the breach marker 1 space down on the breach track. 3 wall breaches end the game (see Ending the Game).

Wildling Rush!

When a fifth wildling moves to a clan area that already has 4 wildlings, a wildling rush occurs. The wildlings in the two camps closest to the trails immediately advance. The wildling in the lowest camp uses the lower numbered trail (*red arrow in example*) and the wildling in the next closest camp uses the higher numbered trail (*blue arrow*).

Then, the 3 remaining wildlings fill in the camps. Move the wildling in the 3rd camp to the 1st camp, move the one in the 4th camp to the 2nd camp, and move the one in the 5th camp to the 3rd camp (*black arrows*).

2. Trade with The Supply (3:1)

Trading is handled the same as in the base game, with the following exception: the standard rate for a trade with the supply is 3:1 (instead of 4:1).

3. Build

Building is the same as in the base game, with the following additions:

- You may build guards.
- When you build a settlement, build a keep, or take a special VP card, you reveal wildling tokens. The corresponding wildling(s) must migrate to their clan area.
- Longest Road and Largest Patrol are **only worth 1 VP each**.

Create New Wildlings with Wildling Tokens

1 wildling token starts under each of the settlements on your build cost card. 2 start under each keep. When you build a settlement, you must reveal the token and migrate a wildling from the Frostfangs to a clan area. The wildling token specifies the type of wildling that migrates (in blue) and which clan area it migrates to (in red). Follow this process twice for each keep. When you build a keep, place a wildling token from the pool under the settlement you return to your build cost card.

Each time you take the Longest Road or Largest Patrol special card, you must draw a random wildling token from the pool beside the game board to "migrate" a wildling.

Place any used wildling token(s) face up beside the game board. If the face-down wildling token pool is ever depleted, re-mix the face-up tokens to form a new pool.

Wildling Types

Climber *Giant* *Regular*

Clan Areas

Ice River Clan *Cave People Clan* *Hornfoot Clan*

Building a Guard
Requires: 1 Brick, 1 Wool, & 1 Lumber

After you pay for a guard, place it onto the lowest-numbered, unoccupied space on a wall section of your choice.

As long as you have 3 guards anywhere on the Wall, you receive 1 VP token. As long as you have 5+ guards anywhere on the Wall, you receive 1 additional VP token (2 VPs total). If the number of your guards on the wall falls below either threshold, return the VP token to the supply.

Hero Cards

Your hero card gives you a specific advantage as described on the card. The first time you use your hero's advantage, you have 2 choices:

- Return it to the hero card display. Then take 1 other hero card of your choice from the display. Place this new hero "A-side" up in front of you.
- Turn your hero card over to its "B-side." This allows you to use the hero's ability again on a subsequent turn. After you use your hero card a second time, you **must** return it to the hero card display ("A-side" up). Then take 1 other hero card of your choice from the display.

There is a summary of all of the heroes on the back cover of the Rules Reference.

Important: *You are not allowed to use a hero card during the same turn you take it. You cannot trade, give away, or steal hero cards.*

Ending the Game

Brotherhood of the Watch can end in 3 ways:

1. If the Wall has been breached 3 times, the game ends immediately. If you have the most guards on the wall at this point, you win. If tied, see below.
2. If the number of wildlings in the Gift exceeds 7 (8 or more) the game ends immediately. If you have the most guards on the wall at this point, you win. If tied, see below.
3. If you have 10 VPs at the END of your turn, you win.

Important: *Unlike most* ***Catan*** *games, you only win at the END of your turn. You must still advance the wildlings as usual throughout your entire turn. This could cause the game to end immediately (see 1 or 2 above).*

Resolving Ties for Most Guards

- The tied player with the most VPs wins.
- If still tied, the tied player with the oldest guard on the wall wins (guard on the lowest number in any wall section).
- If still tied, the player with the guard in the most western location wins (closest to the Frostfangs).

Standard Set-up for *Brotherhood of the Watch*

4 player Set-up

3 player Set-up

A Game of Thrones™ Catan®

Brotherhood of the Watch™

Rules Reference

Rules Reference

This rules reference contains detailed, alphabetical entries and examples for A Game of Thrones Catan™. These are not the "Game Rules!" You do not have to read this material prior to your first game. Instead, use the *Base Game Rules* and the *Brotherhood of the Watch Rules*. Then read this to enjoy the complete experience.

This rules reference includes advanced rules and clarifications. You can refer to it if any questions arise during a game.

A

Advance

If the wildling die roll result (i.e., 1 to 12) matches the number on a trail that connects to a clan area containing at least one wildling, the wildling in the camp with the hottest fire pit **advances** to the Wall. Place that wildling in the clearing connected to that trail just north of the wall.

If there are multiple wildlings in that clan area, the wildling at the camp with the hottest fire pit **advances**. Any other wildlings in that clan area (from hottest to coldest) fill in the unoccupied camp(s).

See Wildlings Advance for examples and more details.

B

Build (Building)

You may build (buy, recruit) on your turn after you roll for resource production and finish trading. To build, you must turn in the specified combinations of resource cards (see Building Costs Cards). Return these cards to the supply.

You can build as many items, recruit as many guards, and buy as many cards as you desire—if you have the resources to "pay" for them and they are still available. (See Settlements, Keeps, Roads, Guards, and Development Cards.)

Each player has a supply of 14 roads, 5 settlements, and 4 keeps in the base game. In the *Brotherhood of the Watch* game each player has 7 guards as well. If you build a keep, return the settlement to your build cost card and place a random wildling token underneath it. Once built, roads and keeps remain on the board until the end of the game.

Your turn is over after "building." Pass the dice to the player to your left. He/she continues the game.

Building Costs Cards

The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to the supply. You can build settlements and roads, recruit guards, upgrade settlements to keeps, and buy development cards. These cards also have spaces for you to put your wildling tokens, settlements, and keeps.

Brotherhood of the Watch Building Cost Card

Base Game Building Cost Card

***Note:** If you are playing the **Brotherhood of the Watch** rules, when you place a settlement or keep onto your building cost card, remember to put the indicated wildling tokens(s) on the board (face down, under the playing piece).*

Borderlands

When a terrain hex borders on the edge of the Gift (i.e., next to a frame piece), that edge is called a "borderland." You can build a road along a borderland. You can build settlements and upgrade settlements to keeps on borderland intersections. Since a site on the borderland borders only 1 or 2 hexes, borderland settlements generate smaller resource yields. However, the borderland sites on the southern edge of the Gift usually provide access to trade routes. These trade routes allow you to trade with the supply at more favorable rates.

C

Camps

Camps are the 5 spaces (indicated by fire pits) in a clan area that hold wildlings that migrated from the Frostfangs. Wildlings stay in the camps until they advance to the Wall due to a wildling roll.

When you reveal a wildling token, a wildling migrates from the Frostfangs to the clan area specified on the token. Place the wildling figure in the unoccupied camp with the hottest fire (i.e., camp depicted by the largest flames).

A wildling leaves a camp when it advances from its clan area to the Wall. If there are multiple wildlings in that clan area, the wildling at the camp with the hottest fire pit advances. Any other wildlings in that clan area (from hottest to coldest) fill in the unoccupied camps.

See Wildlings Advance for detailed examples.

Clan Areas

Wildlings migrate from the Frostfangs to the clan areas. There are clan areas for 3 different clans (left to right in illustration): ice river clan, cave people clan, and hornfoot clan. Wildlings stay at camps in these clan areas until they advance to the Wall due to a wildling roll.

When you reveal a wildling token, a wildling migrates from the Frostfangs to the clan area indicated on the token.

A wildling leaves a clan area when it advances from its clan area to the Wall. This is triggered when a wildling die roll depicts a trail connected to the wildling's clan area.

See Wildlings Advance for examples and more details.

Clearing

There is a clearing north of each wall section. This is the space that a wilding moves to when it advances out of a camp. A wildling leaves a clearing when it is a climber, it is a giant, or it breaches the Wall.

See Wildlings Advance for examples and more details.

Climber

A climber is one of the 3 types of wildlings. When a Climber wildling advances, it immediately jumps over the Wall and blocks the first unoccupied terrain hex directly south of the wall section. This does not count as wall breach for the purposes of ending the game (see Ending the Game).

See Wildlings Advance for examples and more details.

Combined Trade/Build Phase

We introduced the separation of the trade and build phases in order to make the sequence easier for beginners to learn.

We recommend experienced players ignore this separation. Instead, use a combined trade/build phase. It creates much more flexible and fluid play.

After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even build a settlement and use its adjacent trade route during the same turn.

D

Development Cards

There are 3 different kinds of development cards: Ranger Patrol Cards, Progress Cards, and Victory Point Cards.

When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them. This keeps the other players in the dark.

You cannot trade, steal, or give away development cards.

You may only play 1 development card during your turn—either 1 ranger patrol card or 1 progress card. You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

Exception: *If you buy a card and it is a victory point card that brings you to 10 points, you may immediately reveal this card (and all other VP cards) and win the game.*

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

Distance Rule

You may only build a settlement on an unoccupied intersection and only if none of the 3 adjacent intersections contains a settlement or a keep.

Example: *Red wants to build a new settlement. Red cannot build on the intersections marked in red. He can only build at the intersection marked in green.*

E

Ending the Game

Brotherhood of the Watch can end in 3 ways:

1. If the Wall has been breached 3 times, the game ends immediately. If you have the most guards on the wall at this point, you win. If tied, see below.
2. If the number of wildlings in the Gift exceeds 7 (8 or more) the game ends immediately. If you have the most guards on the wall at this point, you win. If tied, see below.
3. If you have 10 VPs at the END of your turn, you win.

Example: *Red has 2 settlements (2 points), 2 keeps (4 points), the Longest Road special VP card (1 point), 2 victory point cards (2 points), and 3 guards on the Wall (1 point). On her turn, she reveals her 2 victory point cards, giving her the 10 points needed to win the game!*

Important: *Unlike most* ***Catan*** *games, you only win at the END of your turn. You must still advance the wildlings as usual throughout your entire turn. This could cause the game to end immediately (see 1 or 2 above).*

Resolving Ties for Most Guards

- The tied player with the most VPs wins.
- If still tied, the tied player with the oldest guard on the wall wins (guard on the lowest number in any wall section).
- If still tied, the player with the guard in the most western location wins (closest to the Frostfangs).

F

Frostfangs

At the beginning of the game, all of the wildlings start in the Frostfangs region of the board. When a wildling token is revealed, the token indicates the type of wildling, and the specific clan area that it migrates to.

G

Game Play

Here is a summary of the game sequence, plus some more specific entries where you can find details:

(1) Lay out the game board: Set-up, Variable

(2) Initial set-up: Set-up Phase

(3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order:

- Roll for Resource Production & Advance
- Trade
- Build

You may play 1 development card any time during your turn. You may play 1 hero card on your turn as described on the card.

Pass the dice to the player on your left at the end of your turn. That player then takes a turn using the same 3 phases.

Giant

A giant is one of the 3 types of wildlings. When a giant wildling advances, it removes itself and the guard on the "1" space on that Wall section. Take back your guard, and return the Giant to the Frostfangs. If there are no guards on that wall section, there is a wall breach.

See Wildlings Advance for examples and more details.

Guard

Your guards are the only things that keep the wildlings from overrunning the Wall and destroying the Gift. As long as you can keep the number of guards in each wall section at least equal to the wildlings massing in the adjacent clearing, you are secure. An occasional climber or giant may wreak havoc, but it won't cause you to lose the game.

A guard costs 1 lumber, 1 brick & 1 wool to build. After you pay for a guard, place it onto the lowest-numbered available space on a wall section of your choice.

As long as you have 3 Guards anywhere on the Wall, you receive 1 VP token. As long as you have 5+ Guards anywhere on the Wall, you receive 1 additional VP Token (2 VPs total).

See Wildlings Advance for examples and more details.

H

Heroes of The North

During play, you always have 1 hero card in front of you. Refer to Setting Up Heroes, for guidelines as to how to start.

See the back cover for specifics of each hero.

Using a hero card is a two-step process. The first step is a choice of whether or not you will use the hero card. Once you choose to play your hero card, you must resolve all of the effects as written on the card itself. The effects on each hero card offer you a special advantage described on the card. Don't forget to resolve the "After use:" effect of the card if you use it.

Rules for Playing Your Hero Card:

There are four main rules to follow that dictate if, when, and how you can play your hero card.

- You may only play a hero card on your own turn, unless the card says otherwise. *Samwell Tarly, for example*.
- You cannot play a hero card on the turn you receive it.
- You may only play a hero card 1 time on the turn you use it.
- If you can't / don't comply with all of a hero card's requirements, you cannot play it. *For example: You can't use Mance Rayder if you have the most victory points.*

Once You Play Your Hero Card:

Once you have made the choice to play your hero card, you must resolve all of the effects as written on the card itself.

After You Play Your Hero Card:

After you resolve the effects of the hero card you played, read the bottom "After Use:" line. It explains your options.

If the card is on its "A" side when you use it, you can choose either option 1 or option 2 below.

If the card is on its "B" side when you use it, you must select option 2 below.

1. Turn the card over so that its "B" side is face up and keep it in front of yourself. You can use the hero card's advantage a second time on a subsequent turn.
2. Return the hero card to the display (turn it "A" side up) and choose one of the other available hero cards from the display (no, you cannot take back the one you just placed on the display). Place your new hero card "A" side up in front of yourself.

I

Intersections

Intersections are the points of hexes. You may only build settlements on intersections. The influence (for resource yields) of settlements and keeps extends into the adjacent terrain hexes that form the intersection, so it is generally preferable to build at an intersection of 3 hexes.

K

Keeps

You cannot build a keep directly. You can only upgrade an existing settlement to a keep. You pay the required resources, return the settlement to your supply, and replace the settlement with a keep on the same intersection. Each keep is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.

When you build a keep, place the upgraded settlement piece into your supply. You can build this settlement (and reveal the token) later.

Important: *If you are playing with* ***The Brotherhood of the Watch*** *rules, remember to place a new, random, wildling token face down under the returned settlement. Place both back onto your build cost card.*

Example: *Blue rolls a resource production roll of "8." She receives 3 ore cards: 1 ore for her settlement and 2 ore for her keep. Red receives 2 lumber for his keep.*

Hint: *It is extremely difficult to win the game without upgrading settlements to keeps. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.*

L

Largest Patrol

Brotherhood of the Watch Largest Patrol Card

Base Game Largest Patrol Card

If you are the first player to play 3 ranger patrol cards, you receive this special card, which is worth 1 victory point (2 VP in the base game). You place the "Largest Patrol" card face up in front of you. If another player plays more ranger patrol cards than you have, that player immediately takes this special card. The victory point(s) likewise count(s) for the new owner.

Longest Road

Brotherhood of the Watch Longest Road Card

Base Game Longest Road Card

If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 1 victory point (2 VP in the base game).

Note: *If your road network branches, you may only count the single longest branch for purposes of the longest road.*

If you hold the "Longest Road" card and another player builds a longer road, he immediately acquires your "Longest Road" card. He also acquires the bonus victory point(s).

Example: *Red builds a continuous road with 7 wooden pieces (A–B). The branch roads (marked with arrows) are not counted. Red takes the "Longest Road" special VP card.*

You can break an opponent's road by building a settlement on an unoccupied intersection along his road!

Example: *Blue builds a settlement on intersection "C" (which is legal). This breaks Red's road into 2 parts. Red must give the special card to Blue, who now has the Longest Road.*

Special Case: *If your longest road is broken and you are tied for Longest Road, you still keep the "Longest Road" card. However, if you no longer have the Longest Road, but two or more players tie for the new Longest Road, set the "Longest Road" card aside. Do the same if no one has a 5+ segment road. The "Longest Road" card comes into play again when only 1 player has the longest road (of at least 5 road pieces).*

N

Number Tokens

The number tokens are marked with the numerals "2" through "12." There is only one "2" and one "12." There is a conjoined "2 & 12" for 3-player games. There is no "7."

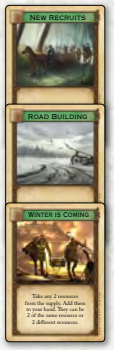
The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the larger the quantity of dots, the more likely it is that number will be rolled. "6" and "8" (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 six-sided dice.

P

Paths

Paths are defined as the edges where 2 hexes and/or hexes and the frame meet. Paths run along the border of 2 terrain hexes or between a terrain hex and the frame. Only one road can be built on any path. At each end of a path is an intersection.

Progress Cards



Progress cards are a type of development card. They have green frames. You may play only 1 development card during your turn. There are 2 each of 3 varieties:

- New Recruits: If you play this card, you may add 1 of your guards to the Wall for free.
- Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).
- Winter is Coming: If you play this card you may immediately take any 2 resource cards from the supply. You may use these cards to build on the same turn.

R

Ranger Patrol Cards

When you play a "Ranger Patrol" development card during your turn, place it face up in front of you. Then, choose 1 of 2 options:

Option 1: Move Tormund away from his current spot and onto the number token of any other terrain hex.

- You then steal 1 resource card from a player who has a settlement or a keep adjacent to Tormund. If there are 2 or more such players, you may choose your victim.
- The player you elect to rob keeps his resource cards face down while you take 1 of his cards at random. If he has no cards, you get nothing! (You can always ask players about the number of cards they hold.)
- If you are the first player to have 3 ranger patrol cards face up in front of you, take the "Largest Patrol" special card. This special card is worth 1 victory point (2 VP in the base game).
- If another player has more face-up ranger patrol cards than you, he takes the special card. He also acquires the bonus victory point(s).

Example: *On Yellow's turn he plays a ranger patrol card and*

moves Tormund from the fields hex to the hills hex. Yellow may now steal a random card from Red or Blue.

Option 2: Remove 1 wildling from the Gift. Choose a hex in the Gift with a wildling on it. Take 1 resource of the type produced by that hex from the supply. Then, remove the wildling from that hex and return it to the Frostfangs.

Option 2 is not available in the base game. In the base game, you must move Tormund per Option 1.

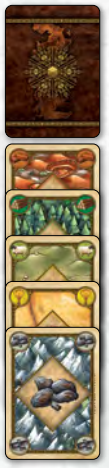
Regular Wildling

A regular wildling is one of the 3 types of wildlings. When a regular wildling advances, it masses at the clearing until that section of wall is breached.

See Wildlings Advance for examples and more details.

Resource Cards (Resources)

There are 5 different types of resources: grain (from fields), brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). These resources are represented by "resource cards." You receive these cards as income from the resource production of these hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive your income for each terrain hex adjacent to your settlements or keeps every time the production number on the hex is rolled (exception: see Tormund).



Resource Production

On your turn, you must roll the dice for the turn's resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for "2" and "12," both of which only appear once on a given board. They appear together on a conjoined "2 & 12" token in 3-player games. This hex produces whenever a 2 or 12 is rolled.

All players who have settlements or keeps on the hexes indicated by the roll receive the yields (resource cards) of those hexes. Each settlement produces 1 resource card and each keep produces 2 resource cards.

Example: *Blue rolls a "4". Her settlement "A" borders a hills hex marked by the number "4", so she takes a brick card. If settlement "A" had been a keep, she would have received 2 brick cards. Red's*

settlement "B" borders on 2 hexes with the number "4" (hills and pasture). Red takes 1 brick card and 1 wool card from the supply.

It is possible that during the game there will not be enough resources in the supply to provide all of the yields. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn. Exception: If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any extras are lost. In either case, production of other types of resources is not affected.

Resource Trade

In the second phase of your turn, you may trade with the other players. The other players may not trade among themselves, only with the player whose turn it is. There are 2 different kinds of trade:

- Trade with Players and
- Trade with the Supply.

Roads

Roads connect your settlements and keeps. You build roads on paths. You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road special card. Only 1 road may be built on each path. You can build roads along the borderland.

Example: *Yellow would like to build a road. He may build his road on any of the paths outlined in green. Each of these paths connects to either Yellow's road or his settlement. He cannot build on the path outlined in red because it is blocked by Blue's settlement. He cannot build on the path outlined in purple because building on a path between 2 ice fields is not allowed.*

Rolling a "7" and Moving Tormund

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

(1) Each player counts his/her resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: *Arnd rolls a "7". He has only 6 cards in his hand. Siobhán has 8 cards and Klaus has 11. Siobhán must discard 4 cards and Klaus 5 (rounding down).*

(2) Then you (the player who rolled the "7") must move Tormund to the number token of any other terrain hex (or to Tormund's Camp). This blocks the resource production of this hex, until Tormund moves to another number token.

(3) After discarding occurs, you also steal 1 resource card at random from a player who has a settlement or keep adjacent to this new hex. If there are 2 or more players with buildings there, you may choose from which one to steal.

Tormund must be moved. You may not choose to leave Tormund on the same hex. After moving Tormund, your turn continues with the trade phase.

See also *Tormund* and *Ranger Patrol* *cards*.

S

Settlements

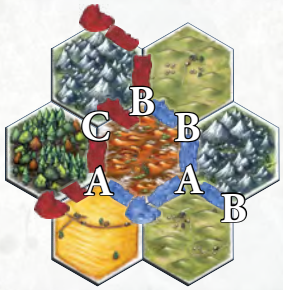
A settlement is worth 1 victory point. Settlements are built on intersections (where 3 hexes meet or 1 or 2 hexes meet the frame). You share in all of the resource production of each terrain hex adjacent to your settlements.

You must meet 2 conditions when building a settlement:

(1) Your settlement must always connect to 1 or more of your own roads.

(2) You must observe the Distance Rule.

Example: *Blue wants to build a new settlement. He may only do so at one of the intersections marked "B". He cannot build on "A" because of the Distance Rule, or on "C" because no blue road leads to this intersection.*



Note: *If you build all 5 of your settlements, you must upgrade 1 of your settlements to a keep before you can build another settlement. When you do, return the upgraded settlement to your supply, so you can build another settlement.*

Important: *If you are playing with* ***The Brotherhood of the Watch*** *rules, remember to place a new, random, wildling token face down under the returned settlement.*

Set-up Phase

Begin the "set-up phase" after you build the game map (see Illustration on page 10).

Everyone chooses a color and takes the corresponding game pieces:

- 5 settlements;
- 4 keeps;
- 15 roads; and
- 1 building costs card.

Sort the resource cards into 5 stacks and place them face up in the card tray beside the board.

Shuffle the development cards and place them face down in the card tray beside the resource cards.

Place the 2 special cards and the dice beside the board.

Place Tormund on his camp.

The base game set up phase has 2 rounds. Each player builds 1 road and 1 settlement each round.

Round One

Each player rolls both dice. The player who rolls highest is the starting player and begins.

The starting player chooses an unoccupied intersection and places a settlement on it, and then places a road adjacent to this settlement.

The other players then follow clockwise.

Each player places 1 settlement and 1 adjoining road.

Important: *When placing all other settlements, the Distance Rule (see page 3) always applies!*

Round Two

Once all players have built their first settlements, the player who went last in the first round begins round two: that player builds his/her second settlement and its adjacent road.

Note: *After the player builds both of his/her settlements and roads, the other players follow counterclockwise. So, the starting player in round one places his/her second settlement last.*

The second settlement can be placed on any unoccupied intersection, as long as the Distance Rule is observed. It need not be near the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives his starting resources immediately after building his/her second settlement. For each terrain hex adjacent to this second settlement, he/she takes a corresponding resource card from the supply.

Note: *The starting player (the last to place her second settlement) begins the game: She rolls all 3 dice for resource production & wildling migration.*

Set-Up, Base Game

In the Base Game, lay out the board as shown in the Base Game Overview and on page 10 (see Set-Up, Base Game boards):

- Assemble the frame (see illustration on page 10).
- Place the terrain hexes exactly as shown in the illustration on page 10.
- Place 2 settlements and 2 roads of each color as shown. If only 3 are playing, remove the red pieces.
- Each player receives the 3 resources from the terrain hexes adjacent to his settlement marked by the white star.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.

Set-Up, *Brotherhood of the Watch*

As in the *base game,* you begin the "set-up phase" in *The Brotherhood of the Watch* game after you build the game map (see 3- and 4-player boards on page 10). Set-up proceeds as in the *base game*; however, you take 7 guards of your player color as part of your piece mix and there are 3 rounds instead of 2.

The first 2 rounds are taken as usual:

- Round 1: Player 1, player 2, player 3, player 4
- Round 2: Player 4, player 3, player 2, player 1

Then, each player performs round 3 as follows:
Place 1 of your guards on the lowest available number of a wall section of your choice:

- Round 3: Player 1, player 2, player 3, player 4

Set-Up, Variable

Assemble the frame as usual. Turn the terrain hexes face down. Shuffle the terrain hexes.

1. Randomly place the terrain hexes face up inside the frame as usual for the number of players you have.
2. Now take the 5 trade route pieces and randomly place them as usual for the number of players you have.
3. Place the number tokens in the exactly same positions as in the usual setup for the number of players you have.

Alternatively: *You can use a fully random set up. Randomly place 1 number token on each land hex. Note that tokens with the red numbers (6s & 8s) must not be next to each other. You may have to swap tokens to insure that no red numbers are on adjacent hexes.*

Also see "Set-up Phase" and illustrations on page 10.

Setting Up the Heroes

Each hero card has a front side (marked "A" with a blue banner beneath it) and a back side (marked "B" with a red banner beneath it). Place all of the hero cards "A" side up beside the game board to form a display.

Once you know what player number you are, take the Hero card appropriate to your player position (see below). Place it in front of yourself, "A" side up.

- **In a 4-player game:** Player 1 gets "A4" O. Yarwick, player 2 gets "A3" S. Tarley, player 3 gets "A2" B. Marsh, and player 4 gets "A1" J. Mormont.
- **In a 3-player game:** Player 1 gets "A3" S. Tarley, player 2 gets "A2" B. Marsh, and player 3 gets "A1" J. Mormont.

T

Tormund's Camp

Tormund's camp lies in the Frostfangs in the NW corner of the game board. Tormund the Robber starts the game there.

Tormund The Robber

Tormund the robber begins the game in the Frostfangs in Tormund's Camp. He is moved only by rolling a "7" or playing a Ranger Patrol card.

If Tormund is moved to any other terrain hex, he prevents that hex from producing resources. As long as Tormund is in the target hex, players with settlements and/or keeps adjacent to the target hex receive no resources from this terrain hex.

Example: *You roll a "7." You must move Tormund. He was in a fields hex. You place him on the "8" number token of a hills hex. If a "8" is rolled in the coming turns, Red and Blue do not receive a brick resource card from this hex. This lasts until Tormund is moved again by another "7" or a ranger patrol card. You may also take 1 resource card at random from either Red or Blue.*

Board Set-up for *Brotherhood of the Watch*

4-Player Standard Set-up

3-Player Standard Set-up

4-Player Variable Set-up

3-Player Variable Set-up

Note: *The 5 ice fields on this setup are considered part of the frame. You may not build roads on the spaces marked with the "X" since they are not actually true paths.*

Base Game Setup for 3 or 4 Players

Note: *In a 3-player game, remove the red player's pieces*

Note: *The 2 ice fields on this setup are considered part of the frame. You may not build roads on the spaces marked with the "X" since they are not actually true paths.*

Trade

After you roll for resource production, you may trade with other players (Resource Trade) or with Trade the Supply.

- You may trade as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but only if it is that player's turn and they elect to trade with you.
- You may not trade with the supply during another player's turn.
- You may not give away cards.
- You may not trade development cards.
- You may not trade like resources (e.g., 2 wool for 1 wool).

Trade with Players

On your turn, you may trade resources with the other players (after rolling for resource production). You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards, or trade matching resources (e.g., you can't "trade" 3 ore for 1 ore).

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

Example: *It is Pete's turn. He needs 1 brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, "Who will give me 1 brick for 1 ore?" Olivia answers, "If you give me 3 ore, I'll give you a brick." Charlotte interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Pete accepts Charlotte's offer and trades 1 lumber and 1 ore for 1 brick. Note that Olivia may not trade with Charlotte, since it is Pete's turn.*

Trade with the Supply

On your turn, you can trade resources with the supply during the trade phase. Such trades do not involve another player.

The most basic (and unfavorable) exchange rate is 3:1 (4:1 in the base game). You may trade 3 identical resource cards to the

supply in exchange for 1 resource card of your choice. You do not need a trade route (settlement at a trade route location) to trade at 3:1 (4:1).

Example: *Benny returns 3 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable "trade with players."*

If you build a settlement or keep at a trade route location, you can trade at a more efficient 2:1 rate.

There is only 1 trade route for each type of resource (with the same symbol). So, if you earn plenty of a certain type of resource, it can be useful to build on the trade route for that resource type. The exchange rate of 2:1 only applies to the resource shown on the trade route location. A trade route does not permit you to trade any other resource type at a more favorable rate.

Example: *Black built a settlement at the grain trade route. He may exchange 2 grain cards with the supply for any 1 other resource card. He can also trade 4 grain cards for any 2 other resources. If he traded 4 wool to the supply instead of 4 grain, he would get only 1 card in return.*

Trade Route

Trade routes allow you to trade resources more favorably. In order to control a trade route, you must build a settlement on a borderlands intersection that borders the trade route. See also "Trade with the Supply".

Trail

A trail is a connection between the camp with the hottest fire in a clan area and a clearing. The wildling die roll result (i.e., 1 to 12) can match the number on one of the trails. If this trail connects to a clan area containing at least 1 wildling, the wildling in the the camp with the hottest fire advances. Place that wildling in the clearing connected to that trail.

See Wildlings Advance for examples and more details.

Example: *If you roll a "4" on the wildling die, move the giant down the trail to the clearing on the left. If you roll a "5", move it down the trail to the clearing on the right.*

V

Victory Point Cards

Victory point cards are development cards, so they can be "bought." These orange framed development cards represent important cultural achievements or artifacts.

Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

Hint: *Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.*

Victory Points

The first player to reach (be at) 10 victory points (VPs) on his/her turn wins the game.

Players acquire victory points (VPs) for the following:

- 1 settlement = 1 VP
- 1 keep = 2 VPs
- Longest Road special card = 1 VP (2 VPs in the Base Game)
- Largest Patrol special card = 1 VP (2 VPs in the Base Game)
- Victory point (VP) card = 1 VP
- Guards on the Wall: 3 guards = 1 VP, 5 guards = 2 VP

Since each player begins with 2 settlements, each player begins the game with 2 VPs. Therefore, you only need 8 more VPs to win the game!

Whenever you build your 3rd guard, take a VP token and place it in front of yourself. If your number of guards ever falls below 3, return the VP token. Follow the same process when you build/lose your 5th guard.

Note: *This icon is the VP symbol. It appears on VP cards, special cards, etc. It is a visual reminder for the things, other than settlements and keeps, that earn you VPs. Each VP symbol you see is worth 1 VP.*

Wall, The (Wall Section)

The Wall keeps the wildlings out of the Gift. The Wall is divided into sections. Each wall section is divided into spaces numbered 1-5. When you place a guard on a wall section, place it on the lowest numbered space in that section. The guards on a particular wall section defend the Wall from the wildlings in the clearing facing that section.

Wall Breach

If the number of wildlings in a single clearing is higher than the number of guards on the Wall section defending that clearing, the wildlings in this clearing breach the Wall.

Take all of the wildlings in the clearing and place them, 1 by 1, on top of the number token in each hex in a straight line south west from the Wall (indicated by the arrows on the frame).
So, if 3 wildlings breach the Wall, cover the first 3 hexes.

Move the wildling Breach marker 1 space further down the Breach Track.

The wildlings block the production of a hex in the same way as Tormund (or the robber in *Catan*).

If the number of wildlings that breach the Wall is greater than 4, place the 5th wildling on the first hex south of the Wall, the 6th on the second hex, and so on. Continue placing as usual. So, there can be 2 wildlings per hex.

If Tormund is blocking a hex that a breaching wildling is supposed to occupy, place the wildling in the hex with Tormund.

When a section of the Wall is breached, remove the oldest guard on that section of the Wall (see Guard).

If a 6th wildling enters a clearing that is defended by 5 guards on the adjacent Wall, remove that wildling and another random wildling. Also remove the oldest guard on that wall section. This leaves 4 wildlings in the clearing and 4 guards on the Wall section defending that clearing.

See pages 13 and 14 for detailed examples of wildling migration and wall breach.

Wildlings

The wildlings are the inhabitants of the lands north of the Wall. They are desperate to move south, over the Wall, because winter is coming...

Wildlings begin the game in the Frostfangs. During the game, they migrate to the clan areas where they prepare themselves in camps. From there, the wildlings advance along the trails to the clearings at the base of the Wall. Here they wait, fight, or go over the Wall into the Gift.

Wildling Types

There are 3 types of wildlings: climbers, giants, and regular wildlings.

Regular: The regular wildling has no special abilities.

Climber: When a climber moves to a section of the Wall, it immediately jumps over the Wall and blocks the first unoccupied terrain hex directly south of the Wall. This does not count as Wall Breach for the purposes of ending the game (see Ending the Game).

Giant: When a giant moves to a clearing that is defended by 1 or more guards, immediately remove the oldest guard on the Wall section defending that clearing (the guard goes back to its owner). Then, the giant returns to the Frostfangs. If there is no guard defending the Wall section when a giant arrives, the giant automatically breaches the Wall and enters the Gift (as if it were a regular wildling).

Wildling Tokens

To start the game, there is 1 wildling token under each of your settlements on your build costs card and 2 under each of your keeps. When you build a settlement/keep, reveal the wildling token(s). When you upgrade a settlement to a keep (i.e., build a keep), you release 2 wildling tokens. The upgraded settlement piece returns to the building costs card with a random wildling token under it.

A wildling token depicts a specific clan area (in red) and a wildling type (in blue). Use this information to migrate a wildling.

Creating New Wildlings

You create a new wilding every time you reveal a wildling token. When you create a new wildling, it migrates immediately (see Wildling Migration).

You create new wildlings every time you build a settlement or a keep:

- After Building Each Settlement: Place 1 wildling.
- After Building Each Keep: Place 2 wildlings (1 at a time).

You also draw a wildling token from the pool and create a new wildling each time you receive a special card:

- If you receive the Longest Road Card: Place 1 wildling.
- If you receive the Largest Army Card: Place 1 wildling.

Wildlings Advance

During Every Production Roll: If there are wildlings at a camp connected to a clearing by a trail with the number you rolled on the wildling die, move the wildling on the 1st camp (that closest to the Wall) along the trail to the clearing.

If there are additional wildlings in this clan area, move them each down to the camp that is closer to the wall. (So, camp 2 moves to camp 1, then camp 3 to camp 2, etc.).

Wildling Migration

After looking at the wildling token, you create a new wildling. Take a wildling figure of the type shown (from the Frostfangs) and place it into the clan area indicated.

Each clan area has 5 camps. Place a new wildling figure onto the unoccupied camp with the hottest fire in the clan area (e.g., if the first 2 camps are occupied, place the new wildling on the 3rd camp). The closer the camp is to the Wall, the hotter its fire.

Wildling Rush!

When a wildling migrates to a clan area where 4 camps are occupied, the wildlings in that area rush the wall. The wildling in the 1st camp (closest to the wall) advances to the clearing with the lower numbered trail. Then wildling in the 2nd camp advances to the clearing with the higher numbered trail. The remaining wildlings move down as usual.

Examples of Wildling Advances, Breaches, etc.:

Wildling Advance Example 1-A: *Ziggy rolls a "5" on the wildling die. Regular wildling "A" in the lowest camp beside the trail marked with the "5" moves down the trail to the clearing.*

1-B: *There are now 2 wildlings in the clearing. There are*

4 guards on the wall section defending that clearing. There is no breach. The wildlings in the camps behind the wildling that moved each move 1 camp closer to the wall.

Note: *This example continues on page 14*

Wildling Advance Example 2-A: *Micci's turn is next. She rolls a "3" on the wildling die. The giant beside trail 3 advances down the trail to the clearing. That giant and the oldest guard (red) immediately remove each other from the board (the giant goes back to the Frostfangs, the red guard goes back to the red player).*

2-B: *There are now 2 wildlings in the clearing. There is only*

1 guard (blue) on the wall section defending that clearing. The wildlings breach the wall! First remove 1 guard from this wall section (blue). Then move the 2 wildlings into the Gift to cover the number disks of the first 2 terrain hexes (the 6 & the 4). Finally, move the climber at the 2nd camp 1 camp closer to the wall and move the breach marker 1 space down the track.

Wildling Migration Example: *You just received the Longest Road special VP card. Now you must create and migrate a new wildling. You draw 1 of the random wildling tokens from the pool. It's a giant from the Cave People clan. Take 1 giant figure from the Frostfangs and place it into the first unoccupied camp (in this case the 4th camp) in the Cave People Clan area.*

Wildling Rush Example A: *You just revealed a wildling token. It's a regular wildling from the cave people clan. Take 1 regular figure from the Frostfangs and place it into the first unoccupied camp. That camp is the 5th one. The cave people clan camps are overcrowded, so this entire clan rushes the wall!*

Rush Example B: *The giant is 1st, so it advances down the lower numbered trail (4). The climber is 2nd, so it advances down the higher numbered trail (5). One by one, the rest of the wildlings move down to the 1st, 2nd and 3rd camps.*

Oh No! The wildlings are breaching the wall again!

Rush Example C: *The giant is in a clearing that is undefended, so it breaches the wall. Move it to block the first available hex in the Gift and move the breach counter 1 space down the track.*

The climber automatically crosses the wall and blocks the first available hex. This is not a breach.

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Heroes of the North

[A1] Jeor Mormont – Lord Commander of the Night's Watch

Forced Trade: Demand 1 resource card each from up to 2 players. The cards must be of the same resource type. For each resource card you receive, give the respective player 1 resource card of your choice in return.

[A2] Bowen Marsh – Lord Steward of the Night's Watch

1:1 Trade: You may trade a single resource card at a rate of 1:1 with the supply.

[A3] Samwell Tarly – Steward

No Income = 1 Free Resource: If, after resolving any production roll (not a "7"), you receive no resource cards, take any 1 resource card of your choice from the supply. Take your resource card before any other hero card is used.

[A4] Othell Yarwyck – Master Builder of the Night's Watch

Redirect your Road: Remove 1 of your roads from the board and rebuild it for free at a different legal location. The road you remove must only be connected on 1 of its 2 ends to your pieces. Ignore opponents' pieces when checking connections.

[A5] Ser Alliser Thorne – Master at Arms of the Night's Watch

Easy to Build Guard: When you build a guard, substitute 1 of the 3 resources with any 1 other resource of your choice.

[A6] Melisandre – Red Priestess of R'hllor

Manipulate Development Cards: One time on your turn, when you buy a development card, substitute 1 of the 3 resources with any 1 other resource of your choice. Choose your development card from the 3 top cards of the deck, then reshuffle the deck.

Mance Rayder – King Beyond the Wall

Take 1 Resource from a Leader: After resolving your production roll, look at the hand of resource cards of 1 opponent who has more victory points than you and take 1 resource card of your choice.

Benjen Stark – First Ranger

Remove 1 Wildling North of the Wall: Remove 1 wildling from a clearing or a camp, return it to the Frostfangs. If you remove a wildling from a camp and there are more wildlings in the camps farther from the clearings than the wildling you removed, move them each 1 camp closer to the clearings. Then, reveal a wildling token from the pool and place it accordingly. You can do this before or after your own production roll.

Ygritte – Freefolk Spearwife

Remove 1 Wildling from the Gift: Choose 1 wildling in the Gift and return it to the Frostfangs. You can do this before or after your own production roll.

Yoren – Wandering Crow

Patrol Card Becomes a Guard: When you build, discard 1 Ranger Patrol card that you have already played and build a guard for free. You can do this before or after your own production roll.

Qhorin Half-hand – Ranger

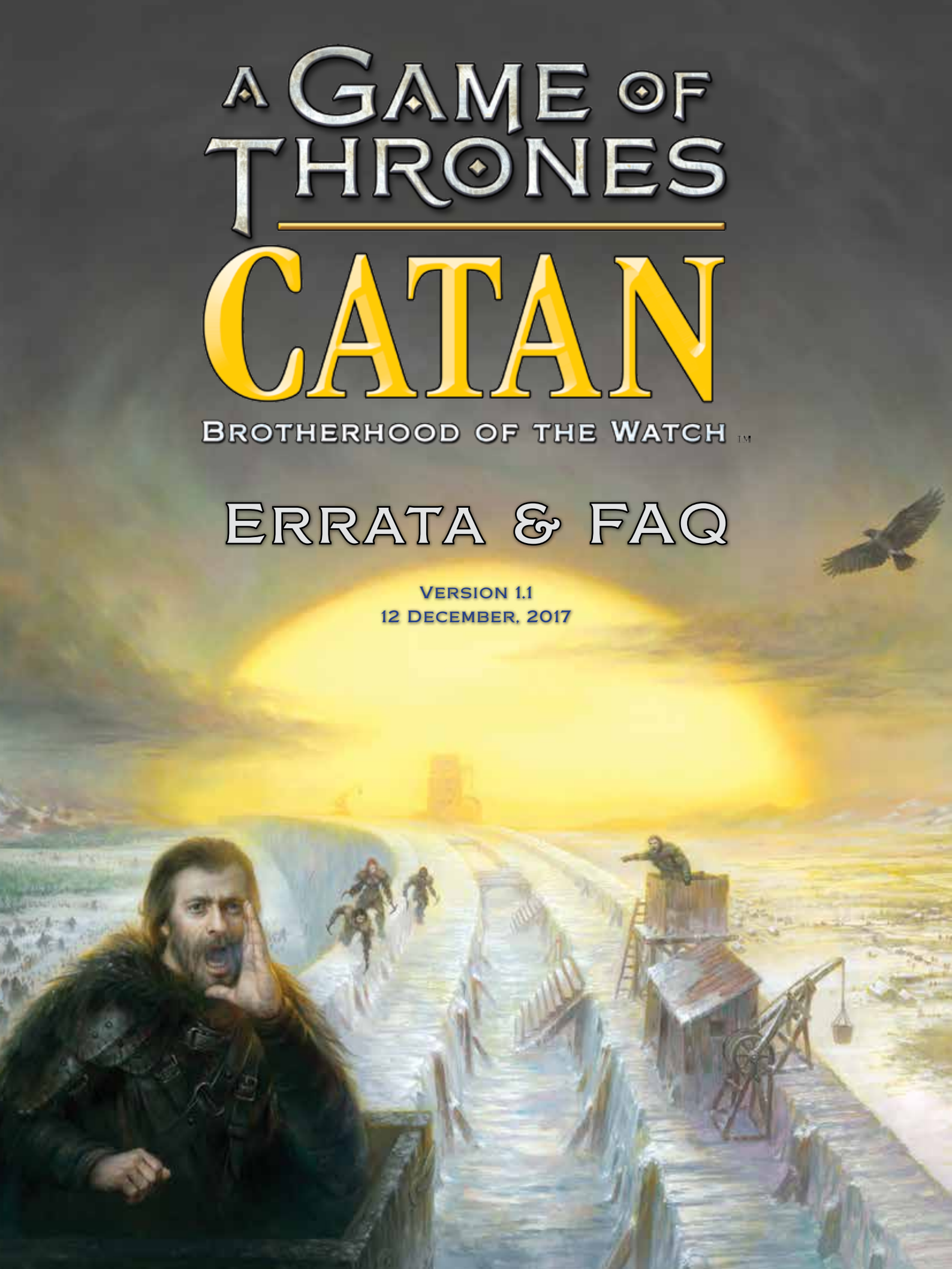
Chase Tormund North: You may move Tormund back to his camp. You receive 1 resource of the type produced by the land that Tormund left. You can do this before or after your own production roll.

A Game of Thrones Catan

Brotherhood of the Watch™

Errata & FAQ

Version 1.1
12 December, 2017



Errata & FAQ

Version 1.1 — 12 December, 2017

This document contains errata, rule clarifications, card clarifications, frequently asked questions, and quick reference material for *A Game of Thrones Catan*™. All of these entries supersede the rules printed in the first printing of the game.

Note: *Those responsible for these errors have chosen to take the black in lieu of harsher punishments.*

Back-of-Box Errata

The contents section on the box has a few errors. The changes are as follows:

Box Back

Contents:

- **22** number tokens (not 21)
- **14** plastic road pieces (not 15)
- **124** player pieces (not 128)
- **25** development cards (not 27)
- **57** wildling tokens (not 58)

Also, "trading posts" should be called "**trade routes**."

Card Errata

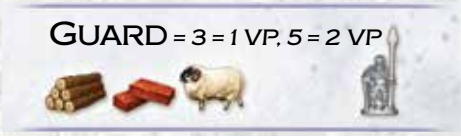
Samwell Tarly

The back (red) side of this card has a typographical error. The upper left corner should say "**B3**" (not A3).

Tile Sheet Errata

Build Cost Cards (4)

The build costs for the "GUARD" mistakenly says "KEEP." All other info about VPs and actual costs are correct. That text and graphic should look line this:



Updated Rules Text & Graphics

This entire section replaces the rules on page 4 of the Rules Reference. The portion of these rules that starts "*Brotherhood of the Watch* can end in 3 ways" also replaces the entire Ending the Game section on page 8 of the Base Rules:

Ending the Game

In *A Game of Thrones Catan: Base Game*, if you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If somehow you find you have 10 victory points during another player's turn, you must wait until your next turn to claim victory.

Example for Base Game: *Red has 2 settlements (2 points), 2 keeps (4 points), the Longest Road special VP card (2 points), 2 victory point cards (2 points). On her turn, she reveals her 2 victory point cards, giving her 10 VP for the win!*

Brotherhood of the Watch can end in 3 ways:

1. If the Wall is breached 3 times, the game ends immediately. If you have the most guards on the Wall at this point, you win. If tied, see below.
2. If the number of wildlings in the Gift exceeds 7 (8 or more) the game ends immediately. If you have the most guards on the Wall at this point, you win. If tied, see below.
3. If you have 10 VPs at the END of your turn, you win.

Important: *Unlike most Catan games, you only win at the END of your turn. You must still advance the wildlings as usual throughout your entire turn. This could cause to end immediately (see 1 or 2 above).*

Example for Brotherhood of the Watch: *Red has 2 settlements (2 points), 2 keeps (4 points), the Longest Road special VP card (1 point), 2 victory point cards (2 points), and 3 guards on the Wall (1 point). On her turn, she reveals her 2 victory point cards, giving her the 10 VP for the win!*

Resolving Ties for Most Guards

The tied player with the most VPs wins.

If still tied, the tied player with the oldest guard on the Wall wins (guard on the lowest number in any Wall section).

If still tied, the tied player with the guard in the most western location wins (closest to the Frostfangs).

Minor Text Improvements

In Rules Reference

Advance: The phrase "…in at the camp…" should read "…the wildling in the camp…".

Build (Building): In paragraph 2, all instances of the phrase "Wall-guards" should read "Guards" and

The phrase "If you build a keep, return the settlement to your supply" should read "If you build a keep, return the settlement to your build cost card **and place a random wildling token underneath it.**"

Building Costs Cards: The third sentence should read: "You can build settlements and roads , recruit guards , upgrade settlements to keeps…"

Building Costs Cards (Note section): The phrase "wildling tiles" should read "wildling tokens"

Borderlands: The phrase "…it is called a 'borderland.'…" should read "…that edge is called a 'borderland.'…"

Clan Area: In the first paragraph "cave clan" should read "cave people clan"

Clearing: All instances of "overruns" should read "breaches."

Frostfangs: The phrase "…the wildlings got in the Frostfangs…" should read "the wildlings start in the Frostfangs…"

Heroes of the North: In the second sentence, "Set Up, Variable" should read "Setting Up Heroes."

Longest Road (example): Updated image and text as follows:

Example: *Red builds a continuous road with 7 wooden pieces (A–B). The branch roads (marked with an arrow here) are not counted. Red takes the "Longest Road" special VP card.*

Paths: The term "land hex" should read "terrain hex."

Roads: In the last sentence before the example, the term "coast" should read "borderland."

Roads (example): The example should read:

*"**Example:** Yellow would like to build a road. He may build his road on any of the paths outlined in green. Each of these paths connects to either Yellow's road or his settlement. He cannot build on the path outlined in red because it is blocked by Blue's settlement. He cannot build on the path outlined in purple because building on a path between 2 ice fields is not allowed."*

Setup (3-Player Variable): In the diagram and in the Note at the bottom of the page, all instances of "snow hexes" should read "ice fields." And:

We've improved the visibility of the standard setups on page 10 of Rules Reference (and page 8 of the Base Rules), as follows:

3-Player Standard Set-up

4-Player Standard Set-up

Continued on page 4.

Trail: All instances of "hottest camp" should read "camp with the hottest fire."

Wildling Migration (example pg 14): Update text to read "...(in this case the 4th camp)…"

Hero Card Manifest (page 16):

Benjen Stark: Should read:
"Remove 1 wildling from a clearing or a camp, return it to the Frostfangs. If you remove a wildling from a camp and there are more wildlings in the camps farther from the clearings than the wildling you removed, move them each 1 camp closer to the clearings. Then, reveal a wildling token from the pool and place it accordingly. You can do this before or after your own production roll."

Mance Rayder: The phrase "Freefolk Leader" should read "King-Beyond-the-Wall."

Yoren: In the description text, the phrase "Ranger Patrol" should read "*Ranger Patrol*" (italics).

In Base Rules:

Page 3: The word "ReQuire" should be "Require."

Page 8: The phrase "4 Player Player Set-up" should read "4 Player Set-up."

Page 8: The phrase "3 Player Player Set-up" should read "3 Player Set-up."

On Cards:

Benjen Stark: The phrase: "Before or after your own production roll…" should read: "Before or after your own production roll **you may**…"

Ygritte: The phrase: "Before or after your own production roll…" should read: "Before or after your own production roll **you may**…"

Yoren: The phrase "Ranger Patrol" should read "*Ranger Patrol*" (italics).

FAQ

Is Tormund a wildling?

No. Whenever the rules or the cards refer to a wildling (or wildlings), this does not refer to Tormund (or vice-versa). *While it is true that Tormund is a wildling in the **A Song of Ice and Fire**, for ease of understanding in this game we treat him separately.*

Why are the card trays so large

The card trays were designed to be large enough to fit sleeved cards. Many players like to sleeve their cards to protect them from wear and tear.

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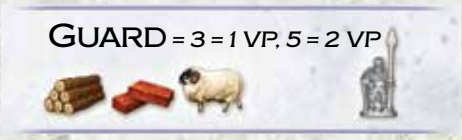
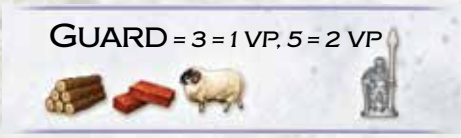
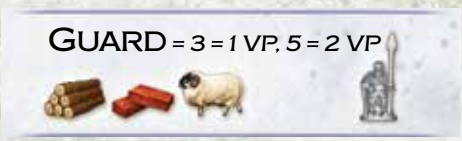
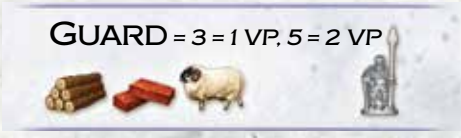
If you wish to make your *Build Costs* cards more accurate, you can print the images below on adhesive label material, cut them out, and affix them to the cards.









CATAN
HISTORIES
SETTLERS OF AMERICA™

Rules

SETTLERS WELCOME!

The 19th Century has arrived and America is heading west. Wagon trains of settlers seeking fresh lives and opportunities strike out to tame the wild land of the west. From the vast prairies they wrest fertile land for crops and grazing lands for their voracious cattle herds.

As more and more settlers head west, new cities pop up like mushrooms. Due to the distances between them, these new cities quickly come to rely on young railroads for the transport of vital goods. Trails become rails and create great wealth. Soon, a complex railroad network develops, and steam belching iron horses connect the thriving cities.

Experience the pioneer days of the Wild West! Send your settlers west to found cities and to develop the expanding railroad network. If you are the first to use your trains to deliver 8 goods to your opponents' cities (or 10 goods in a 3-player game), you win the game and fulfill your manifest destiny as the era's greatest pioneer.

THE MAP BOARD

The map board shows the continental United States within its present-day boundaries. Large hexagons (i.e., terrain hexes) depict the different types of terrain: pasture, hills, fields, forest, and mountains. Each type of terrain produces a different resource: cattle, coal, grain, lumber, and ore. You use these resources to build and expand your holdings.

An edge where 2 terrain hexes meet is called a *path*. You build rails (tracks) on paths, and your trains move along these rails.

A point where 3 terrain hexes meet is called an *intersection*. You move your settlers from 1 intersection to another. Small hexagons called *city-sites* occupy some intersections. Your starting cities can only be founded on purple (white-bordered) city-sites. When 1 of your settlers stops on an empty city-site, it must settle and you must build a city there.

COMPONENTS

4 Sets of Player Pieces, Each Consisting of:

30 rails · 2 trains · 2 settlers · 12 cities · 10 goods (cubes)

95 Resource Cards (19 of each):

lumber · ore · grain · coal · cattle

44 Gold Tokens:

34 small ($1.00) · 10 large ($5.00)

1 Outlaw Piece

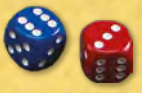
4 Building Costs Cards:

In 4 player colors

24 Development Cards (varying amounts):

(x2) (x3) (x6) (x4) (x4) (x3) (x2)

2 Dice



12 Number Tokens:

4 of each

Plus 1 Map Board & 1 Rules Book

PREPARATION

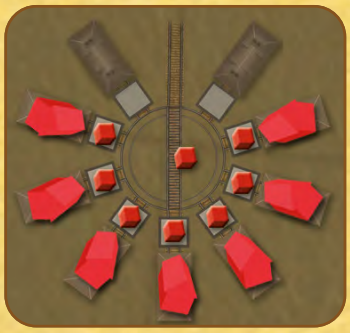
- Select a color and take the *building costs card* and the *game pieces* of that color:
  - 30 rails (railroad tracks)
  - 12 cities in a 3-player game, 10 in a 4-player game
  - 2 trains (engines)
  - 2 settlers (covered wagons)
  - 10 goods in a 3-player game, 8 in a 4-player game
- Place the 12 *number tokens* on the terrain hexes with the single question marks (as shown in the illustration on pages 3 & 16).
- Shuffle the *development cards* and place the resulting stack face down in the appropriate space on the board.
- Sort the *resource cards* and place the resulting 5 stacks face up beside the map board. They serve as the resource *supply* during the game.
- Place your *starting pieces* (3 cities, 1 train, 1 rail) as detailed in the illustration on pages 3 & 16. In a 3-player game, also place the 3 city pieces for the color not being played—these cities do not produce resources, but you may deliver goods to them.

  Please Note: *After you play a few times, you can randomly distribute the number tokens. Shuffle, then place them on the single question mark hexes. You may also want to use the variable set-up rules to place your starting pieces (see pages 8-9).*
- Place the gray *outlaw piece* on 1 of the desert hexes.
- Take 3 *gold* (i.e., 3 1-valued gold tokens).
- Place your *goods cubes* and *remaining cities* on 1 of the *turntables* on the board. For practical reasons, use the closest turntable.

  Place your cities on the rectangular spaces on your turntable—9 in a 3-player game, 7 in a 4-player game. In a 4-player game, the 2 darker spaces remain empty.

  Place 1 goods cube in the center of your turntable. Place the rest of your goods cubes on your turntable in the square spaces next to your city pieces.

  The illustration at the right shows the placement of your pieces on your turntable in a 4-player game. In a 3-player game, each of the darker spaces would also receive 1 city and 1 goods cube.



- For your first few games, you begin the game with 3 resource cards as follows:
  - Red Player . . . . . 1 coal, 2 grain
  - Orange Player . . . . . 1 cattle, 1 coal, 1 grain
  - White Player . . . . . 1 cattle, 1 grain, 1 ore
  - Blue Player. . . . . 3 grain

OVERVIEW

To start the game, you and the other players each roll the dice (reroll ties). If your roll is the highest, you take the first turn. When you are finished, the player to your left takes a turn. The players continue to take turns until the game ends.

***Note:** If the high rollers tie, they reroll for first turn.*

Production Phase (see page 4 for details)

Roll the dice. If your roll is a "7", activate and move the outlaw. Otherwise, use the result to determine the resources produced and to distribute resource cards to the players. Then you proceed to the Action Phase.

Action Phase (see page 5-8 for details)

As long as you can pay the required resources, you may perform the following actions as often as you like, in any order. For example, you may first trade, then build, then trade again, and move your train and your settler.

- **Trade:** You may trade resources and gold with your opponents and/or the resource card supply.
- **Play a development card**
- **Build & buy:** You may use resources to buy development cards **and** to build settlers, rails, and trains.
- **Move settlers & "build" cities:** You move your settler(s) by paying grain resources. When a settler ends its movement on an empty city-site, you *must* replace the settler with a city (i.e., remove the settler and build a city).
- **Move trains & deliver goods:** You move your train(s) by paying coal resources. During your turn, any of your trains that are adjacent to an opponent's city may deliver goods as long as the goods space is empty. Only 1 goods cube can be delivered to each city.

Extraordinary Build Phase

After you have finished the action phase on your turn, the extraordinary build phase begins. Starting with the player to your left and proceeding clockwise, each player may build or buy: settlers, trains, rails, and/or development cards. However, a player may **not** trade, play development cards, deliver goods, or move trains or settlers during this phase.

***Note:** Hold on to the dice until the last player has finished building. Only pass the dice when you end your turn.*
***Note:** This is the end of the Overview.*

PRODUCTION PHASE

Begin your turn by rolling both dice. ***(Note:** You may choose to play a development card before rolling.)* Based on the sum of the numbers on the dice, 1 of 2 effects occurs:

- If the roll is a "7", you move the outlaw.
- If the roll is not a "7", terrain hexes produce resources for all players

The Roll is a "7"

If you roll a "7", no one receives any resources, and no one receives gold as compensation. Instead, the outlaw strikes:

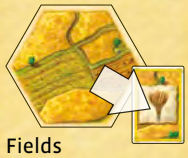
- **Lose resources:** Each player who has more than 7 resource cards must select half of them and return them to the supply—round down (for example, if you have 9 cards, you must discard 4 of them). Do **not** count gold and development cards.
- **Move the outlaw:** You, the player who rolled the "7", must move the outlaw onto any other numbered terrain hex of your choice.
- **Steal a resource:** You then steal 1 (random) resource card from an opponent who has a city adjacent to the hex now occupied by the outlaw. Your opponent holds his/her resource cards face down. You then take 1 card and add it to your own hand. If 2 or more players have adjacent cities, you choose which one you want to steal a card from. If there are no adjacent cities, you get nothing.

The Roll is Not a "7"

For each city adjacent to a terrain hex with the number just rolled, the player who owns that city takes 1 resource card corresponding to the type of resource produced by this terrain. The illustration on the right shows the resource type produced by each terrain type.

Pasture produces cattle

Hills produce coal


Fields produce grain

Forest produces lumber

Mountains produce ore

If you have 2 or 3 cities adjacent to the same terrain hex, you receive *1 resource for each city.*

Keep your resource cards in your hand. The other players can always know how many resources you have, but not what type of resources.

- **Resources blocked:** If the number of a terrain hex occupied by the outlaw is rolled, the owners of adjacent cities do not receive resources for that hex.
- **Resource shortage:** If there are not enough cards of a given resource in the supply to fulfill everyone's production, no one receives any of that type of resource during the turn.
- **Compensation:** If you do not receive any resources, take 1 gold as your compensation. This occurs when **all** of the hexes adjacent to your cities fail to produce: due to not matching the number rolled, due to being occupied by the outlaw, and/or due to a shortage of resources. This applies to all players.

Example: *(See illustration on the left) An "11" was rolled. The red player has 1 city adjacent to the hills hex with an "11" and another 1 adjacent to the pasture hex with an "11". He receives 1 coal and 1 cattle. The orange player also has a city adjacent to the hills hex whose number was rolled; she also receives 1 coal. The white player receives 1 lumber for his city adjacent to the forest hex with an "11". The blue player does not receive any resources and takes 1 gold coin as compensation.*

ACTION PHASE

As long as required conditions are satisfied, you may perform these actions multiple times in any order:

- Trade with the supply or the other players.
- Build a settler, a rail, or a train.
- Buy a development card.
- Move a settler and possibly transform it into a city.
- Move a train and perhaps deliver goods.
- Play a development card.

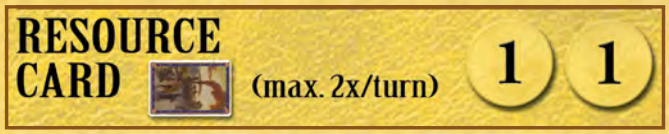
1) Trade

On your turn, you may trade with your opponents, exchange resources with the supply, and/or purchase a resource of your choice for 2 gold.

- **Trade with opponents:** On your turn, you may trade resources and gold with the other players. You may tell them which resources you want and which resources you are willing to give in exchange. However, you may also listen to your opponents' offers and make counteroffers.

  Important: *The other players may only trade with the player whose turn it is. They are not allowed to trade among themselves.*

- **Use gold to buy a resource:** For 2 gold, you may buy any 1 resource of your choice. Return 2 gold to the supply and take 1 resource card from the supply.



  Important: *On your turn, you may only use gold to purchase a maximum of 2 resources.*

- **Exchange resources with the supply:** You may return 3 resource cards of the same type to the supply—in exchange, you may take 1 gold **or** 1 resource card of your choice.

Note: *You **may not** trade like resources (e.g., 3 ore for 1 ore).*

2) Buy Development Cards & Build

You must pay a specific combination of resource cards to buy a development card **or** to build a settler, a rail, or a train. After paying, take the settler, rail, or train piece from your supply and place it on the game board, or take the top development card from the stack and keep it hidden from the other players. As long as you can pay the building costs, you may buy and build as often as you want during your turn.

Note: *If the rails in your supply of pieces are used up, you can't build any more rails. Therefore, you should carefully plan the set-up of your railroad network. Similarly, the supply of pieces limits the number of cities, settlers, and trains you can build.*

A) Development Card Requires: 1 Cattle, 1 Coal

You must return 1 cattle and 1 coal to the supply in order to buy a development card. Take the top development card from the stack, look at it, and keep it hidden from the other players.

Important: *You may not play a development card (see page 7) on the same turn you buy it. However, you may play a development card you purchased during an earlier extraordinary build phase (see page 8). This still qualifies toward your maximum 1 development card played per turn.*

B) Settler Requires: 1 Cattle, 1 Grain, 1 Lumber

You must return 1 cattle, 1 grain, and 1 lumber to the supply in order to build a settler. Place your newly built settler next to any of your cities. If you already have both settlers on the map board, you may remove 1 of them and rebuild it. Then, you may pay the usual resource costs as outlined above.

C) Train Requires: 1 Ore, 1 Lumber, 1 Coal

You must return 1 ore, 1 lumber, and 1 coal to the supply in order to build a train. Your newly built train must be placed next to 1 of your rails that is adjacent to 1 of your cities. If you already have both of your trains on the board, you may remove 1 of them and rebuild it. Then, you may pay the usual resource costs and build that train as outlined above.

Important: *The rail next to which you place your train must be adjacent to 1 of your cities **and** it must be 1 of your rails.*

D) Rail Requires: 1 Ore, 1 Lumber

You must return 1 ore and 1 lumber to the supply in order to build a rail. Place your newly built rail on a path that does not already have a rail—this path must be adjacent to 1 of your cities and/or to 1 of your rails.

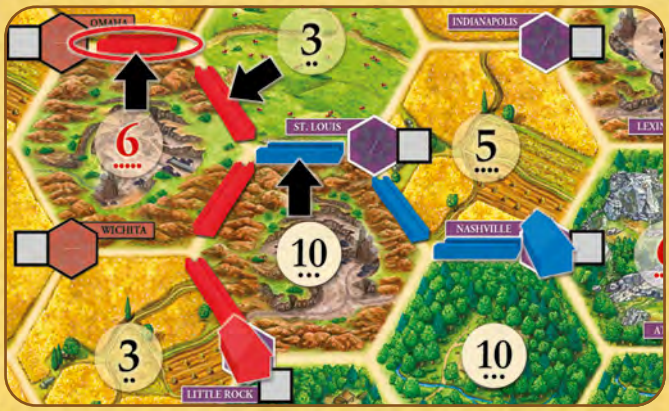
Note: *If you build a rail next to a city-site (empty or containing an opponent's city), you may build another rail on an empty path on the other side of that city-site (i.e., cities and empty city-sites do not block rail building).*

- **Rails produce gold:** If you build a rail and, as a result, an "isolated" city-site is connected to another city-site for the first time, you and perhaps other players receive gold. An *isolated city-site* is a city-site (empty or occupied by a city) that is not connected to any other city-site by rails.

  To pay out the gold, first determine the *shortest route* (series of rails) that connects the previously isolated city-site to another city-site. If there are more than 1 shortest routes, the player whose turn it is selects which of those routes to use.

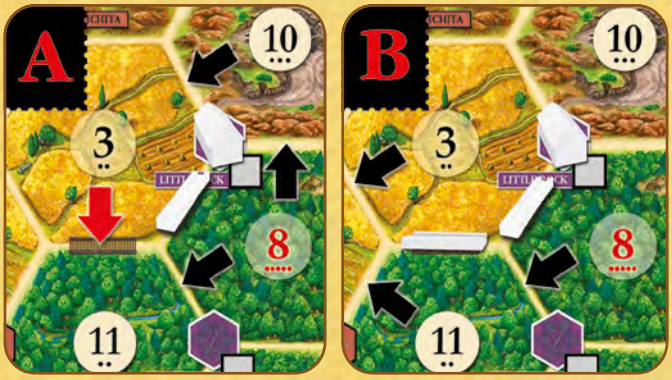
  You and each of the other players then receive 1 gold for each of your rails that is part of the shortest route.

  Example: *In the illustration below, the red player builds the rail marked with a red circle. He thus connects the city-site (Omaha) at the top left with other city-sites for the first time. The shortest connecting route (to St. Louis) is marked with arrows. It consists of 1 rail belonging to the blue player and 2 rails belonging to the red player. The red player receives 2 gold and the blue player receives 1 gold.*



- **Train track:** If you build a rail on a path marked with a train track, you may immediately build another rail for free. This rail must be placed adjacent to the rail on the train track, in any of the possible directions.

  Example: *In illustration (A), the white player builds a rail. He may place it on a path adjacent to his city or adjacent to the rail he already built. In illustration (B), he builds the rail on the path marked with the train track (red arrow in A). He may subsequently build another rail on 1 of the paths indicated in illustration (B), for free.*



3) Move a Settler & Build a City

a) Move a Settler

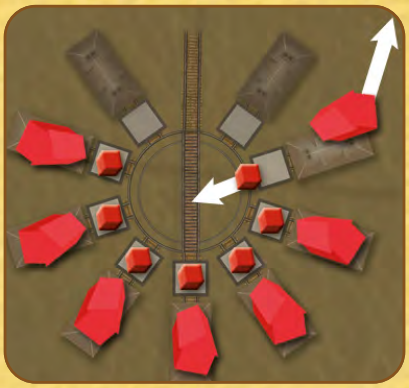
You move your settlers from intersection to intersection. For each grain you return to the supply, you may move 1 (and only 1) of your settlers a distance of up to 3 intersections. For example, if you pay 3 grain, you may move a settler a distance of up to 9 intersections. The following rules also apply:

- When moving a settler, its total movement for a turn may not end on an intersection already occupied by another settler or by another player's city. However, it may move past another settler or another player's city. Rails do not block a settler's movement
- You do not have to move a settler the full distance allowed by the total grain you pay. If you move it a shorter distance, any unused movement is forfeited.
- You may **not** split the movement distance from 1 grain (3 intersections) between your 2 settlers. For example, you may **not** pay 1 grain to move 1 settler 2 intersections and your other settler 1 intersection. However, you may pay 2 grain and move each settler up to 3 intersections.

b) Build a City

If 1 of your settlers ends its total movement for a turn on an empty city-site, immediately replace it with a city (i.e., the settlers settle there and build a city). Return the settler to your supply, take a city from your turntable, and place it on the city-site. This transformation of a settler into a city doesn't cost additional resources. If you want to avoid this transformation, you must end your settler's total movement for a turn on an intersection that does not have an empty city-site.

- **Freeing goods:** When you build a city, move the goods cube that was adjacent to the city on your turntable into the circle at the turntable's center—it is now available for delivery.



- **Coastal cities:** If you build a city on a city-site on the coast, you receive gold in the amount indicated by the gold symbol next to the city-site.
- **Moving a number token:** If a newly built city is adjacent to a terrain hex marked with double question marks, move a number token already on the map board to that terrain hex. Move the number token located in the easternmost column of terrain hexes containing at least 1 number token. Within that column, move the northernmost number token first.

Example: *In Illustrations C and D, Blue builds a city in Rapid City (blue arrow in C). As shown by the red arrows in (D) and then (C), the easternmost number token (9-token) is removed and placed on the "??" pasture space next to Rapid City. Next, White builds a city in Denver (white arrow in C). The 10-token west of Albany moves to the "??" mountains hex next to Denver (black arrows in D & C).*

Example: *In the illustration above, the red player builds a settler and places it next to the city-site occupied by his city (A). He needs grain and would like to move this settler to Bismarck and build a city. He only has 2 grain and pays it to move his settler up to 6 intersections. However, if his settler moves the full 6 intersections, the settler would end the turn on Minneapolis where it would be forced to stop and build a city. So, he only moves the settler 5 intersections (B).*

On his next turn, he again pays 2 grain and thus may move his settler up to 6 intersections. However, he only moves his settler 4 intersections and ends his settler's move on the city-site "Bismarck" (C). He returns his settler to his supply and places 1 of his cities on the city-site. Red's settler just founded and built Bismarck, ND.

4) Play Development Cards

During your turn, you may play 1 (and only 1) development card. You may play the development card during the production phase before rolling the dice or at any moment during your action phase. However, you may not play a development card on the turn you buy it.

After you play a development card, follow the directions given in the card's text and then discard it. Discarded development cards form the discard pile. When all the development cards have been bought, shuffle the discard pile to form the new development card stack.

5) Move Trains & Deliver Goods

a) Move a Train

You move your trains from rail to rail (path to path). You may never move a train onto a path without a contiguous rail.

For each coal you return to the supply, you may move 1 (and only 1) of your trains a distance of up to 3 rails. Each path must contain a contiguous rail. For example, if you pay 3 coal, you may move 1 of your trains up to 9 paths that contain rails. The following rules also apply:

- After a train's movement, at most 2 trains may occupy the same path, 1 to the left of the rail and 1 to the right. However, you may move a train past a path occupied by 2 trains as long as its movement does not end there.
- You may **not** split the movement from 1 coal (3 rails) between 2 trains. For example, you may **not** pay 1 coal to move 1 train 2 rails and the other 1 rail. However, you may pay 2 coal and move each train up to 3 rails.

Note: *If you reverse the movement of your train, you do not have to use any of your movement to "turn around."*

b) Pay for "Right of Way"— Move on Another Player's Rails

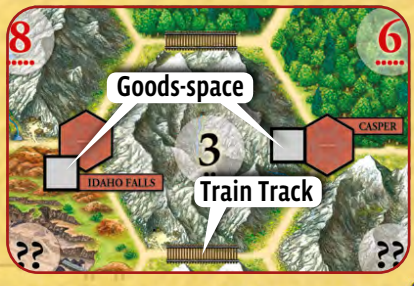
If you move 1 of your trains onto or along 1 or more of another player's rails during your turn, you must pay that player a "right of way" fee of 1 gold. This 1 gold is a flat fee—regardless of how many of a player's rails you use, you still must pay that player only 1 gold. You must pay this fee to each player whose rails you use.

The following rules apply:

- If you also use the same opponent's rails with your second train, you must pay that opponent a second gold.
- You must make these payments each turn your trains use opponents' rails.
- If 1 of your trains begins your turn on another player's rail, but does not move or moves off and doesn't use that player's rails again, no payment is required.

c) Deliver Goods Cubes

At any time during your turn, if your train is on a rail directly adjacent to **another player's city**, you may be able to deliver 1 of your goods cubes.



When you deliver, take a goods cube from the center of your turntable and place it on the city's goods-space.

To deliver a goods cube to a city, the following requirements must be satisfied:

- 1 of your trains must be on a rail adjacent to the city.
- The goods-space next to the city must be empty.
- A goods cube must be in the center of your turntable.
- The city must belong to another player.

At the beginning of the game, you only have 1 goods cube that you can deliver. In order to be able to deliver more goods, you must build cities—each time you build a city, its adjacent goods cube moves into the center of your turntable and is available to be delivered.

Important: *You may **not** deliver cubes to your own cities or to empty city-sites! Delivering a cube costs you nothing.*

Example: *In the illustration on page 9, the red player pays 3 coal and thus may move his train 9 rails. He first moves his train 5 rails (A) and delivers goods to the blue city. He continues along 2 blue rails, moves onto the orange rail, and delivers goods to the orange city (B). For using his opponent's rails, he pays 1 gold each to the blue and the orange player. His train has moved 8 rails and may move 1 orange rail further or back onto the blue rail. Instead, the red player ends the movement after 8 rails. If he wants to move his train along the blue rails and back to his red rails on his next turn, he would have to pay the blue player 1 gold again but would pay Orange nothing.*

EXTRAORDINARY BUILD PHASE

After you have finished your action phase, the extraordinary build phase begins. Starting with the player to your left and proceeding clockwise, each player may build or buy: settlers, trains, rails, and/or development cards. However, a player **may not** trade (including buying resource cards with gold), play development cards, deliver goods, move trains, or move settlers.

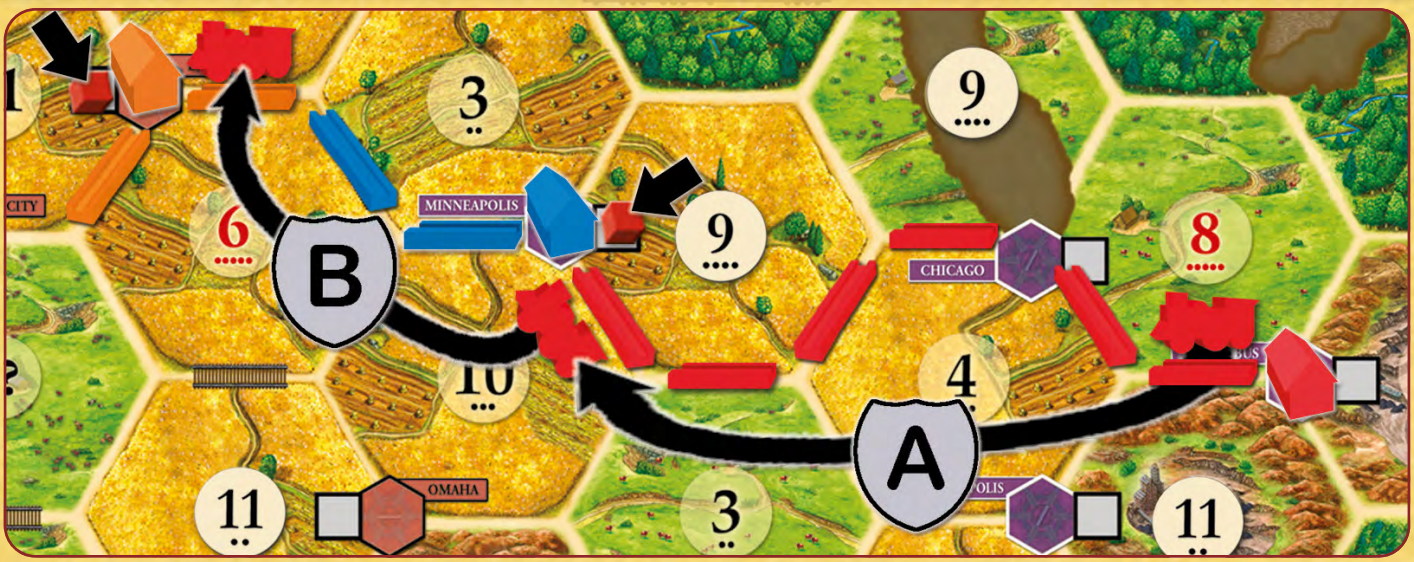
WINNING THE GAME

When you have delivered all of your goods cubes, you win and the game ends.

APPENDIX

Variable Set-up

After you are comfortable with the rules of the game, you can use the variable set-up instead of the suggested set-up. At the beginning of a game using the variable set-up, randomly place the number tokens on the single question mark hexes. Then you and the other players take turns placing your starting pieces: 3 cities, your rail, and your train.



1. Place the Number Tokens

Shuffle the 12 number tokens face down. Place 1 number token on each terrain hex marked with a single question mark. Then turn all of the number tokens face up.

2. Place the Starting Cities

Each player rolls both dice. The player who rolls highest is the *starting player*. The starting player places a city on any purple (white-bordered) city-site. Then, proceeding clockwise, each of the other players does the same.

Note: *During set-up, you may not use the red city-sites.*

Once each player has placed 1 city, the player who placed last now places a second city. Then, proceeding counter-clockwise, each of the other players places a second city. Finally, each player places a third city—beginning with the starting player and proceeding clockwise.

3. Take Starting Resources

Instead of the starting resources used in the suggested set-up, you receive your starting resources based upon the third city you placed. For each terrain hex adjacent to this city, you receive the corresponding resource card. For example, if you place your city on a city-site between mountains, hills, and fields, you receive 1 "ore" card, 1 "coal" card, and 1 "grain" card.

4. Place Rails and Trains

The last player to place his/her third city places a rail on a path adjacent to any of his/her cities. Then, proceeding counter-clockwise, each of the other players places a rail. You do not have to place your rail next to your third city. Then, you and each of the other players place 1 of your trains next to your rail.

5. Additional Pieces for a 3-Player Game

After you and the other players have placed your pieces in a 3-player game, you also need to place 3 city pieces for the color not being played. The starting player places 1 of these cities on any empty purple (white-bordered) city-site that is not on the coast. Then, proceeding clockwise, each of the other players does the same. These cities do not produce resources, but you may deliver goods to them

6. Starting Player

The starting player takes the first turn. Then play proceeds clockwise with each player taking a turn.

Basic Playing Tips

Secure Your Resources

During the initial phase of the game, it is important to increase your resource production. Therefore, you should build settlers early on and send them to new city-sites. In this context, build your new cities adjacent to terrain hexes that produce resources that you do not already produce abundantly. For example, if you don't have a city adjacent to a pasture hex after the set-up phase is finished, you will not produce cattle. In this case, you should try to send your first settler to a city-site adjacent to a pasture hex.

As the game progresses, the number tokens in the east moves to cities being built in the west. The hexes they leave cease resource production. So, you should keep in mind which hexes will stop producing resources, and when. Try to build new cities early enough to counterbalance this reduced production.

How Often Do Terrain Hexes Produce?

The numbers on the terrain hexes have different chances of being rolled. Out of 36 dice rolls, a "6" or "8" comes up, on average, 5 times each. A "5" and a "9" are rolled 4 times each, a "4" and a "10" roll 3 times each, and a "3" and an "11" only 2 times each. A "2" or a "12" averages just 1 time out of 36 dice rolls. Each production number has a number of dots below it that specifies its average chance of being rolled (e.g., 5 dots means 5 chances out of a possible 36).

So when selecting a city-site for a new city, consider both the type of resources it will produce and the chances of actually producing each resource on any given turn. For example, if you want to increase your ore production, a city adjacent to a mountains hex marked with an "8" makes more sense than a city adjacent to a mountains hex marked with a "3".

Generating Gold Through Track Building

With gold, you can buy much-needed resources and use your opponents' rails to move your trains to deliver goods. Therefore, gold is very important—you need as much of it as you can get and you should use it wisely. One of the ways to obtain gold is by connecting isolated city-sites to other city-sites using rails (see page 6). If 1 of those city-sites contains an opponent's city, you have the opportunity to move your train to that city and deliver your goods there.

A Bit of Strategic Planning for Cities and Rails

If your new cities are all concentrated in 1 area, you make it easy for your opponents to deliver goods to your cities. If you build your cities in a more scattered fashion, you make goods delivery more difficult for your opponents. Scattering your cities also gives you more time to reach your opponents' concentrated settlement areas and deliver your goods there.

If you connect your cities with your rails, you may get gold, but you give your opponents an easier opportunity to deliver goods. Remember, they can deliver goods to your cities but you cannot.

ALMANAC

From the time of its labeling in the years between 1839 and 1845, the doctrine of "Manifest Destiny" dominated American political policy in the mid-to-late Nineteenth Century. In fact, it underpinned American politics well into the 1900's. It only ran its course with the admission of Alaska and Hawaii as states in 1959. The concept was rooted in the belief that the United States would naturally, inevitably, and irreproachably occupy all of the land between its original territory and the North American shores of the Pacific Ocean. America was properly destined to engage in the westward expansion that ultimately formed its bounds. This was, in most contemporary minds, a God-given national right.

The roots of America's Manifest Destiny reach back into earlier centuries, well before the American Revolution. European settlers in the English colonies, like those in the Spanish-claimed and French-claimed territories, saw North America as a blank canvas. They generally ignored native peoples as they marched westward and settled "the wilds." The New World seemed like a gift from God. When politicians sought to restrict the settlers' movements because of treaty obligations, concerns for public safety, or fear of settlements outside royal mandate, most settlers simply ignored them. Theirs was a manifest right. In fact, much of the tension between the English colonists and their sovereign arose out of the Crown's restrictions on settlement beyond the Appalachian Mountains.

After independence, the young United States enjoyed claim to all of the land between the Atlantic Ocean and the Mississippi River south of Canada and north of Florida. Still, many settlers sought land on the western banks of the Mississippi and beyond. When President Thomas Jefferson authorized James Monroe to negotiate a deal with Napoleon's government to purchase the vast French territory known as Louisiana for $15,000,000 in 1803, it seemed to many a natural step in the young country's destiny. The Louisiana Purchase covered about 828,000 square miles of land: roughly all or part of Louisiana, Arkansas, Missouri, Oklahoma, New Mexico, Kansas, Colorado, Iowa, Nebraska, Minnesota, South Dakota, North Dakota, Wyoming, and Montana. America, at least by title, almost stretched from "sea to shining sea." Native American presence—much less claims—meant virtually nothing, of course, to either seller or buyer.

The Americans were loath to compete with other European powers as well. Neither the Spanish, nor Russian, nor English empires seemed destined to interfere with America's manifest right to any contiguous land west of the original United States. This belief in Manifest Destiny colored contemporary American belief then, and throughout its subsequent history. When the United States obtained Florida in 1822, Texas in 1845, Oregon in 1846, and the northern part of Mexican territory between 1848 and 1854, most Americans believed the acquisitions to be borne out of natural right.

The right to settle and dominate these lands seemed just as natural. Before and after the political expansion of the national frontier, settlers poured westward and built farms and settlements. Using old trails as highways, Americans filled the West in an astoundingly short time. With the coming of Clipper Ships, steam-driven riverboats, the telegraph, and the vital railroads, rudimentary settlements became bustling boom-towns. Trails became rails and settlements became cities. And the West

was won. The frontier became "civilized." Thus, the Settlers of America achieved their goal—their Manifest Destiny.

The following sections pertain to cards and components in Settlers of America. They explore important themes in the settlement and development of the young United States.

Cattle

The Spanish settlers of the late 15th and 16th century brought longhorn cattle to the New World. Ranching became common throughout Mexico, which expanded northward to encompass what is now Texas and California and the land in between. Mexican "vaqueros," or "cowboys," moved the herds on open ranges between precious water sources. Besides skins, the cows supplied beef. They were especially prized for tallow, which stored well and was used for fuel, soap, and cooking. While lean and only modest sources of tallow, the longhorn cattle that thrived in the arid West were an especially hardy breed. They consumed a diversity of vegetation and required little water compared to other breeds. It wasn't until the late 19th century that expanded settlement, water drilling, and cross-breeding ended their dominance.

Cattle Drive

New settlers began ranching when Texas achieved independence in 1836. After Texas joined the U.S. in 1845, beef became more popular. During the Civil War, men like Jesse Chisholm established trails and drove cattle north and east to supply the Confederate Army. Still, left largely untapped, herds grew. Texas was home to around 5 million longhorns by 1865. With no market for them in the sparsely populated and impoverished South, enterprising livestock traders and cattlemen established new trails west of the hostile farming lands in eastern Kansas. They began driving cattle to so-called "cow towns" like Abilene, where the longhorns boarded trains bound for the slaughterhouses of big market cities like Chicago. Cattle drives began to taper off after the early 1880's. A better railway network created more diverse and local shipment points. Diversified breeding, the development of wind-driven well-pumps, and the removal of native peoples created new ranchlands away from river valleys. More settlements required better boundaries. Barbed wire began marking property lines, impeding drives. New means of distribution took hold. No longer concentrated or channeled, the cattle business evolved into a huge, modern industry, and the age of the cowboy passed into history.

Cavalry

The United States Cavalry dates to 1776, when the first mounted unit joined Washington's Continental Army. It wasn't until 1792, nine years after American independence, that Congress established the cavalry as an integral part of the army. In 1832, the United States Mounted Battalion began protecting settlers moving along the old Santa Fe Trail between Missouri and New Mexico. They established a precedent for the numerous units that guarded the major trails to all points west. With the outbreak of the Mexican-American War (1846-48) and Civil War (1861-65), tens of thousands of men were trained in mounted combat. While heavily down-sized after 1865, the Cavalry presence on the frontier expanded. New garrisons appeared and large cavalry operations forced native peoples onto reservations. They policed the trails and even protected some federal lands (e.g., Yellowstone) from private exploitation.

Coal

Largely carbon, coal is a dark, generally sedimentary rock found wherever large deposits of plant matter compressed and transformed beneath the earth. It is readily flammable and provides a handy source of fuel. While its use dates to around 4000 BCE, it only came into widespread use during the Middle Ages. Coal demand exploded during the Industrial Revolution, when coal mining became practical and the demand for steam—as opposed to water—power became prevalent. Early American settlers found coal throughout the Appalachian Mountains and developed a robust iron and steel industry. Some areas, notably Pennsylvania, proved rich in very hard, clean-burning anthracite coal. By 1850, coal replaced wood as the primary fuel in homes. It quickly became the dominate fuel for the steam engines that powered factories, ships, riverboats, and railway trains, which usually ran on cheaper, softer, dirtier bituminous coal. As settlers moved westward, they discovered new coal deposits. By the end of the 19th Century, America was the world's leading coal producer.

Gold

In order to stabilize its post-war economy, the United States adopted a de facto gold standard in 1873. The $10 Golden Eagle served as the preeminent national coin. Silver was de-monetized, provoking ire among western mining interests. Still, government money flowed westward in the form of huge infrastructure investments. Building a transcontinental railroad was considered one of the more important opportunities, so the U.S. government authorized two companies to build it: the Central Pacific, which started its rails in Sacramento, CA, and the Union Pacific, which started from Council Bluffs, IA. The government offered generous subsidies: companies received $16,000 per mile for flat land, $32,000 per mile for the high plains, and $48,000 per mile for mountainous land. They also received ownership of 400 feet of land on either side of the rails and alternating 10 square-mile plots of land further off the track (the government retained the alternate plots).

Grain

European settlers coming to the Americas encountered native farming communities, many of which produced rich and diverse yields of New World crops. These included beans, squash, and a host of grains—notably long-manipulated varieties of sunflowers and maize (Indian corn). The new settlers embraced many native plants, adding them to a portfolio of Old World staples like wheat, rye, and barley. In time, farming prospered. Thomas Jefferson envisioned the United States as a land of independent farmers. He spoke of a continent dominated by self-sufficient family farms. Indeed, American farmers proved resourceful and productive. As the land filled and in some cases became exhausted, folks seeking rich farming opportunities moved westward. They cleared the omnipresent forests east of the Mississippi. Those that first crossed the Appalachians initially produced whiskey and other transportable goods for export to the eastern seaboard. With the development of Ohio and Mississippi river trade, grain production increased rapidly. Farmers produced grains of all sorts; however, wheat dominated the northern climes, while corn was king in more temperate areas. Farming exploded after settlers began plowing the rich open lands of the Great Plains further west. The development of better plows and new farming machinery—especially the seeder, reaper, thresher, and binder—allowed settlers to work increasingly larger farms. The arrival of barbed wire in 1874, coupled with the hybridizing of corn in 1881, literally tamed the land. With steam-driven tractors, harvesters, and combines, agriculture took on a more industrial character. Where it required ≈250-300 labor hours to produce 100 bushels of wheat in 1830, it only took about 40-50 hours to harvest the same yield in 1890. By the end of the 19th century, America was already becoming the world's preeminent "breadbasket."

Engineer

By the time Benjamin Franklin established himself as an inventor and arguably the "world's most famous man," America had a rich tradition of ingenuity. Still, even with the Industrial Revolution, engineering only became a formal academic practice in the mid-19th century. Steam engines, especially those driving factories and (later) steamboats, spawned an increasing demand for learned artisans, mechanics, and ultimately engineers. The first American engineering degree was offered in 1829. With the coming of the railway industry in 1830, demand for engineers exploded. While the Erie Canal had been constructed without even one engineer at the helm, railroad bridges, tunnels, and inclines required new skills. An engineering industry was born. The American Society of Civil Engineers and Architects was established in 1852; by the time of the Civil War, engineers were an integral part of both military and civilian life in America. They proved vital and active throughout the war, when patent filings doubled, and even more so during the building of the transcontinental telegraph and railroad (both completed in 1869).

Lumber

European settlers in the English colonies spoke of an endless ocean of tall, dark woodland, a forest wilderness rich in timber and without bounds. While native peoples had carved rich farmlands out of these vast woods, their modest numbers and stone tools restricted the harvest. Burning served to clear modest stands and undergrowth, but most of the land remained relatively untouched. With the coming of the steel axe, everything changed swiftly. The British Empire needed lumber for ships. Settlers needed it for their homes and tools. Wood fueled their fires. Wood pulp created paper and even drove the early steam engines. In fact, the demand for steamboat fuel, coupled with the ease of tree extraction and transport, created severe deforestation along America's waterways. The coming of

the railroad—especially tough, nimble narrow-gauge lines—doomed woodlands everywhere. Population growth and civil war furthered the decline of the forests. By the end of the 19th century, deforestation reached crisis proportions. When the conservation-minded Teddy Roosevelt became president in 1901, concern grew to alarm and spurred action. To this day, we still struggle to find a good balance between lumber production and forest replenishment and preservation.

Mineral Rights

Mineral rights permit the owner to exploit and mine land. This includes the extraction, transport, and use of the minerals lying below the surface of property, even if it's public land or someone else's private domain. The Gold Rush miners were in a legal vacuum, and adopted the general rules that Mexico applied in order to have some semblance of order. Later, the General Mining Act of 1872 gave citizens of the U.S. the right to stake a claim to federal lands upon the discovery of minerals like gold, silver, lead, and copper.

Native Support

Hostile native populations fought, killed, and died in a futile struggle to preserve their dominion, rights, and way of life. Native peoples engaged in trade and commerce with European settlers also provided local expertise and support. They taught settlers about edible and inedible foliage, medicines, geology, geography, weather, wildlife, etc. Native trails and trade routes gave birth to colonial commerce throughout the interior. Native crop rotation practices preserved the soil for farming. Native crops survived where Old World species struggled or perished. Without native support, many settlers suffered and died. So, support became crucial to the settlement of America. Aid and guidance from the Shoshone woman Sacagawea enabled the Lewis & Clark Expedition of 1804-06 to explore the newly purchased Louisiana Territory, cross to the Pacific, and return home successfully without loss of life.

Ore (Iron)

Any rocks that contain iron oxides can be considered iron ore. The most common compounds for commercial extraction are hematite, taconite, magnetite, and goethite. Ore smelting requires coke and limestone to remove the oxygen from the compounds, leaving pig iron (a brittle metal high in carbon content). Some carbon is necessary in steel, but other metals are added to give steel its desired properties. Small amounts of nickel, manganese, chromium, and vanadium make steel stronger, harder, or rust resistant.

Due to the stresses of train weight and speeds and prolonged exposure to the elements, railroad rails usually require a very high-grade steel. After Henry Bessemer patented his new mass production process in 1855, steel replaced cast iron for most industrial applications. Expensive projects like bridges and railways became much more affordable.

Rail

Following its introduction in the 1830's, America's rail infrastructure exploded across the national landscape. By the outbreak of the Civil War, there were 24,000 miles of track in the Union States and another 9,000 miles of railway in the Confederacy, almost all of it east of the Mississippi.

During the Civil War, the U.S. government passed the Pacific Railroad Acts of 1862 and 1864, authorizing bonds to finance a coast-to-coast rail line. Two companies, the Union Pacific and the Central Pacific, combined to lay over 1,700 miles of track to complete the transcontinental railroad at Promontory Summit, Utah on May 10, 1869. A "golden spike" was used to commemorate the occasion (this spike is now on display at Stanford University). What was once a 6-month journey had become a 1-week train ride.

Most rail in the U.S. is 4 feet, 8½ inches wide (called "standard gauge"). Track wider than this is "broad gauge"; smaller widths are "narrow gauge." The width was established by George Stephenson in 1830 and had become an international standard by the 1840's.

Right of Way

Because much of the track that trains travel handle traffic in two directions, modern-day railroads use a network of computers and sensors to track and route traffic. During the 19th century, strict rules as to how right-of-way should be exercised were developed. In general, scheduled trains were coordinated at a train order station (a station with multiple tracks that would allow trains to pass each other), where a "train order," or instructions to the driver, could be executed. Instructions could be communicated to the driver by using a signal consisting of an overhead arm. A train could be signaled to "proceed" (no orders) by leaving the arm vertical, "receive orders" (pick up orders without stopping) using a diagonal arm position, or "stop" (stop and receive orders, or wait for another train to pass) with a horizontal arm. This system, with the addition of a green, yellow and red light respectively, was used throughout the 20th Century and is still in limited use.

Scout

Because of their efforts to find the most easily-traversed and safest paths across the wilderness, scouts were critical to the U.S.'s westward expansion. Animal trappers (most notably those from the Hudson's Bay Company) did most of the early work of exploring, particularly in the Northwest Territory and California. Kit Carson was an employee of Hudson's Bay for a time, but became a guide for John C. Fremont, whose government-sponsored surveying explorations mapped out large portions of the Oregon Trail and much of the land in between New Mexico and Oregon, including California.

Settler (Pioneer)

Westward expansion in the U.S. started as soon as settlers in the New World stepped off of their ships. Originally, the Mississippi River created a western boundary to American expansion, but with the Louisiana Purchase in 1803, America already had designs on coast-to-coast expansion. The Land Act of 1804, and more notably, the Homestead Act of 1862 created the paths by which a person could apply for a tract of land, improve it, and eventually claim ownership.

Trails

Trails were critical to American westward expansion. A good trail allowed settlers to travel in relative confidence knowing that they were going in the right direction, to a known destination, along paths affording good transport, and often in the company of or proximity to others. Men like Kit Carson and John C. Fremont were renowned for their skills at identifying paths that others could travel.

Four of the major western trails include:

- **The Oregon Trail** (starting in Independence, Missouri and ending in the Oregon Territory). Between a quarter million and a half million people traveled this route between 1841 and 1866. It stretched about 2,000 miles, at a time when a wagon train averaged 12-15 miles a day.
- **The California Trail** was established with the gold rush of the 1840's and 1850's. A quarter million people traveled the 2,000 miles of the trail, following the Oregon Trail as far as Fort Hall, Idaho before veering south towards California. Many traces of this trail remain visible today.
- **The Santa Fe Trail** starts in Independence, Missouri and was established to supply settlers in New Mexico. It then splits into two separate routes. The northern, more time consuming route goes through the mountains. The other, quicker route (called the Cimarron Cutoff) is more hazardous due to the limited availability of water. Both routes end up in Santa Fe after 1,200 miles.
- **The Old Spanish Trail** starts in Santa Fe, New Mexico and travels northwest (to avoid the Grand Canyon) through Utah, then heads southwest to Los Angeles, California. The 1,200-mile path, though dangerous (floods in the winter, dry in the summer), was a well-traveled path from 1830 through the 1850's.

These trails remained important. First railroad companies built tracks along these routes, and then the modern-day interstate highways were built along these same paths.

Train (Steam Locomotive)

Although early trains used gravity or animals for propulsion, the first full-scale steam engine was operated in 1804 in England. Although British locomotives were imported during the start of the locomotive era in the 1830's, domestic production was soon established due to the differences in need. American locomotives were designed to be long-distance haulers, cheap to build and easy to maintain, operating on tracks that could be inconsistent at best.

A fireman puts wood or coal into the locomotive engine's firebox to create heat. This heat travels to the boiler, creating steam (and pressure). This steam pushes into engine cylinders that operate the wheels (in addition to the brakes, whistles and other systems). The steam then circulates back into the exhaust system, with the spent material from the heat system being vented out through the smokestack.

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SUGGESTED STARTING SET-UP FOR YOUR FIRST FEW GAMES

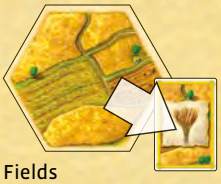
We suggest that you use this starting set-up for your first few games. Once you feel comfortable with the flow of the game, you can use the variable set-up detailed in the appendix on pages 8-9. That allows you to randomly place the number tokens on the single question mark hexes. You and the other players take turns placing your starting pieces.

You begin the game with 3 resource cards:

- Red Player. . . . . 1 coal, 2 grain
- Orange Player. . . . . 1 cattle, 1 coal, 1 grain
- White Player . . . . . 1 cattle, 1 grain, 1 ore
- Blue Player . . . . . 3 grain

Pasture
produces cattle

Hills
produce coal


Fields
produce grain

Forest
produces lumber

Mountains
produce ore

CATAN
FAMILY EDITION
BOARD GAME
RULES

These 4 pages outline all the rules for the ***Catan Family Edition***™ board game! If you need more information during the game, you can refer to the FAQs on the back of the "Overview Sheet."

Constructing the Island

You play the Catan Board Game on a variable, 6-piece game board representing the island of Catan. By varying the positions of the pieces—or "island tiles"—you can vary the starting settlements and starting roads for each game.

Each island tile has a numbered "Side A" and "Side B." For your first game, lay out the island using the Side A tiles as shown here to the right in the component summary. Use the "Starting Set-Up" shown on page 2 to place your starting settlement and road pieces. This is a well-balanced set-up.

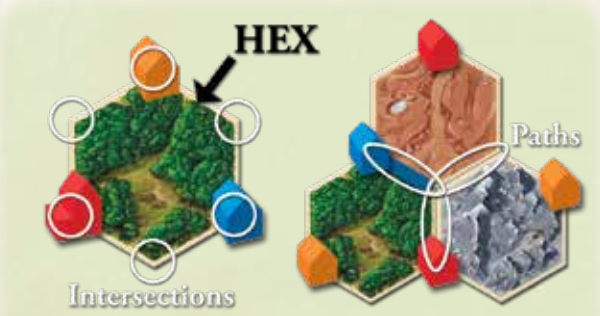
> ***Note:*** *The Variable Set-Up section on the back of the Overview Sheet provides guidelines for varying the set-up.*

Hexes, Paths, and Intersections

An island tile consists of sea, coastline, and 2-4 land hexes, each with its own "terrain type." A path is an edge between two hexes or an edge between a hex and the outer board. An intersection is a point at which the corners of 2 or 3 hexes meet.

> ***Important:*** *One and only one settlement or city may be placed on an intersection. One and only one road may be placed on a path.*

No two settlements or cities may occupy adjacent intersections.



Always 1+ open intersection(s) between settlements and cities

6 island tiles (each double-sided)

60 roads (15 of each color)

20 settlements (5 of each color)

16 cities (4 of each color)

2 dice

1 robber

4 building costs cards (1 of each color)

Largest Army bonus victory point card

25 development cards
(14 Knight, 5 victory point, 6 progress)

Longest Road bonus victory point card

93 resource cards (brick, lumber, ore, wool, grain)

Setting Up the Game

Select a color and take your building costs card, 5 settlements, 4 cities, and 15 roads.

Place 2 each of your roads and settlements on the game board as shown in the Starting Set-up above. Place your remaining settlements, roads, and cities down in front of you. Place your building costs card beside you for later reference.

Note: Remove the orange pieces from the game if you only have 3 players.

Place the robber on the desert terrain hex. Place the "Longest Road" and "Largest Army" bonus victory point cards beside the game board along with the 2 dice.

Sort the resource cards into 5 supply stacks (i.e., the bank) and put them face up next to the game board. Shuffle the development cards and place them face down in a stack by the board.

See the illustration above. You receive resource cards for each terrain hex beside your starting settlement marked with a white star:

- Blue receives 1 lumber card, 1 brick card, and 1 ore card.
- White receives 1 wool card, 1 lumber card, and 1 ore card.
- Orange receives 2 grain cards and 1 ore card.
- Red receives 2 lumber cards and 1 grain card.

Keep your resource and development cards hidden from the other players.

Turn Overview

The youngest player takes the first turn. After you've finished your turn, pass the dice to the player to your left, who then proceeds to take a turn.

On your turn, you can do the following in the order listed:

- **Produce Resources** — You must roll for resource production (the result applies to **all players**).
- **Trade** — You may trade resources with other players or by using maritime trade.
- **Build** — You may buy development cards and/or you may build roads, settlements, or cities.

You may also play 1 development card at any time during your turn.

The Turn in Detail

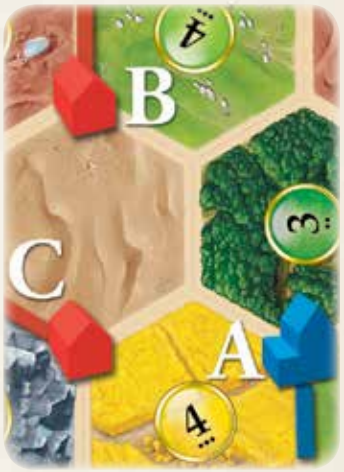
1. Produce Resources

Begin your turn by rolling both dice. This is your "production roll." The sum of the dice (2-12) determines which terrain hexes produce resources. Your roll can affect any player, for all hexes marked with the number rolled produce 1 resource card of the hex's type for each player who has a settlement on an intersection that borders that hex. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. Similarly, wherever you have a city instead of a settlement bordering the hex, you receive 2 resource cards.

Example: *Loren rolls a "4." Her blue city "A" borders a fields hex marked with the number "4," so she takes two grain cards. (If settlement "A" had been a settlement, she would have received one grain card.) Bridget owns the two red settlements. Her settlement "B" borders the pasture marked with the number "4," so she also receives a wool card. Her settlement "C" also borders the fields hex marked with the number "4," so Bridget also receives a grain card.*

2. Trade

After resource production is resolved, you may trade freely (using either or both types of trades below) to gain needed resource cards. No one can trade development cards.



a) Domestic Trade

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counter offers—but only with you.

Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*

Example: *It is Bob's turn. He needs one brick to build a road. He has 2 lumber and 3 ore. Bob asks aloud, "Who will give me 1 brick for 1 ore?" Marty answers, "If you give me 3 ore, I'll give you a brick." Nick interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Bob accepts Nick's offer and trades a lumber and an ore to Nick in exchange for a brick.*

Note that Marty may not trade with Nick, since it is Bob's turn. Also note that Bob may continue to trade with Nick or any other player.

b) Maritime Trade

On your turn, you can also trade with the supply stacks (i.e., the bank):

- You can always trade at 4:1. Put 4 identical resource cards back in their supply stack. Then take any 1 resource card of your choice other than what you trade in.

- If you have a settlement or city on an intersection bordering a "3:1" harbor (A), you can trade at 3:1. Put 3 identical resource cards back in their supply stack. Then take any 1 resource card of your choice.
- If you have a settlement or city on an intersection that borders a "2:1" harbor (B), you can trade the specific resource shown at 2:1. Put 2 identical resource cards of the appropriate type back in their supply stack and then take any 1 resource card of your choice.

In order to control a harbor, you must build a settlement on one of the two coastal intersections that border the harbor (note the pairs of coastland extensions).

3. Build

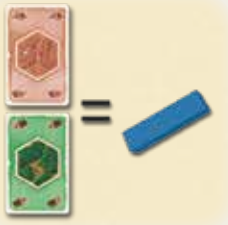
Now you can build. Through building, you can increase your victory points, expand your road network, improve your resource production, and/or buy useful development cards.

To build, you must pay specific combinations (i.e., sets) of resource cards. Refer to your "Building Costs" card to see what you need to pay when you build something. First, return the required card combination to the supply stacks. Second, take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board.

Keep any development cards hidden in your hand.

You cannot build more pieces than what is available in your pool. So, you may only build a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road Requires: Brick & Lumber



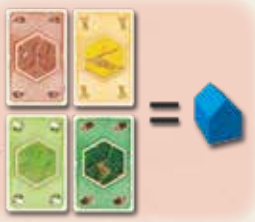
A new road must always connect to 1 of your existing roads, settlements, or cities.

Only 1 road can be built on any given path (i.e., the edge of a terrain hex).

The first player to build a continuous road (not counting forks) of at least 5 road segments (i.e., pieces) receives the special card "Longest Road." If another player succeeds in building a longer road than the one created by the current owner of the "Longest Road" card, he immediately takes the special card (and its 2 victory points).

b) Settlement Requires: Brick, Lumber, Grain, & Wool

You may only build a settlement at an intersection if all of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities—even yours). See examples of this "distance rule" in the illustrations at the bottom left of page 1 and top left of page 2.



Each of your settlements must connect to at least 1 of your own roads.

Regardless of whose turn it is, when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.

c) City Requires: 3 Ore & 2 Grain

You may only establish a city by upgrading one of your settlements.

When you upgrade a settlement to a city, put the settlement (house) piece back in your supply and replace it with a city piece.

From now on, if your city is adjacent to a terrain hex that produces resources, you receive 2 resource cards for that city (regardless of whose turn it is).

Each city is worth 2 victory points.

d) Development Card Requires: Ore, Wool, & Grain

When you buy a development card, draw the top card from the stack. Keep your development cards hidden until you play them. Normally, you cannot play a development card during the turn you buy it. *(The sole exception is a Victory Point card that provides you 10+ victory points.)*

4. Special Cases

a) Rolling a "7" and Moving the Robber

If you roll a "7" as your production roll, no one receives any resources.

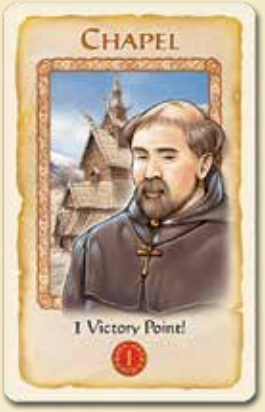
Instead, each player who has more than 7 resource cards must select half (rounded down) of his resource cards and return them to the bank.

Then you must "move the robber." Proceed as follows:

1. You must move the robber immediately to any other terrain hex. Place the robber so that it covers up the number on the hex.
2. Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the terrain hex now occupied by the robber. The player who the robber steals from holds all of his resource cards face down. You then take 1 resource card at random. If the robber's terrain hex is adjacent to 2 or more players' settlements or cities, you choose which one you want to steal from.

Important: *If the production number of the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.*

Example: *Larry rolls a "7" and must move the robber. He moves the robber from the hills hex and puts it on the number "3" forest hex. If a "3" is rolled during the coming turns, the owners of settlements "A" and "B" do not receive a lumber resource card. This lasts until the robber moves, either by another "7" or a Knight card. Larry may also take 1 random resource card from one of the players who own settlements "A" or "B."*



b) Playing Development Cards

At any time during your turn, you may play 1 development card. *That card, however, may not be a card you bought during the same turn!*

There are 3 different types of development cards: Knight, progress, and victory point. Each type has a different effect.

Knight Cards (Red Frame)

If you play a Knight card, you must immediately move the robber as previously outlined on page 3 in the "rolling a 7" section. Follow steps 1 and 2.

Once played, Knight cards remain face up in front of you.

The first player to have 3 Knight cards in front of himself receives the special card "Largest Army," which is worth 2 victory points. If another player has more Knight cards in front of him than the current holder of the Largest Army card, he immediately takes the special card and its 2 victory points.

Progress Cards (Green Frame)

If you play a progress card, follow its instructions. Then remove the card from the game (i.e., put it in the box).

Victory Point Cards (Yellow Frame)

You must keep victory point cards hidden. You may only play them when you are sure that you have 10 or more victory points during your turn—that is, when you win the game. In this case, you can play them all, *even if you just bought them*. You can also play them at game's end if someone else wins. (These are the only exceptions to the basic rules of development card play.)

Victory Points

Silently keep track of all the victory points you earn as you play. Pay attention to other players' victory points, noting who is actually closest to victory.

Players earn victory points (VPs) as follows:

- 1 VP for each settlement
- 2 VP for each city
- 2 VPs for the Longest Road special card
- 2 VPs for the Largest Army special card
- 1 VP for each victory point development card

Since you start with 2 settlements, you begin the game with 2 victory points. So, you only need to earn 8 more victory points to win the game and become "Master of Catan"!

Ending the Game

If you have *10 or more* victory points during your turn, the game ends and you are the winner!

Future Games

Now that you've played the ***Catan Family Edition***™ board game using the "Side A" island starting set-up, you may want to flip the island tiles over and try "Side B." You might also want to switch the island tiles around and build your own variable board. If so, see the "Variable Set-Up" guidelines on the back of the "Overview Sheet."

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Special Thanks: Morgan Dontanville, Olivia Johnston, and the Mayfair Games team for 20 years of Catan development.

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GAME OVERVIEW

1 The island of Catan lies before you. The isle consists of 19 terrain hexes surrounded by ocean. Your goal is to settle the island and expand your territory so it becomes the largest and most glorious in Catan.

2 There are 5 productive terrain types and 1 desert on Catan. Each terrain type produces a different type of resource (card). The desert produces nothing. (See the 6 terrain hexes in the "Resource Production" illustration at the lower right.)

3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to have 10 victory points during his/her turn wins the game.

4 To gain more victory points, you must build new roads and settlements or upgrade settlements to cities. Each city is worth 2 victory points. In order to build or upgrade, you need to acquire resources.

5 How do you acquire resources? It's simple. Each turn, a dice roll determines which terrain hexes (indicated by the hex numbers) produce resources. If, for example, a "3" is rolled, the two terrain hexes containing a "3" produce resources. In the illustration at the right, a mountain hex produces ore and a forest hex produces lumber.

6 You only collect resources if you own a settlement or a city bordering a terrain hex producing a resource. In this example, orange's settlement (A) borders on a forest hex, and red's settlement (B) is adjacent to a fields hex. A dice roll of "9" gives the orange player 1 lumber and the red player 1 grain.

7 A settlement or city usually borders on 2-3 terrain types. So, during the game, it can "produce" up to 3 different types of resources. Here, white's settlement (C) produces ore, wool, or lumber. Blue's settlement (D) can only produce grain on "4" or wool on "5" or "11."

8 Since you rarely have settlements everywhere as the game starts or progresses, you may have to do without direct access to certain resources. This is tough, for building things requires specific resource combinations. For this reason, you can trade with the other players. Make them an offer! A successful trade might yield a big build! If necessary, trade with the bank, with or without help from a harbor.

9 You can only build a new settlement on an unoccupied intersection if you have a road leading to that intersection and the nearest settlement is at least two intersections away.

Extra Important: *Carefully consider where you build settlements. Numbers on the hexes indicate the relative frequency of dice rolls. Note the dots (pips) beneath the numbers. The greater the number of pips, the more likely it is that number will be rolled.*

CATAN®

FOR YOUNGER EXPLORERS

Catan: Junior™

Introduce kids ages 6+ to the world of Catan®!

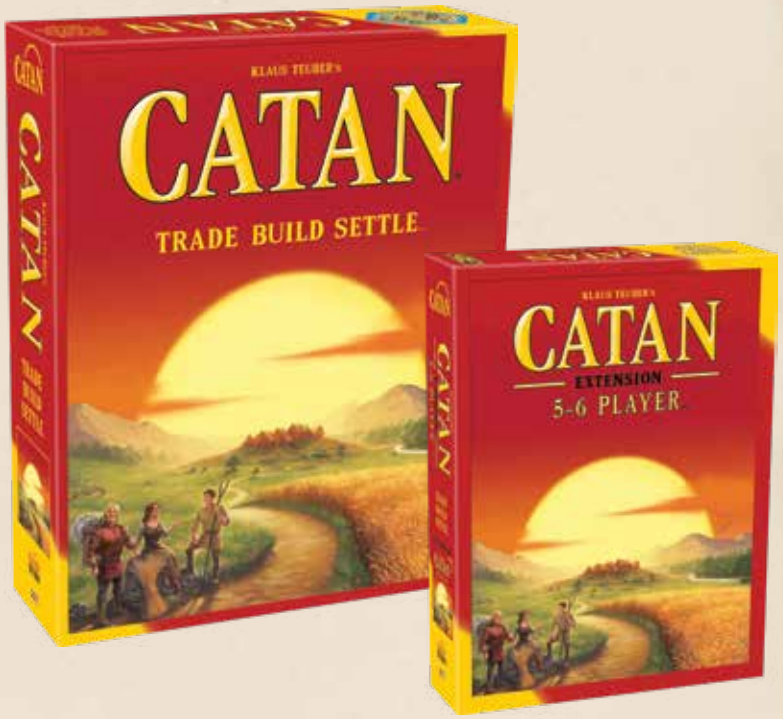
Explore a ring of tropical isles—including the mysterious Spooky Island, home of the dreaded Ghost Captain. Produce wood, goats, molasses, and cutlasses, or find gold.

Start with 2 pirates' lairs, and then build ships in order to expand your network. The more lairs you build, the more resources you may receive.

Use your resources to build ships, lairs, or to get help from wise Coco the Parrot. You can even trade in the nearby market.

Learn Catan: Junior in about 10-15 minutes and get playing right away. Averaging about 30 minutes, games are quick, interactive, and loads of fun.

FOR ADVENTUROUS PLAYERS



Catan®

If want to add a lot more variability to your Catan experience, continue your journey with the most acclaimed board game of our time—*Catan*.

***Catan* plays just like the *Catan Family Edition*™ but uses a larger board, assembled out of a 6-piece frame surrounding 19 individual hexes. These individual hex tiles give you complete flexibility when building your island of Catan.**

Additionally, the numbers on the hexes are separate number disks. These disk provide another layer of variability to the game.

***Catan* is also expandable. You can add 2 more players with the 5-6 player Extension. You can even explore the saga further by adding one of Catan's great expansions, each of which provides additional depth or variety.**

Discover the World of Catan at your local game retailer, or check out our products online at catanshop.com.

CATAN FOR 2 PLAYERS

Rivals for Catan™

It's "Catan for two"!

It's also an intriguing card game.

Use your unique card mix to create your own principality. Explore and settle new lands. Acquire resources and trade to develop your domain. Expand your settlements and cities, recruit heroes, and defend your lands through politics, invention, and intrigue.

Your cunning and a dash of luck decides who'll be Prince of Catan!

CATAN FOR THE CASUAL PLAYER

Struggle for Catan™

Enjoy a fast-paced, portable, stand-alone card game for 2-4 players.

Manage your resources to build settlements, cities, city expansions, knights, and roads that generate victory points or special abilities. While your settlements, cities, and city expansions remain yours, valuable roads and knights change hands.

City expansions give you additional victory points and lasting advantages.

Struggle for Catan is a casual take on Catan.

Catan Dice Game™

Discover, explore, and settle Catan anywhere and anytime! … even all by yourself!

The *Catan Dice Game*™ is the perfect portable adventure experience. Play it in only 15-30 minutes! It's a great casual introduction to the world of Catan. With 6 colorful, embossed dice and your scoring map, you can roll—and risk—your way to victory.

So get ready to toss! Challenge the odds and discover a fresh way to master Catan!

Explore Catan! Visit catan.com.

CATAN

Variable Set-up

Constructing the Island

You can play using any island tile configuration that fits inside the outer board. However, the easiest way to vary the board is to swap the 2-hex tiles and/or a couple of the 4-hex tiles. You may use "Side A" tiles with "Side B" tiles as you like.

Placing Your Initial Settlements & Roads

Each player rolls both dice. The player who rolls highest is the starting player. The placement locations of all settlements and roads must follow the normal rules.

Round One: *The starting player places a settlement on an unoccupied intersection. He places a road adjacent to this settlement. Proceeding clockwise, each other player places 1 settlement and 1 adjoining road.*

Round Two: *The player who went last in the first round begins round two. He places his 2nd settlement and its adjacent road. Proceeding counterclockwise, each other player places 1 settlement and 1 adjoining road.*

You receive your starting resources immediately after placing your 2nd settlement. For each hex adjacent to this 2nd settlement, you take a corresponding resource card.

The starting player then takes the first regular turn.

Frequently Asked Questions

Producing Resources

What if there aren't enough resource cards to give every player all the production they earn?

No one receives any of the restricted resource that turn. Other resources are not affected.

Trading

Can I give another player a card?

You may not give away cards (i.e., you may not "trade" 0 cards for 1 or more cards).

What if I decide not to trade during my turn?

No one can trade (until, perhaps, the next player's turn).

If it is not my turn, can I trade?

You may try to trade with the player whose turn it is. You cannot perform maritime trades (see Rules, page 3).

Do I need a settlement on a harbor in order to make 4:1 trades?

No.

Are there any other trading restrictions?

You may not trade or give away development cards. You may not trade like resources (e.g., 2 wool for 1 wool).

Building

Can you build on intersections bordering the sea?

The outer edges of the terrain hexes that border on the sea form the "coast" of the island. You can build a road along a coast. You can build settlements and upgrade settlements to cities on coastal intersections.

What happens if I have built all 5 of my settlements? Can I build another settlement?

No. In this case, you must upgrade 1 of your settlements to a city before you can build another settlement.

The Robber

If I roll a "7," do I have to move the robber?

Yes. You may not choose to leave the robber on the same hex.

Longest Road

If my road network branches, can I count both segments of roads when counting up the length of my longest road?

No. You may only count the single longest continuous branch for purposes of the "Longest Road."

What happens if another player builds a settlement such that my "Longest Road" runs through it?

Your longest road is "broken"! Your "Longest Road" can be a road segment on either side of that settlement, but it may not run through an opponent's settlement.

What happens if my "Longest Road" is broken?

The player with the longest (at least 5+) road segment takes the "Longest Road" bonus card. If no one has a 5+ road segment or if several players have the same lengths of road segments, set the "Longest Road" card aside—until only 1 player has the longest road (of at least 5 road pieces).

Development Cards

How many development cards can I play during my turn?

Normally, you may only play 1 development card during your turn. However, in addition, you may play any number of victory point development cards at the end of the game.

What happens when I play a progress card?

Road Building: You may immediately place 2 roads on the board, for free (according to normal building rules).

Year of Plenty: You may immediately take any 2 resource cards from the supply stacks. You may use these cards to build on the same turn.

Monopoly: You must name 1 type of resource. All the other players must give you all of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, he does not have to give you anything.

When can I play one of my development cards?

You can play your development card at any time *during your turn*, even before you roll the dice.

After I play a development card, what do I do with it?

Keep victory point cards and Knight cards face up. Remove all other played development cards from the game. Played development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Ending the Game

What if I reach 10 points when it is not my turn?

The game continues until any player (including you) has 10 points on his turn.

Can I play more than one victory point card on the turn the game ends?

You may play any number of victory point cards on the turn the game ends, even those just purchased.

Hints

- Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.
- The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the tokens. The larger the number of dots, the more likely it is that number will be rolled. "6" and "8" are the most frequently rolled numbers. They each have 5 dots, for there are 5 ways to roll these numbers on the 2 dice.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should consider offering trades to the current player!
- Since an intersection on the coast borders only 1 or 2 terrain hexes, a coastal settlement generally generates resources less often. Still, coastal sites often lie on harbors, which allow you to use maritime trade to trade your resources at more favorable rates.
- Do not underestimate the value of harbors. For instance, a player with settlements or cities adjacent to productive fields hexes should try to build a settlement on the "grain" harbor.
- It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.
- Leave enough room to expand when placing your first 2 settlements. Look at your opponents' sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the middle of the island may be a tricky place for a starting settlement, for it can easily be cut off from the coast.

STAR TREK™ CATAN

Game Overview

First time players should start here:
Game Overview and
Starting Set-up for Beginners

To make it as easy as possible for you to become familiar with the game, we are using the award-winning, 3-part *Catan*® game rules system. If you are already familiar with *Catan*®, skip ahead to the "Preparation," "Build," and "Support Cards" section of the rules to save some time. If you don't know *Catan*®:

A. First read this Game Overview.
B. Afterwards, read the Game Rules and start the game.
C. Should questions arise during play, consult the *Star Trek Catan*™ Almanac.

1 The Federation territory lies in front of you. It consists of 19 sectors containing planets and asteroids surrounded by open space. It is your task to provide the Federation territory with outposts and starbases.

2 The Federation territory contains 5 different types of planets and one asteroid field. Each planet produces a different resource.

3 You start the game with 2 outposts and 2 starships. The 2 outposts already provide you with 2 victory points (VPs). If you have, or reach, 10 VPs on your turn, you win the game.

4 To obtain victory points, you have to build outposts, which can be upgraded to starbases. Outposts are worth 1VP each; starbases are worth 2 VPs each. Of course, if you want to build, you need resources.

5 How do you get resources? It's quite easy. Every turn, some planets will produce resources. Exactly which planets produce is determined by rolling 2 dice at the beginning of your turn. Each planet is marked with a round number token. If, for example, a "3" is rolled, all planets marked with a "3" produce resources – in the illustration on the right, they are a red planet (tritanium) and a yellow planet (food).

6 However, only players whose outposts or starbases border these producing planet sectors can receive resources. In the illustration, the red outpost (W) borders the sector containing the red "3" planet and a blue outpost (X) borders the sector containing the yellow "3" planet. So, the red player receives 1 tritanium and the blue player receives 1 food whenever a "3" is rolled.

Starting Setup for Beginners

7 Outposts and starbases can border either 1, 2, or 3 planet sectors and thus produce different resources, depending on the number rolled. In our example, the outpost (Y) borders 3 sectors: a sector containing the red planet, a sector containing the yellow planet, and a sector containing the white gas planet. The outpost (Z) at the Federation border only receives resource production from 2 sectors (yellow and green planets).

8 Since you can't have outposts and starbases next to all planet sectors and number tokens, it may occur that you receive certain resources only on rare occasions – or not at all. However, you need very specific combinations of resources to build all the things you need to win.

9 For this reason, you are allowed to trade with your opponents. You make trade offers or let them make trade offers with you. And if the trade goes through, you might get the resource(s) you need to build.

10 You may build new outposts on any unoccupied space intersection – provided that one of your own starships is adjacent to that intersection **and** no other outposts or starbases occupy an intersection within 1 space route.

11 You should consider carefully, though, where you want to build your outposts. The numbers on the number tokens are depicted in different sizes to illustrate that large numbers are more likely to be rolled. The red numbers 6 and 8 are the largest in size; they are likely to be rolled most often. Remember, the more often a number is rolled, the more often you receive resource production.

CATAN

STAR TREK CATAN

Game Rules

Before your first game, carefully insert the starships and outposts into their bases.

These game rules contain all of the important information you need to play the game! If you need more information during play, please refer to the *Star Trek Catan*™ Almanac under the respective key word as indicated by this symbol .

GAME BOARD SET-UP

Starting Set-up for Beginners: For your first few games, we suggest that you assemble the game board according to the illustration in the Game Overview. First assemble and place the 6 frame pieces, making sure that the trading posts on the frame are in the correct positions as shown. Then fill the frame with the hexagonal planet sectors and place the number tokens on top of the sectors exactly as shown in the Game Overview.

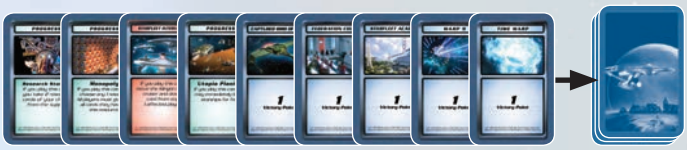
Starting Set-up for Experienced Players: After two or three games, you should use the variable set-up. You can find all pertinent information in the Almanac under Set-up, Variable .

PREPARATION

Starting Set-up for Beginners

- Give each player 1 building costs card.
- Place 2 outposts of each color beside the game board as a reserve.
- Give each player the remaining game pieces of their color: 5 outposts, 4 habitat rings to upgrade outposts to starbases, and 15 starships. Then place your 2 starships and 2 outposts on the game board (see Game Overview illustration). Keep the remaining game pieces in front of you. If there are only 3 players, do not use the red pieces or the red set-up.
- Place the support cards side by side beside the game board, "A-Side" up, to form a display. Each player starts with 1 support card. In a 4-player game, the oldest player receives the A4 card (Sulu), the player on their left receives the A3 card (Spock), etc. In a 3-player game, the oldest player receives the A3 card (Spock), etc. Therefore, the cards in play at the beginning of the game are the cards A1 – A4 and A1 – A3, respectively.
- Place the "Longest Supply Route" and "Largest Starfleet" special cards beside the game board, along with the 2 dice.
- Sort the resource cards into 5 stacks and put them face up next to the board to form the supply.

- Shuffle the development cards and put them face down in a stack beside the board.



- Lastly, take your first resource income for the outpost marked with a star (see Game Overview): for each planet sector bordering this outpost, take 1 corresponding resource card from the stack. Example: The blue player receives 1 food, 1 water, and 1 tritanium for his outpost at the top.
- Always keep your resource cards hidden in your hand.

TURN OVERVIEW

The oldest player goes first. On your turn, you can do the following in the order listed:

1. You must **roll** for **resource production** (the result applies to all players).
2. You may **trade** resources – with your opponents or as a border trade (see: Trade below)
3. You may **build**: starships, outposts, starbases and/or buy development cards.

In addition: At any time during your turn (including before rolling the dice), you may play **1** of your development cards and/or support cards.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. Roll for Resource Production

- You begin your turn by rolling both dice: the sum of the dice determines which planets produce resources!
- Each player who has an outpost that borders a planet sector marked with the number rolled takes 1 resource card of the planet's type.

If you have 2 or 3 outposts bordering a planet sector whose number was rolled, you receive 1 resource card for each outpost. If you have a starbase bordering a planet sector whose number was rolled, you receive 2 resource cards for that starbase.

***Example:** If an "8" is rolled, the red player receives 2 water for his two outposts, yellow receives 2 water for his one starbase. If a "10" is rolled, the yellow player receives 3 food: 1 from the outpost, 2 from the starbase.*

2. Trade

After everyone has received their resources, you may trade to gain other resource cards! There are two kinds of trade:

a) Federation Trade (Trade with Opponents)

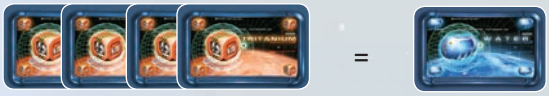
You can trade resource cards with any of your opponents. You can announce which resources you need and what you are willing to trade for them. You can also listen to your opponents' offers and make counteroffers.

Important: During your turn, your opponents may only trade with you. They may not trade among themselves.

b) Border Trade (Trade with the "Bank")

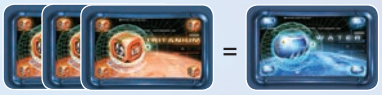
You can also trade without your opponents!

- During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in their respective stack and taking any 1 resource card of your choice from another stack. **Note:** The 1 resource you take must be different from the 4 you traded in.



4:1 border trade without trading post

- If you have an outpost or starbase that borders a trading post, you can trade more favorably. At a 3:1 trading post, you can trade 3 resource cards of the same type for 1 different resource card of your choice. At a special trading post, you can trade 2 resource cards of the indicated type for 1 different resource card of your choice.



3:1 border trade with a 3:1 trading post

2:1 border trade with special trading post

3. Build

Now you can build to increase your resource income and number of victory points (VPs)!

- To build, you must pay specific combinations of resource cards (see your building costs card). After you have paid, take the corresponding number of starships or outposts from your supply and place them on the game board, or upgrade already existing outposts to starbases. Return the resource cards you spent for building to their respective supply stacks.

a) Starship; requires: 1 dilithium + 1 tritanium

- Starships are built on the space route between two space intersections. Only 1 starship may occupy each space route.
- You may only place a starship adjacent to a space intersection that borders one of your own starships or is occupied by one of your outposts or starbases. A foreign outpost or starbase will block further placement.

Example: *The orange player may build a starship on the space routes marked with white frames – not, however, on the space route marked with a red frame, because the red outpost prevents it.*

- As soon as you have a continuous supply route (branches do not count) of at least 5 space ships that is not interrupted by foreign outposts or starbases, you receive the "Longest Supply Route" special victory point card. If another player succeeds in building a longer supply route than you, they immediately take this card. The "Longest Supply Route" is worth 2 VPs.

Example: *The red player has a continuous supply route consisting of 6 starships (the branch below the Blue 8 planet doesn't count) and thus is the owner of the "Longest Supply Route." The red outpost splits the orange player's continuous supply route of 7 starships into one supply route of 2 starships and one supply route of 5 starships.*

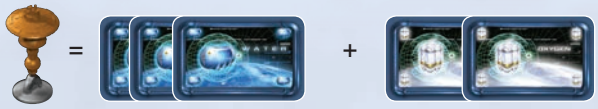
b) Outpost;
requires: 1 food + 1 dilithium + 1 tritanium + 1 oxygen

- You must build the outpost on a space intersection that is adjacent to at least one of your own starships. You must observe the distance rule when building.
- **Distance rule:** You may only build an outpost if all adjacent space intersections are NOT occupied by outposts or starbases – even if they are yours.

Example: *The orange player may build an outpost on the space intersection marked with a white circle – because of the distance rule, however, he may not build an outpost on the space intersections marked with red circles.*

- For each new outpost, you have the potential to recieve resources produced from the adjacent planet sectors: 1 resource card per each sector when the corresponding planet's number is rolled.
- Each outpost is worth **1 VP.**
- If you have used up your supply of outposts, you either can no longer build outposts or must first upgrade one of your outposts to a starbase (see below).

c) Starbase; requires: 3 water + 2 oxygen



- You build a starbase by upgrading an outpost: attach the habitat ring to the top of the outpost.
- For a starbase, you receive 2 resource cards from each adjacent planet sector whose number is rolled.
- Each starbase is worth **2 VPs.**

Important: As you build your first 2 starbases, you must remember to take an outpost of your color from the reserve and add it to your supply.

d) Buying Development Cards;
requires: 1 water + 1 food + 1 oxygen

- When you buy a development card, draw the top card from the stack.
- There are 3 different types of these cards, all of which have different effects:

Victory point (VP) cards

"Starfleet Intervenes" cards

Progress cards.

- Keep your development cards hidden until you use them.

4. Special Cases

a) Rolling a "7" and Activating the Klingon Battle Cruiser

- If you roll a "7" on your turn, no one receives any resources.
- **All players** who have **more** than 7 resource cards must select half of their resource cards and return them to the supply. If a player has an odd number of cards, the number of cards to be discarded is rounded down (e.g., a player who has 9 cards must discard 4 of them).
- Then you **must** move the Klingon battle cruiser:
  1) You must move the Klingon battle cruiser to **another** planet sector (or to the asteroid sector).
  2) Then you steal **1 resource card** from **1** opponent who has an outpost or starbase adjacent to the sector where you placed the Klingon battle cruiser. You steal the resource card at random, without looking at the cards.
  3) You then continue your turn and proceed to the trade phase.

Important: The Klingon battle cruiser prevents any resource production while it remains in a sector. If the number is rolled that matches the occupied sector, the owners of adjacent outposts or starbases **do NOT receive resources** from that sector.

b) Playing Development Cards

Any time during your turn – even before you roll the dice if you wish – you may play a development card. You may only play one development card per turn, and that card may NOT be a card you bought during the same turn!

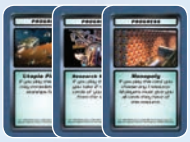
Victory Point Cards:

You must keep VP cards hidden. You may only reveal them when you have – or reach – a total of 10 VPs on your turn. **Note:** You may play ALL your VP cards on the turn you win the game.

"Starfleet Intervenes" cards:

- If you play a "Starfleet Intervenes" card, you must move the Klingon battle cruiser (see point 1 and 2 above).
- Once played, "Starfleet Intervenes" cards remain face up in front of you.
- The first player to have 3 "Starfleet Intervenes" cards in front of him receives the "Largest Starfleet" special card, which is worth 2 VPs.
- If another players has more "Starfleet Intervenes" cards in front of him than the current holder of the "Largest Starfleet" card, he immediately takes the special card and its 2 VPs.

Progress Cards:



If you play a progress card, follow its instructions. Then the card is discarded and thus removed from the game.

5. Support Cards

Your support card gives you a specific advantage as described on the card. The first time you use its advantage, you have two choices: either you return it to the support cards display and take any 1 other support card of your choice, placing this new card "A-side" up in front of you; or turn it over to its "B-side," granting the ability to use your card's advantage again at the next opportunity. After you have used the support card a second time, you must return it to the support cards display ("A-side" up) and take a new support card.

Important: You are not allowed to use a support card during the same turn you have received it.

END OF THE GAME

The game ends when a player has – or reaches – 10 or more victory points on his turn. That player is declared the winner, and is acknowledged by all as "Starfleet Admiral of Catan."

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STAR TREK™ CATAN®

ALMANAC

A Detailed Explanation of the Game Rules and Examples.
These are not Game Rules.

This Almanac contains detailed alphabetical explanations and examples for *Star Trek Catan*. Game terms marked with a in the Game Rules are explained in more detail here.

You do not have to read this material prior to your first game. Instead, use the Game Rules. This almanac includes advanced rules and clarifications. Refer to it if any questions arise during a game.

CATAN STUDIO

Game Components

2 Dice

19 Sector Tiles
- Red planet (4)
- Yellow planet (4)
- White gas planet (4)
- Green planet (3)
- Blue planet (3)
- Asteroid field (1)

6 Frame Pieces
with 9 trading posts

95 Resource Cards (19 of each resource)
- Tritanium = from the red planets
- Food = from the yellow planets
- Oxygen = from the white gas planets
- Dilithium = from the green planets
- Water = from the blue planets

25 Development Cards
- "Starfleet Intervenes" (14)
- Progress Cards (6)
- Victory Point Cards (5)

10 Support Cards

4 "Building Costs" Cards

2 Special Cards

Longest Supply Route

Largest Starfleet

Game Pieces (in 4 player colors)

4 Starbase Expansions
(Habitat Rings for Outposts)

7 Outposts

15 Starships

1 Klingon battle cruiser
(green non-player)

18 Number Tokens

Detailed Explanation of the Game Rules and Examples for *Star Trek Catan*

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A

Asteroid Field

The asteroid field is the only sector that doesn't produce resources. The Klingon battle cruiser starts the game here. If you build an outpost or starbase adjacent to the asteroid field, it will not add anything to your resource production.

B

Border Trade

During the trade phase of your turn, you can also trade resource cards without your opponents being involved—the border trade makes this possible.

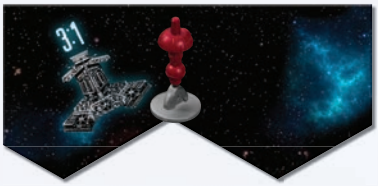
- Without a trading post:
  The most simple (and unfavorable) option is the 4:1 trade: you return 4 resource cards of the same type to the corresponding supply stack and, in exchange, take 1 desired card from another stack.
- For the 4:1 trade:
  You don't need a trading post (i.e., an outpost or starbase at a trading post).

Example: *William returns 4 water cards to the supply stack and takes 1 tritanium card. Of course, it would be wiser if he first tried to trade more favorably with his opponents (Federation Trade).*

With a trading post:
Your trading options are better if you build an outpost or a starbase at a trading post.

There are two different kinds of trading posts:

1. Generic Trading Posts (3:1):
During the trade phase of your turn, you may return 3 resource cards of the same type to the corresponding supply stack and take any 1 different resource card of your choice.



Example: *Mark places 3 tritanium cards on the tritanium supply stack and takes 1 water card.*

2. Special Trading Posts (2:1):
For each resource type, there is one special trading post. The favorable 2:1 trade applies only to the resource depicted on the special trading post.
Note: *A special trading post does not entitle you to trade the other resource types at 3:1!*

Example: *Bruce has built an outpost at the tritanium trading post. When trading, he may return 2 tritanium cards to the supply stack and take any 1 different resource card in exchange. He can also trade 4 tritanium cards for any 2 cards, etc.*

Important: *Only the active player may perform border trades.*

Build (Building)

You may build on your turn after you roll for resource production and finish trading. To build, you must pay certain combinations of resource cards (see Building Costs Cards). Return the resource cards to the supply stacks. You can build multiple starships and outposts, upgrade numerous outposts, and buy as many development cards as you desire—as long as you have enough resources to "pay" for them and they are still available in the supply. (See development cards, outposts, starbases, and starships.)

Each player has a supply of 15 starships, 7 outposts, and 4 starbase expansions. At the beginning of the game, 2 outposts per player are set aside as a reserve. No player may have more than 5 outposts on the game board. When you upgrade an outpost to a starbase, add 1 outpost from your reserve to your supply. Once built, all game pieces remain on the board until the end of the game.

Your turn is over after building. The player to your left continues the game. For a rule variant see Combined Trade/Build Phase below.

C

Combined Trade/Build Phase

The separation of the trade and build phases was introduced to make the sequence easier for beginners to learn the game. We recommend that experienced players ignore this separation between trade and build phases.

After rolling for resource production, you can trade and build in any order.

Naturally you can trade, build, trade again, and build again. You can even use a trading post on the same turn you build an outpost there. This also speeds up the game.

D

Development Cards

There are 3 different kinds of development cards: "Starfleet Intervenes", Progress, and Victory Points (VPs). When you buy a development card, take the top card of the draw stack into your hand. Keep your development cards hidden until you play them.
You may only play 1 development card during your turn (either 1 "Starfleet Intervenes" card or 1 progress card.) You may play the card at any time, even **before you roll the dice.** You may not, however, play a card during the turn that you bought it.

Exception: *If you buy a card and it is a VP card that brings you to 10 points, you may immediately reveal this card and all other VP cards to win the game.*

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

Purchased development cards never change hands. You can't trade or give away development cards, nor can they be stolen by the Klingon battle cruiser. Keep these cards separate when resources are about to be stolen from you.

E

End of the Game

If you have, or reach, 10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If you find you have 10 victory points during another player's turn you must wait until your next turn to claim victory.

Example: *A player has 2 outposts (2 VPs), the Longest Supply Route special card (2 VPs), 2 starbases (4 VPs), and 2 VP cards (2 VPs). He reveals his two VP cards, giving him the 10 VPs needed to win.*

F

Federation Border

When a planet borders the frame, a "Federation border" is formed. You can build a starship along the Federation border.

You can build outposts on the space intersections bordering the frame. However, you only receive resource production from 1 or 2 planets.

Along the Federation border there are trading posts that allow improved border trade. Here you can trade resources more favorably. However, outposts or starbases on space intersections without trading posts do not give you any trade advantages.

Federation Trade (Trade with Opponents)

On your turn, after resource production, you may trade resource cards with your opponents. You and the other players negotiate the "terms of trade"(how many cards of which type you offer and want to receive, respectively.) You may trade as many times as you can using single or multiple cards.

Note: You may **never** give away cards. Federation trade must always result in an exchange of resource cards between players.

Example: *Nichelle has 8 cards in her hand and wants to get rid of one of them. So she offers Walter 1 dilithium for free. Since this is not allowed, Nichelle offers Walter 2 dilithium for 1 dilithium. This isn't allowed either, though, because Nichelle would actually be giving 1 dilithium away. Therefore, Nichelle and Walter agree to trade 2 dilithium for 1 tritanium.*

Important: *You may trade with another player between your turns, but only if it is their turn and they choose to trade with you. Players who are between turns may not trade with each other.*

Example*: It is William's turn. He needs 1 dilithium to build a starship. He has 2 tritanium and 3 water. William asks aloud, "I need 1 dilithium. I'm offering 1 water." "I'll give you 1 dilithium if you give me 3 water." replies Leonard. "I'll give you 1 dilithium for 1 tritanium and 1 water," interjects DeForest. William opts for DeForest's offer and trades 1 tritanium and 1 water for 1 dilithium.*

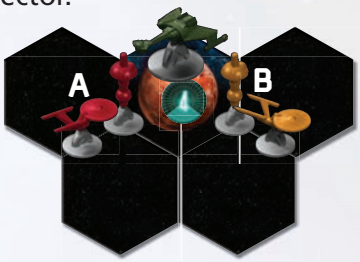
Important: *Because it was William's turn, Leonard was not allowed to trade with DeForest.*

K

Klingon Battle Cruiser

The Klingon battle cruiser begins the game on the asteroid field.
It is moved only by rolling a "7", by playing a "Starfleet Intervenes" card, or by activating the "Pavel Chekov" support card.

If the Klingon battle cruiser is moved to a planet, it prevents that sector from producing resources as long as the Klingon battle cruiser remains in this sector.



Example: *It is Gene's turn, and he rolls a "4." The owners of outposts "A" and "B" do not receive a tritanium card. This lasts until the Klingon battle cruiser is moved again by another "7," or when a player uses a "Starfleet Intervenes" card, or activates "Chekov."*

L

Largest Starfleet

If you are the first player to have 3 "Starship Intervenes" cards face up in front of you, you receive the "Largest Starfleet" special card. This special card is worth 2 VPs.

Longest Supply Route

If you are the first player to build a continuous route of at least 5 individual starships, you take this special card. Place it face up in front of you. This card is worth 2 VPs. If your network branches, you may only count the single longest route.

If you hold this special card and another player builds a longer route, they immediately take this special card from you and now they have those 2 VPs.

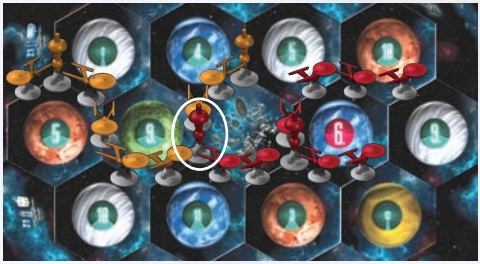
You can break an opponent's route by building an outpost on a free space intersection along this route (as long as you observe the distance rule)!

Note: Your own outposts or starbases do not interrupt your supply route!

If the "Longest Supply Route" is broken and several players tie for the special card, then the following may occur:

1. If the tie includes the player who has the "Longest Supply Route" special card, he keeps the card.
2. If the tie does not include the player who has the "Longest Supply Route" special card, set the card aside. It only comes into play again when only one player has the "Longest Supply Route."

Set the "Longest Supply Route" aside when none of the players have a continuous supply route of 5+ starships. The special card comes back in play when 1 player qualifies for it again.



Example: *Majel owns the "Longest Supply Route," consisting of 7 starships. Then James builds the red outpost marked with a white circle. This interrupts Majel's supply route. Now James owns the "Longest Supply Route" and its 2 victory points.*

N

Number Tokens

The 18 number tokens are marked with the numerals "2" through "12." There is only one "2" and "12" and no "7." Note that the physical size of each number on a token indicates the relative frequency of that number being rolled and thus producing resources). Consider, a planet with a "6" or an "8" (indicated by a field of red) is far more productive than a planet with a "2" or a "12."

O

Outposts

Each outpost is worth 1 VP. You receive resource production from each planet adjacent to your outposts.

When purchased, an outpost must:

- Be built on a space intersection connected to 1 or more of your starships.
- Observe the **DISTANCE RULE**—no neighboring space intersections may contain any outposts or starbases.

Please note: Even though a player's supply includes 7 outposts, each player may only have 5 outposts at a time on the game board. After you build 5 outposts, you must first upgrade one of them to a starbase to build another. Take one of the outposts from your reserve at the beginning of the game and place it in front of you. You can then build a 6th or 7th outpost.

You can have up to 7 outpost pieces and starbases on the game board (if you have upgraded at least 2 of these outposts to starbases).

P

Planets, Planet Sectors

Planet, planet sector, and sector are collective terms for all hexagons in *Star Trek Catan*—even if not all planet hexes contain planets as such (asteroid field).

Progress Cards

Progress cards are a type of development card. **Remember, you may play only 1 development card during your turn.**

There are 2 each of the following progress cards:

Monopoly: If you play this card, you must name 1 type of resource. All other players must give you *all* their resource cards of this type. Players who don't have that resource in hand don't have to give you anything.

Research Station: If you play this card, you may take any 2 resource cards from the supply stacks. You may use these resource cards to build on the same turn.

Utopia Planitia: If you play this card, you may immediately place 2 new free starships on the game board. You must observe the normal rules for starship building.

R

Resource Production

At the beginning of your turn, roll 2 dice to determine the "resource production" for all players. All outposts or starbases on the sectors indicated by the roll receive the resource cards that those sectors produce. **If there are not enough resource cards** in the supply to give ALL players the production they earn, then **no player receives any** of that resource this turn. This does not affect production of other resources.

The roll and the resource distribution are inseparable. Support and development cards may be played only before the dice roll (if applicable) or after the resource distribution. Exception: only the "James T. Kirk" support card is allowed to break this rule.

Rolling a "7" & Activating the Klingon Battle Cruiser

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

- Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them (unless a player activates the "Kirk" support card). Return the discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: *Majel rolls a "7." She has only 6 resource cards in her hand. George has 8 cards and James has 11. George must discard 4 cards and James 5 (rounding down).*

- Then you (the player who rolled the "7") must move the Klingon battle cruiser to any other sector of your choice (including the asteroid field). This blocks any resource production in this sector.
- Afterwards, you steal 1 random resource card from the hand of the player who has an outpost

or starbase adjacent to this new sector. If 2 or more players have outposts or starbases there, choose which one to steal from (see also "Starfleet Intervenes"). Afterwards, your turn continues as usual.

S

Set-up Phase

Begin the "set-up phase" after you assemble the variable game board .

- Each player chooses a color and takes the corresponding game pieces: 7 outposts, 4 starbase expansions (habitat rings), and 15 starships. Each player also takes 1 building costs card. Create an outpost reserve by setting 2 of the 7 outposts aside. As you upgrade each of your first 2 outposts to starbases, add 1 of the outposts from the reserve to your supply.
- Sort the resource cards (oxygen, food, tritanium, dilithium, and water) into 5 stacks and put them face up face up next to the board.
- Shuffle the development cards and place them face down, forming a stack.
- Place the support cards with their A-sides face up as a display beside the gameboard.
- Place the 2 special cards "Largest Starfleet " & "Longest Trade Route" and the dice beside the game board.
- Place the Klingon battle cruiser on the asteroid field.

The set-up phase has 2 rounds. Each player places 1 starship and 1 outpost per round.

Round One

Each player rolls both dice. If you roll highest, you are the starting player. Place 1 of your outposts on a free space intersection , and 1 of your starships on an adjacent space route . The facing of the starship is irrelevant. The other players then follow clockwise. Each of them places 1 outpost and 1 starship similarly.

Important: *When placing the outposts , the distance rule always applies!*

Round Two

Once all players build their first outpost and starship, the player who went last in the first round begins round two and places a second outpost with an adjacent starship as before. Look for helpful hints for set-up in the Tactics section.

Please note: After the build, the other players follow counter-clockwise. So, as the starting player in round one you place your second outpost and starship last.

The second outpost can be placed on any space intersection, as long as the distance rule is observed.

Each player receives their first resource income immediately after building the second outpost. For each planet adjacent to this second outpost, they take a corresponding resource card from the supply.

In addition, after building his second outpost and starship, each player takes a support card .

The first player to take a card receives the A1 support card (Uhura), the next player the A2 support card (Scott), etc. As the starting player, you now begin the game. Roll both dice for resource production.

Set-up, Variable

1. First join the 6 frame pieces in a random order. Please note that one side of the frame pieces does not depict trading posts. Only use the side that depicts the trading posts.

1

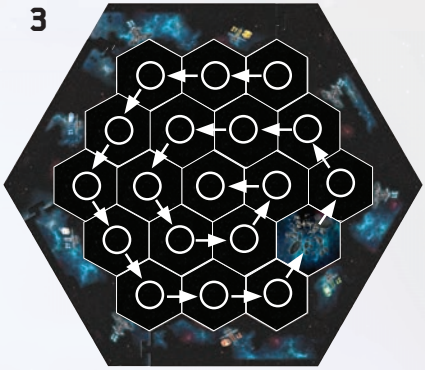
2. Shuffle the hexagons face down and place them face down in a stack. Beginning from the top of the stack, one by one place the hexagons **face up** inside the frame. Start at one side of the frame and continue until the frame is filled.

2

3. Place the number tokens:

- Place the number tokens beside the game board with their letter sides face up.

3

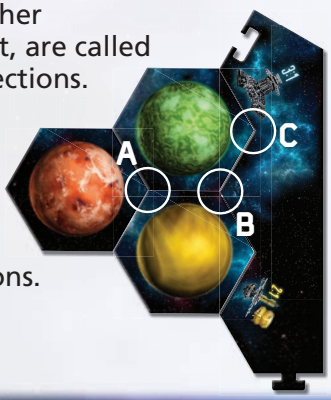


- In alphabetical order, place the tokens on the planet hexes. Start with any corner hex and place the number tokens counterclockwise in alphabetical order. **Note:** The asteroid field does not receive a number token. Just skip over it.
- When all number tokens are distributed, turn them over to their number sides and continue with the Set-up Phase

Space Intersections

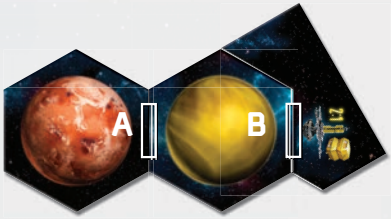
Each hex has 6 corners; each corner either touches 2 other hexes (A) or 1 other hex and the frame (B) or only the frame (C). These corners, whether next to another planet or not, are called space intersections.

- Outposts may only be built on space intersections.



Space Routes

Space routes are the edges where 2 sectors (A) or 1 sector and the frame (B) meet.You can only build 1 starship on each space route.



Each space route connects 2 space intersections, where you can build outposts.

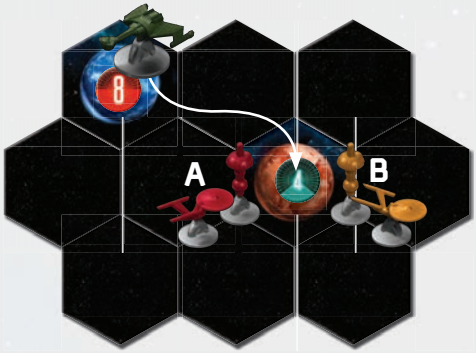
"Starfleet Intervenes"

If you play a "Starfleet Intervenes" development card during your turn you must immediately move the Klingon battle cruiser. You can also do this before production.

- Once played, place the "Starfleet Intervenes"card face up in front of you.
- You must now move the Klingon battle cruiser to any other sector of your choice.
- You then steal (and keep) 1 resource card from the player who has an outpost or starbase adjacent to this sector. If 2 or more players have outposts or starbases there, you may choose which one to steal from.
- The player you choose to steal from keeps their hand of resource cards face down while you randomly draw 1 of their cards. If they have no cards you get nothing. You may ask how many cards players have.

If another player ever has more "Starfleet Intervenes" cards than you, they take the special card from you (and the 2 VPs go with it).

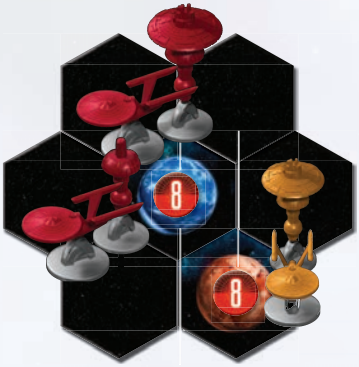
Important: *When you play a "Starfleet Intervenes" card, no one need check whether anyone has more than 7 cards in hand. A player whose hand contains more than 7 cards need only discard the excess if a "7" was rolled.*



Example: *On her turn, Grace plays a "Starfleet Intervenes" card and moves the Klingon battle cruiser from the blue planet to the red planet marked with a "4." Grace may now steal a resource card from player A's or player B's face-down hand.*

Starbases

You can't directly build a starbase. You can only upgrade an existing outpost to a starbase. Each starbase is worth 2 VPs. You receive double resource production (2 resource cards) from adjacent planets when their numbers are rolled.



Example: *An "8" was rolled. Red receives 3 water cards—1 water for the outpost and 2 water for the starbase. Orange receives 2 tritanium for his starbase .*

Each player can have no more than 7 outposts and/or starbases on the game board (4 of which he may have upgraded to starbases).

Hint: It is extremely difficult to win the game without upgrading outposts. Since you can only have 5 outposts on the game board, you can only reach 5 VPs with the outposts alone.

Starships

Starships represent fixed routes between any outposts or starbases. You may only build 1 starship on each space route. When built, you must place a starship either adjacent to a space intersection containing one of your outposts or starbases, or adjacent to an unoccupied space intersection that borders one of your own starships.

You can't build new outposts without building new starships. Starships only earn you VPs by qualifying for the "Longest Supply Route" special card.

Support Cards

Throughout the game, each player always has 1 Support card in front of them.

Support cards have 2 sides (A and B) that are nearly identical. Having a support card provides you with a special advantage.

You can only use most of these advantages during your turn The "James T. Kirk" and the "Spock" support card can also have effects during an opponent's turn.

After you use the advantage of a support card whose A-side is face up, you decide whether you want to return the support card (A-side up) to the support cards display and take another one of the support cards exhibited there, **or** whether you want to turn the card over to its B-side and use it again on a subsequent turn. If you use a support card whose B-side is face up, you must return the card to the support card display, A-side face-up. Take a new, different support card.

Important: *You are not allowed to use a support card during the same turn you receive it. If you have a support card you may not exchange it for another one without using it. You may only activate a support card by actually using its advantage. For example, you can't activate the "Janice Rand" support card without afterwards performing a trade.*

See the back page of this Almanac for details on individual support cards.

T

Tactics

Since you play *Star Trek Catan* with a variable game board, the tactical considerations for each game are different. There are, nevertheless, some common points you should consider.

- Dilithium and tritanium are the most important resources at the beginning of the game. You need both to build starships and outposts. You should try to place at least 1 of your first outposts adjacent to a good dilithium or tritanium planet.
- Do not underestimate the value of trading posts. A player with outposts or starbases with good oxygen production should consider building an outpost adjacent to the oxygen trading post as a goal.
- Leave enough room to expand when placing your first 2 outposts during the set-up phase. It is dangerous to build both outposts at the center of the Federation territory. The space routes are quickly occupied by your opponents! If you plan to build toward a trading post, building in the center means that you could be easily cut off from the Federation border.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the active player!

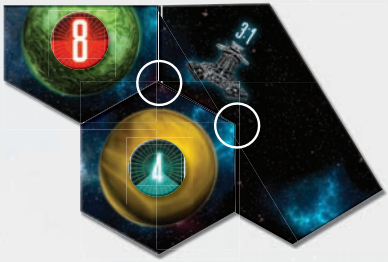
Trade

After you perform resource production, the trade phase begins. You may trade cards with your opponents (Federation Trade), or you may also trade without your opponents (Border Trade). In this case, you trade your own resource cards for cards from the supply stacks.

During your turn, you may trade as long as you have resource cards in your hand. You **may not** trade support or development cards. You **may not** trade identical resources (*e.g.*, 2 water for 1 water).

Trading Posts

Trading posts allow you to improve the results of your Border Trade. In order to use a particular trading post, you must build an outpost on one of its two space intersections at the Federation border.



Important: *You can't access the trade advantage from a trading post that you build this turn unless all players agree to play with the alternative rule Combined Trade/Build Phase.*

V

Victory Point Cards (VP Cards)

Victory point (VP) cards are development cards, so they can be "bought." These development cards represent important achievements and milestones of the Federation. Each VP card is worth 1 VP. When you buy a VP card, keep it hidden. If, together with your VP cards, you have 10 VPs during your turn,

reveal all of your VP cards so you can declare victory.

Victory Points (VPs)

The first player to have, or reach, 10 VPs on his turn wins the game. You receive VPs for the following:

Outpost: 1 VP

Starbase: 2 VPs

Longest Supply Route: 2 VPs

Largest Starfleet: 2 VPs

Victory Point card: 1 VP

Since each player begins with 2 outposts, each player begins the game with 2 VPs. Therefore, you only need 8 more VPs to win the game!

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Special Thanks: Donna Prior, Michael Hurley, Steve Horvath, and the licensing and production teams at Asmodee North America.

You have purchased a game of the highest quality. However, if you find any components defective or missing, we'd be happy to replace them.
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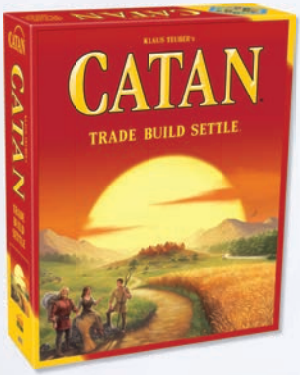

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SUPPORT CARD OVERVIEW

***Uhura** - Forced Trade*: 1x on your turn you may demand 1 resource card each from up to 2 players. The cards must be the same resource type. For each resource card you receive, give the respective player 1 resource card of your choice in return.

***Scott** - Help with Starship Building*: 1x on your turn, when building a starship you may replace 1 dilithium or 1 tritanium with any other 1 resource of your choice.

***Spock** - Resource Compensation*: if any production roll is not a "7" and you receive no resources, take any 1 resource card of your choice (before any other support card is used).

***Sulu** - New Heading*: 1x on your turn you may remove 1 of your starships from the board and place it at another legal location.
You can only move a starship where 1 of its ends is not adjacent to any of your other pieces.

***Kirk** - Protection from the "7"*: When any "7" is rolled, you may immediately use this advantage. If you have more than 7 resources, you do not lose any; otherwise take any 1 resource of your choice.

***McCoy** - Choose a Development Card*: 1x when buying a development card you may replace 1 of the 3 resources with any 1 other resource of your choice.
Choose your development card from the 3 top cards of the stack; then reshuffle the deck.

***Chekov** - Klingons to the Asteroid Field*: 1x on your turn (before your production roll, or after resolving your production roll results), you may move the Klingon battle cruiser to the asteroid field. You receive 1 resource of the type produced by the planet that the Klingon battle cruiser left.

***Rand** - Free Trading Outpost*: On your turn choose 1 resource type and perform border trades with that resource type at a 2:1 rate as often as you like during your turn.

***Chapel** - Resource for the Poor*: 1x on your turn, after your production roll has been resolved, you may look at the hand of resource cards of 1 opponent who has more victory points than you and take 1 resource card of your choice.

***Sarek** - Swords to Plowshares*: 1x on your turn you may discard 1 "Starfleet Intervenes" card then choose 1 of the following to reduce your building costs:

- Build 1 outpost for 1 tritanium plus 1 dilithium
- Upgrade a outpost to a starbase for 2 ore plus 1 grain.

The starfleet intervenes card that you discard can either be 1 that you have already played or 1 directly from your hand.

***Note:** Sarek's ability has been updated since the 1st Edition of this game.*

Note: In the descriptions above, "1x" is short for "One Time."

Klaus Teuber

CATAN GEOGRAPHIES GERMANY™

GAME OVERVIEW

Germany in the late Middle Ages: the cities thrive and prosper. People are furiously building. Magnificent churches and town halls emerge, and you are in the thick of the action!

The map of Germany is composed of five different terrain hexes. The hexes produce the resources lumber, wool, brick, ore, and grain, which you and your game partners hold in your hands, in the form of resource cards.

You need these resources to build roads and to construct landmarks and other buildings in the cities.

And how do you get resources? Quite easily: at the beginning of each turn, two dice are rolled to determine which terrain hexes produce resources. That's why each terrain hex has a production number. If, for example, a "3" is rolled, all hexes with a "3" produce resources.

To benefit from resource production, you must have at least one town hall adjacent to a terrain hex marked by the number rolled.

At the beginning of the game you already own 3 town halls–so you will have resource yields. And, if you still need a resource or two, it's not a problem. You can trade resources with your game partners to your heart's content.

Each town hall you own is worth 1 victory point. So you already have 3 victory points when the game starts. You win the game if you manage to be the first player to reach 12 victory points in a game with 3 players, or 10 victory points in a game with 4 players.

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GAME RULES

GAME COMPONENTS

- game board
- 120 cards
  - 90 Resource Cards
  - 26 Development Cards
  - 4 Building Cost Cards (*card backs:* starting set-ups)
- 2 card holders
- 141 game pieces
  - 80 roads
  - 48 town halls
  - 12 landmarks
- 1 game piece for "Götz von Berlichingen"
- 2 dice

SPECIAL PREPARATION

- Lay out the **game board**.
- Each player chooses a color and receives 12 **town halls** and 20 **roads**.
- Arrange the Resource Cards, Development Cards, and Building Costs Cards in separate stacks.

Card Back Development Cards

Card Back Resource Cards

Building Costs Cards

- Sort the **Resource Cards** by the 5 resource types and place each face up into one of the 5 compartments of the card holders. These cards form the "supply" of Resource Cards. Place the card holders beside the game board.
- Shuffle the **Development Cards** and place them face down into the empty compartment of one of the card holders.
- Shuffle the **Building Costs Cards,** with the building costs view facing up. Each player receives one Building Costs Card. The back of each Building Costs Card depicts 3 unique *starting positions* for your town halls, along with the corresponding *starting resources*. Then each player puts his Building Costs Card down in front of him, with the building costs side showing.
- Each player places one of his **town halls** on each of the three starting positions (cities) listed on his Building Costs Card and takes the starting Resource Cards displayed on the card. (During the game, don't reveal the Resource Cards you are holding in your hand to the other players.) ***Important:*** *You do not start with any roads!*

Note: *After one or two matches, once all players have become familiar with the game mechanics, the starting town halls should be built at the players' discretion. You can find the rule for variable set-up on the last page.*

- The **landmarks** of large German cities are portrayed in the outer area of the game board. It's corresponding ground plan is shown under each landmark's illustration. Place the landmarks on these matching ground plans.
- Place the game piece of the rogue poet-adventurer "**Götz** von Berlichingen" on the mountains hex with the "12" east of Nüremberg.

TURN OVERVIEW

The oldest player takes the first turn. On your turn, you perform the following actions in the order given below.

1. **Production phase:** You roll the dice for the turn's **resource production**. (The result applies to all players.)
2. **Trade and build phase:** You can trade and build in any order–repeating and alternating trades and builds as desired. At any point during your **trade** and **build** phase, you may additionally play one **Development Card**. For example, you may build, trade, build again and then play a Development Card.

After you are done, pass the dice to the player on your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. PRODUCTION PHASE

- You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.
- Each player with a town hall adjacent to a terrain hex marked with the number rolled takes one Resource Card of the hex's type. If you have several town halls adjacent to producing hexes, you receive one Resource Card for each such town hall.

2. TRADE AND BUILD PHASE

2a. Trade

- On your turn, you can trade Resource Cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. You can also listen to the proposals of the other players and make counteroffers.

  Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*
- On your turn, you can also trade cards from the resource supply, without the other players! You can trade at 3:1 as often as you wish by putting 3 identical Resource Cards back in their respective stack and taking your choice of 1 Resource Card of of a different type in return.

  If you play a "Trade" Development Card, you may trade at 2:1 on your turn–that is, take any 1 different Resource Card in exchange for 2 identical Resource Cards from your hand. You may do this as often as you have 2 identical Resource Cards for trade.

2b. Build

- Starting from the 3 intersections with your starting town halls, you may *build roads.* Once your roads reach an intersection with a empty city intersection, you can *build a town hall* there. If your roads reach an intersection with a empty landmark intersection, you can *build a landmark* there. To build or buy a Development Card you must hand in (i.e., pay) a particular combination of Resource Cards.

Building roads

You build a road on a empty path between 2 intersections. Building a road costs you 1 lumber and 1 brick. Only one road may be built on any given path.

- You can always build a road on any empty path adjacent to at least one of your town halls.
- You can also build a road on certain empty paths adjacent to roads you have already built.

If you want to build a road adjacent to one of your own roads, the next step depends on the type of intervening intersection:

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- If there is an **open intersection** between the existing road and the new road, you may place the new road without restrictions.
- If there is a city intersection between the existing road and the new road, you may only place the new road if you have already built a town hall on that city intersection. You may not place the road if another player has built a town hall on that intersection or the city intersection is still empty.

Example: *The red player may build a road beyond Heidelberg because he has a town hall on that intersection. The blue player may not build a road beyond Heidelberg because that town hall belongs to the red player, and he may not build beyond Stuttgart because he has no town hall in Stuttgart.*

- If there is a **landmark intersection** between the existing road and the new road, you may place the new road only if a landmark has already been built on that intersection. Since landmarks are neutral, it doesn't matter who built it.

Example: *A landmark was built in Trier. Therefore, the red player may build a road beyond Trier. He may not build a road beyond Frankfurt, however, because the corresponding landmark has not been built yet.*

Building a town hall

- You may build a town hall only on an empty city intersection that is adjacent to one of your own roads.
- To build a town hall, you must pay 1 lumber, 1 brick, 1 grain, and 1 wool. Then you may place one of your town halls on the city intersection.
- Only one town hall may be built on any city intersection.
- Each town hall built (i.e., placed on the board) is worth 1 victory point.

Building a landmark

- You can build a landmark only on a landmark intersection that borders on one of your roads.
- For each landmark there is only one particular intersection on which it can be built. For example, the Porta Nigra ("Black Gate") must always be built on the landmark intersection "Trier."
- To build a landmark, you must pay 2 ore and 1 grain. Then you may take the corresponding landmark from the outer area of the game board and place it on the associated intersection.
- A landmark is a neutral building. It doesn't belong to any particular player after it has been built. However, if you build a landmark, you receive a reward: you place a town hall on the corresponding landmark intersection that has become vacant in the outer area of the game board (a victory point!) and may either build a road for free, take Resource Cards, or take 1 Development Card (or 2, for the Freiburg Cathedral), as indicated in the respective illustration.

Buying a Development Card

To buy a Development Card, you must pay 1 wool, 1 ore, and 1 grain. Then you take the top card from the Development Card stack.

Place the acquired card face down in front of you. Don't reveal the cards to the other players until you use them.

Playing a Development Card

At any point during your turn, you may play (reveal) one of your Development Cards. However, this cannot be a card you bought on this turn!

There are three different types of Development Cards:

- **Mercenary Cards**
  When you play a Mercenary Card, you move the game piece "Götz" to another terrain hex. Then you draw a random Resource Card from the hand of a player with a town hall adjacent to this hex (for this purpose, the player holds his Resource Cards face down). Mercenary cards that have been played remain face up in front of their respective owners.

- **Progress Cards**
  When you play a **Road Building** card, you may immediately place 2 roads for free, obeying the normal building rules.
  When you play a **Banking** card, you may immediately take 2 Resource Cards from the supply.
  When you play a **Trade** card, you may, on your turn, trade 2 identical Resource Cards for any 1 other Resource Card, as often as you like. For example, you may use this card to trade 4 brick for 1 grain and 1 lumber, and then trade 2 wool for 1 lumber.
  Once a Progress Card has been played, remove it from the game.

- **Victory Point Cards**
  Always keep Victory Point Cards secret. Only reveal them when you reach 10 victory points (in a 4-player game) or 12 victory points (in a 3-player game)—so you can declare victory. Of course, you can reveal them when someone else wins. You may play any number of Victory Point cards during your turn, even during the turn you buy them.

SPECIAL RULES

a) A "7" was rolled

- If you roll a "7" on your turn, none of the players receive resources. Each player having more than 7 Resource Cards selects half (rounded down) of his Resource Cards and returns them to the respective supply stacks. (For example, a player with 9 cards must discard 4.)
- You then move the "Götz" piece to any other terrain hex of your choice. ***Important:*** *As long as Götz remains on this hex, the owners of adjacent town halls do not receive resources when this hex's number is rolled.*

- Finally, you steal 1 random Resource Card from the hand of a player who has one or more town halls adjacent to this hex (for this purpose, the player holds his Resource Cards face down). If several players have town halls adjacent to this hex, you may select which player to steal a card from.

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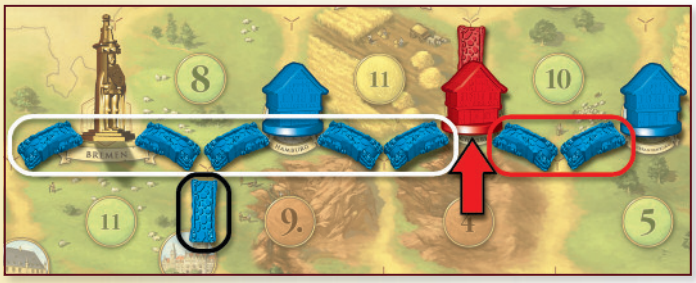
b) Longest Road

If you are the first player to have a *continuous road* of at least 5 individual pieces (branches do not count), place one of your town halls on the "Longest Road" victory point field. Like all other town halls placed on the board, this town hall is worth 1 victory point.

Important: *A continuous road is considered continuous only if none of its road pieces are separated by another player's town hall. However, landmarks and your own town halls do not interfere.*

If another player succeeds in building a longer continuous road, he places one of his town halls on the victory point field and the previous owner of the Longest Road must remove his town hall.



Example: *The blue player's longest continuous road is 5 road pieces long (white frame). The road pieces in the red frame do not count because the red town hall separates them. The road piece in the black frame doesn't count either because it is the shorter branch.*

c) Largest Army

The first player to have 3 Mercenary Cards face up in front of him (cards he has actually played) places one of his town halls on the "Largest Army" victory point field. Like all other town halls placed on the board, this town hall is worth 1 victory point.
If another player later has more Mercenary Cards than the current holder of the Largest Army card, he places one of his town halls on the victory point field and the previous owner of the Largest Army removes his town hall.

END OF THE GAME

During your turn, the game ends and you are the winner if:

- You have at least **12** victory points in a 3-player game, **or**
- You have at least **10** victory points in a 4-player game.

VARIABLE SET-UP

First Player: Roll the dice to determine who starts the game.

Starting Positions for Town Halls: The first player places one of his town halls on a empty city intersection of his choice. Proceeding in a clockwise direction, each of the other players places his first town hall.

Then the last player to place his first town hall places his second town hall. Again, the other players place their second town halls, but now proceeding in a counterclockwise direction.

The last player to place his second town hall now places his third town hall, and the other players place their third town halls–this time in a clockwise direction.

Starting Resources: For each terrain hex adjacent to your third town hall, you take a corresponding Resource Card from the supply.

Important: *As in the basic set-up, no one starts with any roads.*

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CATAN
COLLECTORS EDITION
ANCIENT EGYPT

Contains the game rules for:

1) **Base Game** . . . . . **page 2**
Featuring the unchanged original rules of *Catan*.

2) **"Help from the Gods"** . . . . . **page 5**
You need these cards for "The Great Pyramid" scenario.
You can also use them into the base game if you wish.

3) **"The Great Pyramid" Scenario** . . . . . **page 6**
A challenging new way to play *Catan*.

If you're already familiar with "The Settlers of Catan," you only have to acquaint yourself with the changed terms and illustrations, because you already know all game rules. In this case, you can choose whether to play the base game first or immediately familiarize yourself with the "Help from the Gods" cards. You need these cards for "The Great Pyramid" but can also incorporate them into the base game. The rules for "The Great Pyramid" are described last.

A GAME OVERVIEW

1) Base Game

Game Overview and Starting Set-up for Beginners

To make it as easy as possible for you to get started with the game, we use the award-winning "*Catan*" rules system, which consists of 3 parts. If you do not know "*Catan*," please read this introductory Game Overview A first. Next, read the Game Rules B and start to play. Initially, you should disregard the additional rules starting on page 5 and only play the base game. If you have questions during the game, please consult the Catan Almanac C (included as a separate booklet).

1 Egypt lies before you. It consists of 19 terrain hexes surrounded by dunes and sea. Your task is to settle Egypt.

2 There are five different terrain types and one desert in Egypt. Each terrain type produces a different type of resource.

3 You begin the game with 2 settlements and 2 oxcarts. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points. The first player to reach 10 victory points wins the game.

4 To obtain more victory points, you must build new oxcarts and settlements and upgrade your settlements to temple cities. A temple city is worth 2 victory points. To build or upgrade, you need resources.

5 *How do you get resources? It's simple.* Each turn, 2 dice are rolled to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. If, for example, a "10" is rolled, all terrain hexes with a "10" number token produce resources—in the illustration on the right, those terrain hexes are a quarry (stone) and an alluvial land (brick).

6 You only collect resources if you own a settlement or temple city bordering these terrain hexes. In the illustration, a purple settlement "**A**" borders the quarry and a turquoise settlement "**B**" borders the alluvial land. If a "10" is rolled, the purple player receives stone and the turquoise player receives brick.

7 Since settlements usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. In our example, settlement "**C**" borders 3 terrain hexes: quarry, pasture, and papyrus grove. A settlement at "**D**" would only harvest the production from 2 terrain hexes (quarry and alluvial land).

8 Since you can't have settlements adjacent to all terrain hexes and number tokens at the beginning of the game, you may receive certain resources only at rare intervals—or never. This is tough, because building requires specific resource combinations.

9 For this reason, you can trade with your opponents. Make them an offer, or let them make you an offer! A successful trade might yield a big build.

10 You can only build a new settlement on an unoccupied intersection—provided that one of your own oxcarts leads to that intersection and the nearest settlement is at least 2 intersections away.

11 Carefully consider where you build settlements. The numbers on the round tokens are depicted in varying sizes. They also have dots (pips) below the numbers. The taller the depicted number, and the more pips it has, the more likely that number is to be rolled. The red numbers 6 and 8 are the tallest numbers with the most pips; they are likely to be rolled most frequently. **Bottom line:** The more frequently a number is rolled, the more often the hexes with those numbers produce resources. You should consider settling on hexes that have good potential for production. However, these same hexes are often the primary target for the robber.

GAME RULES

B These rules contain all the important information that you need to play! If you need more information during the game, you can look up keywords in the Almanac. All keywords are marked with an "♀" symbol.

Important: You won't need die-cut sheet #6 right now. It contains the components to play "*The Great Pyramid*" scenario. Leave it in the box for now.
Note: When you punch tiles out of the diecut sheets, always push the tiles through from the front (cut) side. Pushing from the back may cause the tiles to rip.

Starting Set-up for Beginners

For your first games, we suggest that you lay out the game board as shown in the illustration on page 1. First, assemble the frame using the 6 frame pieces. The **dark numbers** printed on the joints must be face up. Important: The printing on the back of the frame is only intended for "The Great Pyramid" (**white numbers** on the joints). Make sure that the harbors and oases on the frame are in the right positions.

Now place the terrain hexes inside the frame. Once all of the hexes are in place within the frame, place the number tokens onto the hexes.

Note: *7 of the terrain hexes have the Nile River printed on the back. This side of these hexes are only used for "The Great Pyramid" scenario. Similarly, the desert hex has a picture of a Pyramid building site on the back that is only used in "The Great Pyramid" scenario, so make sure that the desert side is face up for the beginner setup.*

Starting Set-up for Experienced Players

Once you have played the game a couple of times, you may find it more fun and challenging to use a random game board set-up. You can find the guidelines in the Almanac under Set-up, Variable♀.

PREPARATION

Starting Set-up for Beginners

- Each player receives one "Ancient Egypt" building costs card and all game pieces of one color: 5 settlements♀, 4 temple cities♀, and 15 oxcarts♀. Place 2 oxcarts and 2 settlements on the game board (see illustration on page 1). Place your remaining settlements, temple cities, and oxcarts in front of yourself. If you are playing a 3-player game, do not use the red starting positions shown on page 1. The 3 papyrus boats of each color are only used to play "The Great Pyramid." Set them aside otherwise.
- Place the special cards "Longest Trade Route"♀ and "Largest Mercenary Army" beside the game board, along with the 2 dice.
- Sort the resource cards into 5 stacks and put them face up into the compartments of the card holder; they are the supply. Place the card holder beside the game board.

- Shuffle the development cards♀ and place them face down next to the card holder.

- Set the 10 god cards and the 4 overview cards (see page 5) aside for now. You don't need them to play the base game.
- You receive your first resource production: take 1 resource card for each terrain hex around your starting settlement marked with a white star (see page 1).

Example: *Purple receives 1 grain card and 2 cattle cards for her settlement marked with a star.*

- Keep your resource cards hidden in your hand.

TURN OVERVIEW

The oldest player goes first. On your turn, you can do the following in the order listed:

1. You must roll the dice and resolve **resource production** (the result of your roll applies to all players).
2. You may **trade**♀ resources—also with your opponents.
3. You may **build**♀: oxcarts♀, settlements♀ or temple cities♀, and/or you may buy development cards♀.

In addition, you may play 1 development card♀ at any time during your turn (also before rolling the dice).

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. RESOURCE PRODUCTION

- You begin your turn by **rolling both dice**. The sum of the dice determines which terrain hexes produce resources. After rolling, the hexes immediately produce as follows:
- Each player who has a settlement adjacent to a terrain hex marked with the number rolled receives 1 resource card of the hex's type. If you have 2 or 3 settlements adjacent to that hex, you receive **1 resource card for each settlement**. You receive **2 resource cards for each temple city** you own adjacent to that hex.

Example: *If a "6" is rolled, Purple receives 2 brick for his 2 settlements. Turquoise receives 1 brick. If a "4" is rolled, turquoise receives 1 papyrus. If Turquoise's settlement were a temple city, he would receive 2 papyrus instead.*

2. TRADE

Afterwards you may trade♀ to obtain needed resource cards. There are two types of trade:

a) Domestic Trade (Trade with Opponents)♀

You can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. You can also hear your opponents' offers and make counteroffers.

Important: Players may only trade with the player whose turn it is. The other players may not trade among themselves.

b) Foreign Trade (Trade with the "Supply")♀

You can also trade without the other players!

- During your turn, you can always trade at **4:1** by returning 4 resource cards of the same type to the supply and taking any 1 resource card of your choice in exchange.
- If you have a settlement at a harbor♀ or an oasis♀, you can trade with the supply more favorably. A 3:1 harbor or a 3:1 oasis allows you to trade 3 resources of the **same** type for any 1 resource card of your choice, and at a special harbor or a special oasis you can trade 2 resource cards of the **indicated** type for any 1 resource of your choice.

Foreign trade 4:1 without harbor/oasis

Foreign trade 3:1 with 3:1 harbor/oasis

Foreign trade 2:1 with special "papyrus" oasis

3. BUILD♀

Now you can build. Through building, you can increase your resource production and your number of victory points♀!

To build, you must pay specific combinations of resource cards (see the building costs card). Then you take the corresponding number of oxcarts, settlements or temple cities from your supply and place them on the game board. Return the paid resource cards to their supply stacks.

a) **Oxcart♀** requires: 1 brick and 1 cattle

- A new oxcart must always connect to 1 of your existing oxcarts, settlements, or temple cities.
- Oxcarts are built on paths, and form a trade route♀.
- Only 1 oxcart can be built on any given path♀.

Example: *Gray may build an oxcart on the paths marked in green, but not on the path marked in yellow, because Purple's settlement impedes it.*

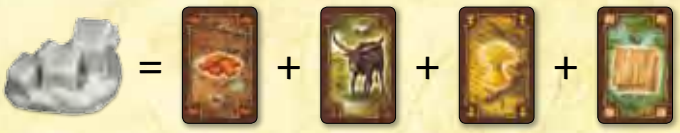
- The first player to build a continuous trade route (not counting forks) of at least **5 oxcarts** that is not interrupted by foreign settlements or temple cities receives the special card "**Longest Trade Route**"♀, worth 2 victory points. If another player succeeds in building a longer trade route than the one created by the current owner of the "Longest Trade Route" card, he immediately takes the special card (and its 2 victory points).

Longest Trade Route

Example: *Purple has a continuous trade route of 6 oxcarts (not counting the fork); therefore, she has the "Longest Trade Route." Gray's trade route of 7 oxcarts is interrupted by one of Purple's settlements. So, Gray's longest is 5 oxcarts. Red's is 4.*

b) **Settlement♀** requires:

1 brick, 1 cattle, 1 grain, and 1 papyrus



- You must build a settlement on an intersection that connects to at least one of your oxcarts. When building a settlement, you must observe the **distance rule** (*see page 4*).
- Regardless of whose turn it is (i.e., during any production phase), when a terrain hex produces resources, you receive **1 resource card** for each settlement you have adjacent to that terrain hex.

Settlement rules, with an example, continue on page 4.

Example: Gray may build a settlement on the intersection marked in green—not, however, on the intersections marked in yellow, because he has to observe the distance rule.

- **Distance rule:** You may only build a settlement on an intersection if all 3 (or, next to the frame, 2) of the adjacent intersections are vacant (i.e., **none** are occupied by any settlements or temple cities—even your own).
- Each settlement is worth **1 victory point**.

c) **Temple City** requires: 3 stone and 2 grain

You build a temple city by upgrading one of your settlements.

- When you upgrade a settlement to a temple city, return the settlement piece to your supply and replace it with a temple city piece.
- For temple cities you receive twice as many resources from adjacent terrain hexes: **2 resource cards** from each adjacent terrain hex whose number is rolled.
- Each temple city is worth **2 victory points**.

d) **Development Card** requires:
1 stone, 1 grain, and 1 papyrus

- When you buy a development card, draw the top card from the stack.
- There are 3 different types of development cards, each of which has a different effect:

Mercenary *Progress* *Victory Point*

- Keep your development cards secret until you use them.

4. SPECIAL CASES

a) Rolling a "7" and Activating the Robber

- If you roll a "7," **no one** receives any resources.
- **All players** who have **more** than 7 resource cards must select **half** of their resource cards and return them to the supply. Players who have an odd number of cards round down (for example, if you have 9 cards, you must discard 4 of them).
- Then you **must** move the robber:

1. You must move the robber to **another** hex (this can also be the desert hex).
2. Then you draw **1 resource card** from **one** opponent who has a settlement or temple city adjacent to the terrain hex you have placed the robber on. The player who is robbed holds his resource card hand face down.
3. Afterwards, you begin your turn's trade phase.

Important: If the number of the hex containing the robber is rolled, the owners of adjacent settlements and temple cities **do not receive resources** from that hex.

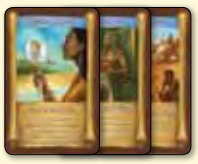
b) Playing Development Cards

*During your turn, you may play 1 development card—**before or after rolling and resolving production**. That card, however, may not be a card you bought during the same turn! There are three types of development cards.*

1. **Mercenary Cards**:
- If you play a mercenary card, you must immediately move the robber. (See steps 1 and 2 above).
- Once played, mercenary cards remain face up in front of yourself.

Largest Mercenary Army

- The first player to have **3 mercenary cards face up** in front of himself receives the special card "Largest Mercenary Army," which is worth 2 victory points to its holder.
- If another player has **more** mercenary cards face up in front of himself than the current holder of the Largest Mercenary Army card, he immediately receives the special card and the 2 victory points move from the old holder to the new holder.



2. **Progress Cards**:
If you play a progress card, follow its instructions. Then remove the card from the game (put it in the box, set it aside, etc.).

3. **Victory Point Cards**:
You must keep victory point cards secret. You may only reveal them if you or another player reach a total of 10 victory points.

END OF THE GAME

If you have 10 or more victory points during your turn, the game ends and you are the winner.

HELP FROM THE GODS

Use these cards when you play "The Great Pyramid" scenario. The set consists of 10 god cards plus 4 overview cards containing a brief description of the gods' functions. You can easily incorporate the god cards into the base game too.

PREPARATION

Give each player a God Power Summary card. This card has a brief description of each god card's power.

God Power Summary

Each god card has a front side (marked "A" and colored green) and a back side (marked "B" and colored blue). Four of the god cards have a number in addition to the letter on their "A" side. Horus is "A1", Ptha is "A2", Atum is "A3", and Osiris is "A4". Make a stack of these 4 cards in front of yourself, "A" side up. Make sure that the top card is A1, and the remaining cards follow in numerical order ("A2", "A3", and "A4"). Set the cards without numbers "A" side up beside the game board to form a display.

After you build your second settlement during the set-up phase, take the god card from the top of the stack and place it in front of yourself, "A" side up. Therefore, if you are the first player to place your second settlement, you take the A1 card, the next player takes the A2 card, and so on.

After the set-up phase is finished, place any remaining god cards (in a 3-player game this includes the A4 card) beside the rest of the god cards on display, "A" side up.

USING GOD CARDS

Using a god card is a two-step process. The first step is a choice of whether or not you will use the god card. Once you choose to play your god card, you must resolve all of the effects as written on the card itself. The effects on each god card offer you a special advantage described on the card.

Important: Unlike the other god cards, Isis does not give you a choice of whener or not to play the card. If you have this card and a someone rolls a "7", you must play Isis.

Rules for Playing Your God Card:

There are four main rules to follow that dictate if, when, and how you can play your god card.

- You may only play a god card on your own turn, unless the card says otherwise. ***For example:*** *Isis & Atum.*
- You cannot play a god card on the same turn you receive it.
- You may only play a god card one time on the turn you use it, unless the card says otherwise. ***For example:*** *Amun's 2:1 power can be used multiple times after you declare which resource you are trading.*
- If you can't / don't comply with all of a god card's requirements, you cannot play it. ***For example:*** *You can't use Maat if you have the most victory points. You can't use Ptha, and spend 1 cattle and 1 brick to build an oxcart, because you must actually substitute 1 resource to use his power. You can't use Amun's power of 2:1 trades if you don't actually give 2 cards to the supply in exchange for 1 card.*

Once You Play Your God Card:

Once you have made the choice to play your god card, you must resolve all of the effects as written on the card itself.

After You Play Your God Card:

After you resolve the effects of the god card you played, read the bottom "***After Use:***" line. It explains your options.

- If the card is on it's "A" side, you can **choose either** option 1 or option 2 below.

- If the card is on its "B" side, you **must** select option 2 below.

1. Turn the card over so that its **"B" side** is face up and keep it in front of yourself. You can use the god card's advantage a second time on a subsequent turn.
2. Return the god card to the display (turn it "A" side up) and choose one of the other available god cards from the display (*no, you cannot take back the one you just placed on the display*). Place your new god card "A" side up in front of yourself.

THE GREAT PYRAMID

PREPARATION

When you play "The Great Pyramid" for the first time, place the terrain hexes and number tokens inside the frame as shown below.

If you have already played "The Great Pyramid," you may vary the hex layout as follows:

First place the hex depicting the Nile Delta (the hex where the Nile forks) as shown in the illustration on the right. Shuffle the remaining Nile hexes and randomly set up the course of the Nile by placing the hexes in the areas surrounded by red borders. Now the Nile runs through hexes that are arranged in random order.

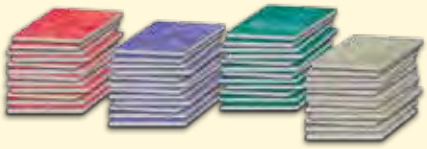
Shuffle all other hexes and randomly place them on the spaces still available. Then place the number tokens in the usual fashion (see Set-up, Variable ☥).

Important: All of the rules of the base game apply to this scenario, unless otherwise specified in the rules that follow.

You and each other player, should take a **building costs card** and place it in front of yourselves, "Great Pyramid" side up.

Now detach the components from this die-cut sheet.

In addition to the game pieces that you already have, each player takes **3 papyrus boats** in their own color.



Also take 12 pyramid blocks in your color.

The remaining gold-colored pyramid blocks belong to "the pharaoh." They have numbers on their backs. Shuffle these pyramid blocks and place them (number side down) in a stack beside the game board.

Each player receives **1 pharaoh card**. Place your card in front of yourself, "Pharaoh's Curse" side up. "Pharaoh's Curse" reduces your victory point score by 1, which is why you start with only 1 victory point.

Place the **pyramid building site** beside the game board.

Put the "Vizier's Favor" card beside the pyramid building site.

SET-UP PHASE

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

Round One

Each player rolls 2 dice. If you roll highest, you are the starting player and begin. Place 1 of your settlements on an unoccupied intersection that **must border on a Nile hex**. Place 1 of your oxcarts adjacent to this settlement. The oxcart may point in any direction.

Exception: You can never place an oxcart on a path across the Nile. You must use a papyrus boat♀ to cross the Nile, which you cannot place during setup.

The other players then follow clockwise. Everyone places 1 settlement and 1 adjoining oxcart.

Round Two

Once all players have built their first settlements, the player who went last in the first round begins round two. If this is you, build your second settlement on **any** unoccupied intersection (respecting the distance rule) and place an oxcart adjacent to it. After you build, the other players follow counterclockwise. That way, the starting player places his second settlement last.

Remember: During the set-up phase, you may only use oxcarts (not papyrus boats) to build your trade routes.

You receive your starting resources immediately after building your second settlement; for each terrain hex adjacent to your second settlement, you take a corresponding resource card from the supply.

GAMEPLAY AT A GLANCE

ADDITIONAL BUILDING OPTIONS

a) **Papyrus Boat**♀ requires: 2 papyrus + 1 cattle

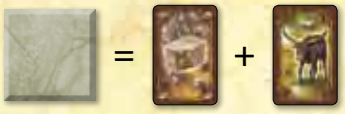
You are not allowed to build oxcarts across the Nile. You cross the Nile with papyrus boats instead. Conversely, you may not place a papyrus boat on a normal (land-based) path.

Like oxcarts, you may place papyrus boats either adjacent to intersections that border on your own trade route (oxcart / papyrus boat) or adjacent to intersections on which you have built one of your own settlements or temple cities. If you have built 1 papyrus boat, you can later build an oxcart on an adjacent path (or a second papyrus boat if the adjacent path also crosses the Nile like the 3 paths that border the Nile Delta hex—shown here).

Papyrus boats also count toward the "Longest Trade Route."

b) Building the Pyramid

- **Inserting a pyramid block into the pyramid**
  Building costs: 1 stone + 1 cattle



Important: You may not build pyramid blocks until you have built at least 1 papyrus boat across the Nile.

After paying the building costs, place 1 of your pyramid blocks on a space of the pyramid building site.

The pyramid consists of 4 levels. First, 16 pyramid blocks are placed on the 16 spaces of the bottom level, then 9 pyramid blocks on the second level, 4 blocks on the the third level, and the last pyramid block is placed on the upper level.

Effects of Building the Pyramid

Pharaoh's Curse and Pharaoh's Blessing:
As long as you have built **more** pyramid blocks than **another** player, turn your pharaoh card so that its "Pharaoh's Blessing" side is face up. "Pharaoh's Blessing" is worth 1 victory point. Therefore, "Pharaoh's Curse" affects only the player, or players, who have built the **fewest** building blocks. If you all have built the same number of pyramid blocks, "Pharaoh's Curse" affects everyone.

Vizier's Favor
If you are the first player to place one of your pyramid blocks, take the "Vizier's Favor" card from beside the pyramid building site. You keep the card until another player builds a pyramid block. Therefore, the Vizier's Favor card always belongs to the player who most recently built a pyramid block. As the card's owner, you have the following advantages:

- **Once** during your turn, you may trade any 1 of your resource cards for any 1 different resource card from the supply (**1:1 trade**). You may do so on the same turn you received the card.
- **When a "7" is rolled**, you are only required to discard half of your resource cards if you have **more than 9 cards**.

ROLLING A "7" AND ACTIVATING THE ROBBER

If you roll a "7," take 1 of the gold-colored pyramid blocks and reveal the number on its back. You will see a number between 6 and 9. This number indicates the maximum number of resource cards each player may own without having to discard half of their resource cards. For example, if the number is "8," you only lose half of your resource cards if you have more than 8 resource cards.

Remember: If you have the "Vizier's Favor" card, you are only affected if you have more than 9 resource cards in your hand.

Pharaoh Builds the Pyramid:
Place the gold-colored pyramid block on an empty space on the pyramid building site.

After completing all of the steps above, you move the robber and draw a resource card from an opponent as usual.

END OF THE GAME

The game ends when one of the following conditions is met:

- A player reaches **11 victory points** on his turn. This player wins the game.

OR

If you have the most victory points, you win if either of the following occur:

- All 12 of the pharaoh's gold-colored pyramid blocks have been used.
- The pyramid is finished.

If there is a tie in either of these cases, the tying player who contributed the most pyramid blocks wins. If there is a tie in this case, if one of these tied players has the Vizier's Favor card, that player wins. If no tied player has the Vizier's Favor Card, the tied players share the win.

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Klaus Teuber

CATAN®

COLLECTORS EDITION

ANCIENT EGYPT ALMANAC

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

A History of Ancient Egypt . . . . . Page 2-5
Game Components . . . . . Page 6
Keywords and Examples . . . . . Page 7-16

Dear Readers!

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

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

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

Have fun reading and playing!

Yours,

Klaus Teuber

– A BRIEF HISTORY OF ANCIENT EGYPT –

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

GAME COMPONENTS:

5 Die-cut Sheets with:

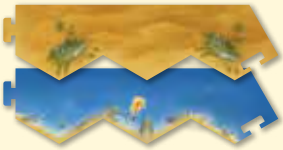
19 Terrain Hexes (tiles):
- Fields (4)
- Papyrus Grove (4)
- Alluvial land (3)
- Quarry (3)
- Pasture (4)
- Desert (1)

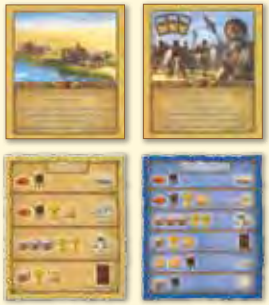
6 Frame Pieces with 9 Harbors / Oases

2 Special Cards:
- Longest Trade Route,
- Largest Mercenary Army

18 Number Tokens

4 "Building Costs" Cards (double-sided)





Ancient Egypt Costs *The Great Pyramid Costs*

1 Deck of 95 Resource Cards:

Brick: from Alluvial Land (19)
Cattle: from Pasture (19)
Papyrus: from Papyrus Groves (19)
Grain: from Fields (19)
Stone: from Quarries (19)

2 Decks of Other Cards (39):

1 Development Card Deck (25)
- Mercenary (14)
- Progress (6)
- Victory Point (5)

1 "Help from the Gods" Deck (14)
- God Cards (10)
- God Power Summary Cards (4)

2 Card Holders

Game Pieces (in four colors):

16 Temple Cities of 4 different types:
Temple of Edfu, the Rock Temples of Abu Simbel, Djoser Pyramid, and a Sphinx
(one of each per player)

20 Settlements (5 per player)

60 Oxcarts (15 per player)

1 Robber (Gray Chariot)

2 Dice

Temple Cities

Settlements

Oxcarts

Components for "The Great Pyramid" Scenario:

12 Papyrus Boat game pieces (3 per player)

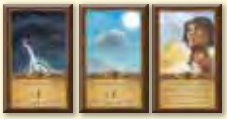
1 Die-cut Sheet with:

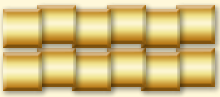
1 Pyramid Building Site

4 "Pharaoh's Curse / Pharaoh's Blessing" Cards

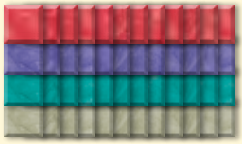
1 "Vizier's Favor" Card

60 Pyramid Blocks
(12 for the Pharaoh + 12 per player)





Pharaoh's Pyramid Blocks



Players' Pyramid Blocks

KEYWORDS & EXAMPLES:

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

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

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B

Build

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

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

Rule Variant: *see Combined Trade/Build Phase☥.*

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

C

Coast

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

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

Combined Trade / Build Phase

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

D

Desert

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

Desert Margin

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

Development Cards

There are 3 different types of development cards: mercenaries, progress, and victory points. When you buy a development card, draw the top card of the face-down development card stack into your hand. Keep your development cards secret until you play them.

You cannot trade or give away development cards.

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

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

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

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

E

End of the Game

If you reach 10 VPs on your turn, the game ends immediately and you win.

Example: *Benny has 2 settlements (2 VP), the Longest Road special card (2 VP), 2 temple cities (4 VP), and 2 victory point cards (2 VP). He reveals his 2 victory point cards, giving him the 10 victory points needed to win.*

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

G

God Cards

(Further explanations of some god cards)

Atum: If you take Atum, you may use his ability immediately after the next resource production.

Hapi: You may only use mercenary cards you have played.

Horus: You must demand the same resource from both opponents. If you don't receive any resources or if you receive a resource from only one of the two players, the card is nevertheless considered played, and you must turn it over or return it to the display of god cards beside the game board.
Isis: Unlike the other god cards, you **must** play Isis when the next "7" is rolled. If you have "7" or fewer cards, you don't use the protection power, instead you draw 1 card. This new card doesn't count towards your limit. In the Great Pyramid scenario, the "7" on Isis is actually "The number revealed on the pharaoh's pyramid block."
Osiris: Your oxcart is considered as "**open**" if only one of its two ends is connected to another one of your oxcarts, papyrus boats, or settlements / temple cities. You may remove your open oxcart even if one of your settlements or temple cities thereby remains without an oxcart. Osiris cannot move papyrus boats.

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

H

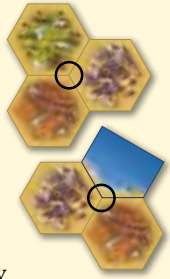
Harbors / Oases

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

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

I

Intersections



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

L

Longest Trade Route

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

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

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

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

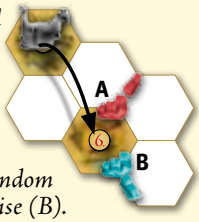
  Note: *You also set the card aside if, after a longest trade route is broken, no player has a continuous chain of 5 or more oxcarts (i.e., a "Longest Trade Route" no longer exists).*

M

Mercenary Cards

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

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



Example: *It is Sara's turn, and she plays a mercenary card. To obstruct Red (who is in the lead), Sara moves the robber to the fields hex marked with a red "6." Now Sara chooses which player she will take 1 random card from, Red (A) or Turquoise (B).*

Important: *If anyone plays a mercenary card, you don't have to check whether your hand contains more than 7 cards. You only do this when someone rolls a "7".*

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

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

N

Number Tokens

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

O

Oases

See the description for Harbors/Oases on page 9.

Oxcarts

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

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

P

Papyrus Boats

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

Paths

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

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

Pharaoh Card

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

Progress Cards

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

- **Route Builder:** If you play this card, you may immediately place 2 oxcarts for free (according to the normal building rules).

- **Invention:** If you play this card, you may immediately take any 2 resource cards of your choice from the supply stacks. If you have yet to conduct your build phase, you may use these resource cards to build.

- **Pharaoh's Monopoly:** If you play this card, you must name 1 type of resource. All the other players must give you all of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, he does not have to give you anything. If you have yet to conduct your build phase, you may use these resource cards to build.

R

Robber

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

Rolling a "7" and Activating the Robber

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

1. Each player counts his/her resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must select and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, discard 4 of them).

   Example: *Ahmed rolls a "7." He has only 6 resource cards in his hand. Sara has 8 cards and Wolfgang has 11. Sara must discard 4 cards and Wolfgang 5 (rounding down).*

2. Then you (the player who rolled the "7") must move the robber♀ to any other terrain hex of your choice. This blocks the resource production of this hex.

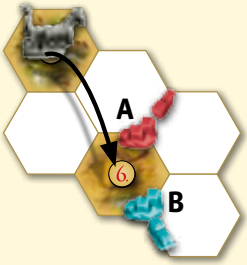
3. After moving the robber, you also steal 1 resource card at random from a player who has a settlement or temple city adjacent to this hex. If 2 or more players have settlements or temple cities there, you may choose from which one to steal.

   Afterwards, your turn continues with the trade phase.

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

An example of the robber in action is on page 12.

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

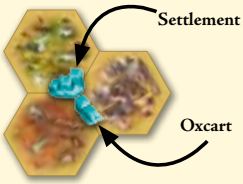


Note: *If you moved the robber, you should remember that you are supposed to steal a card if possible. However, any players affected by the robber are not forced to remind you of this fact.*

See also Mercenary Cards ♀.

S

Settlements



A settlement is worth 1 victory point. If you own a settlement, you may receive resource production from all its adjacent terrain hexes. If you have built your 5 settlements and want to build another settlement, you first must upgrade one of your settlements to a temple city. Return that settlement to your supply and replace it with a temple city. Now you can build a new settlement using the returned settlement.

Important: *You must observe* **the distance rule** *when building a settlement—none of the 3 adjacent intersections may be occupied by any of the players' settlement or temple city (not even yours).*

Set-up Phase

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

- Each player chooses a color and receives the corresponding game pieces: 5 settlements, 4 temple cities, 15 oxcarts, and 1 building costs card ("Ancient Egypt" side up).
- Sort the resource cards into 5 stacks and put them face up into the two card holders. Place the card holders beside the game board.
- Shuffle the development cards ♀ and place them face-down in a stack beside the card holders.
- Place the 2 special cards and the dice beside the board.
- Place the robber in the desert.

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

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

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

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

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

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

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

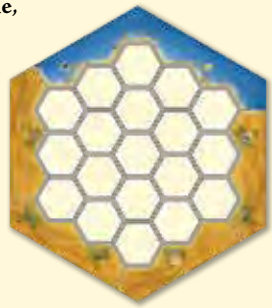
You receive your starting resources immediately after building your second settlement; for each terrain hex adjacent to your second settlement, you take a corresponding resource card from the supply. The starting player (the last to place his second settlement) begins the game: he rolls both dice for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

Set-up, Variable

1. a) For the base game, place the 6 frame pieces so that the **dark numbers** depicted on the joints are **face up**. Assemble the frame by placing identical numbers next to each other.

1. b) For the scenario "**The Great Pyramid**," place all frame pieces so that the **white numbers** depicted on the joints are **face up**. Assemble the frame pieces as described under 1. a).

2. a) For the **base game**, place all terrain hexes in front of yourself. If you see hexes depicting a section of the Nile, turn them over so that their Nile sides are face down. Place the hexes in a stack, then turn the stack over and shuffle it. From the top of the face-down stack, take the terrain hexes and place them one by one inside the frame. Begin on one side of the frame and continue until you have placed all hexes and the entire frame is filled.



2. b) Do the same for "**The Great Pyramid**" scenario. However, the 7 terrain hexes with sections of the Nile must be visible (Nile side face up). Select the hex that depicts the Nile Delta and place it at its designated location (A). Shuffle the remaining 6 Nile hexes and randomly place these into river spaces (B) to complete the entire river from the coast to the Nile section depicted on the frame. All river sections must connect. Place the remaining terrain hexes as described under 2. a). The desert hex should be placed with the "pyramid under construction" side face up. It is still considered to be a desert hex, even though the artwork is different.

3. **Placing the Number Tokens:**

- Place the number tokens beside the game board, letter side up.
- Place the number tokens on the terrain hexes in alphabetical order. Start on any **corner hex** and place all other number tokens **counter-clockwise** toward the center. **Important:** The desert never gets a number token. Skip over it and continue to place the number tokens in alphabetical order, as shown in this illustration.

- After you have placed all number tokens, turn them so that their number sides are face up.

Next: "Set-up Phase".

T

Tactics

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

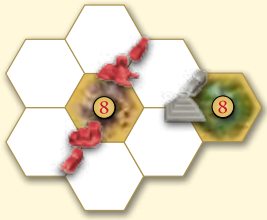
1. Brick and cattle are the most important resources at the beginning of the game. You need both to build oxcarts and settlements. You should try to place at least 1 of your first settlements adjacent to a good alluvial land (brick) or pasture (cattle).
2. Do not underestimate the value of harbors and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

Temple Cities

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

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

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



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

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

Trade

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

Trade, Domestic (Trade with Opponents)

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

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

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

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

Trade, Foreign

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

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

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

- **With harbor/oasis:** If you have built a settlement or temple city at a harbor or at an oasis, you can trade more effectively. There are 2 different types of harbor/oasis:
  1. **Generic harbor/oasis (3:1):** During your turn's trade phase, you may exchange 3 resource cards of the same type for any 1 other resource card of your choice.

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

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

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

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

Trade Routes

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

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

V

Victory Points (VPs)

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

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

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

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

Victory Point Cards (VP cards)

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

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

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

Vizier's Favor

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

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

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Game Rules

Candamir
The First Settlers

CATAN ADVENTURES
A Game for 2–4 Players
by Klaus Teuber

Only the sun warms your bare skin, but at least you are alive, washed ashore on the coast of the island Catan. All your belongings were on the ship, which sank offshore in a storm. Other settlers had better luck—their ships defied the storm and they reached the shore with their goods intact. Within a few years, these settlers will develop a modest life here. Two days walk inland a small village has developed. The few sheep that survived the journey have grown into small herds in the fields full of grain. During this early time you helped where you could, and you have learned the skills you need to smith weapons, build chests to furnish rooms, and make window coverings from hide. Now you want to raise your own herd and own the roof over your head. Perhaps you will even sow your own grain field. No problem! Head out for exciting adventures on Catan and satisfy the needs of the other settlers in the village. Candamir, Osmund, and Jared will happily supply you with the seeds and sheep, and help you build your own house in exchange for your help with their needs.

Suggestions For Learning the Game:

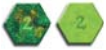
(1) Read these rules to learn the basics of the game, or learn from Professor Easy's interactive introduction on the web.
(2) Teach the other players how to play.
(3) If a question comes up during the game, the index on the back page of these rules will help you find all the answers you need.

COMPONENTS

- 1 Game Board
- 48 Wooden Pieces (4 figures, 40 victory point cubes, 4 round disks)
- 48 Exploration Tiles
- 4 Character Boards
- 12 Potion Tiles
- 8 Equipment Markers
- 4 Endurance Markers
- 16 Experience Markers
- 90 Resource and Ingredient Cards
- 29 Movement Cards
- 22 Adventure Cards
- 8 Character Cards
- 1 Wooden Die
- 2 Card Holders
- 1 Shuffle Cards Board

GAME SET UP

The Game Board:
Place the board in the middle of the table. There is a description of the board on the next page.



Place the Exploration Tiles:
Turn all the hexagonal tiles face down (so the side with the number is up) and sort them by color. If there are four players, all the tiles are used. If there are only three players, remove all the tiles with the number "4," and remove all the "3" and "4" tiles if there are only 2 players (place the extra tiles back in the box).
Mix the remaining tiles fully. Place them (still face down) on the matching spaces on the board. Make sure that each tile is placed on a space on the board that matches both color and number with what is on the tile.

Take Your Playing Pieces:
Choose a color and take the matching wooden pieces. You should have 10 victory point markers (cubes), 1 destination token (disk), and one adventurer (figure). Place all the adventurer figures in the village at the center of the board. Place all your other pieces in front of you.

Deal the Character Cards:
Take all four female character cards and mix them thoroughly. Give one of these cards to each player. Each character has both a male and female version. Both are identical. The name of the matching male character is shown in parentheses on the female character card. If you want, you may exchange your female character card for the equivalent male character card or vice versa.

Sort the Resource and Ingredient Cards: Sort the resource and ingredient cards by type. Put the three resources (ore, hide, and lumber) in one card holder and the three ingredients (herbs, honey, and mushrooms) in the other holder. Place both holders near the game board. Give each player 1 "lumber" card to start the game with. During the game, you will hold all of your resource and ingredient cards in your hand, secret from the other players.

Prepare the Adventure Cards: Sort the adventure cards by the number on the back. Shuffle each of the three decks separately face down. Place the "3" stack on the table, then place the "2" stack on top of it. Finally, place the "1" stack on top of the "2" cards. Place the completed stack near the board. Turn the top three cards face up and place them in a row next to the stack.

Would you like to learn how to play "Candamir" right away? Then visit www.profeasy.com and join an interactive game with Marlene, Vicky, and Siegfried.

—Prof. Easy

The right side of the game board shows the landscape of the island Catan. The village of the settlers lies in the grassland. To the east stand the mountains. From the mountains a river runs across the grassland and to the west edge of the board through the forest. In the illustration below, all of the spaces that the river flows through are marked in blue.
The left side of the board shows the village. Next to each house is a chart showing which goods that home's owner desires. To the left of the board are shown the two card holders with the resource and ingredient cards. To the right are the adventure cards, with three of them already turned face up. For clarity, the hexagonal discovery tiles and the player figures are not shown in the illustration.

Ready the Movement Cards:
Shuffle the movement cards (with the green backs). Place the pile face down on top of the "Shuffle Cards" board and place it near the game board.
Also place the 8 pink-colored equipment markers near the board .

Arrange Your Character Board:
Take one of the character boards and place it on the table in front of you. Arrange your starting pieces as follows:
Your character card is placed in the large space in the center of your board (A). Take a Brigitta's potion tile and place it in your Potions box at the top of the board in the matching space (B)—with the side showing one potion up.
Take an endurance marker and place it in the space numbered "4" on your endurance track (C). Take the following markers and place them near your character board for use during the game: 3 purple experience markers (with "1" on one side and "2" on the other), 1 purple experience marker (with "3" and "4"), 1 healing potion tile, and 1 mead tile.

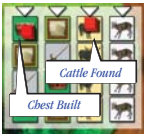
GAME OVERVIEW

The Needs of the Settlers

The village side of the board shows the houses of the settlers Jared, Osmund, Candamir, and Brigitta. Each of these settlers has a "wish list" of goods (swords, chests, and window coverings) and animals (cattle and goats) that he or she needs. In order to succeed in the village, you will need to supply these goods and animals to the settlers.

Who knows where you will find cattle and goats? They are hidden on the small hexagon tiles placed on the board. You will also find raw materials there: ore, lumber, and hides. You must use these raw materials to create desired goods. For example, you would need 1 ore, 1 lumber, and 1 hide to make a chest.

Your biggest challenge is to explore the countryside of Catan and find the most valuable exploration tiles—with cattle, goats, and resources. While you wander over Catan, you will encounter adventures and random events. The stronger, faster, more charismatic, and skillful your character becomes, the easier you will be able to overcome the dangers you encounter and win valuable resources.



If you discover a goat or cattle, or you build a desired good, then you can mark your success by placing one of your victory point cubes on a matching space in one of the settlers' wish lists, always filling spaces in the highest empty space in a column.

The first player to place all 10 of his victory point cubes on the game board is the winner!

YOUR CHARACTER'S ABILITIES

Basic Values

Your character has four abilities: Strength, Prowess (fighting skill), Agility, and Charisma. At the beginning of the game, your score for each ability is only equal to the Base value shown on your character card. During the game, you can increase your ability scores by earning experience and/or finding equipment. These improved skills are recorded on your character board.

Earning Experience

When your figure reaches an exploration tile that shows an experience point, you can increase one of your abilities: either place a purple experience marker with the "1" side up on an empty experience box, or turn over an experience marker you have already placed so the "2" side is facing up. You only have 3 experience markers numbered "1" and "2," so you will only be able to improve 3 of your abilities by 1 or 2 points.

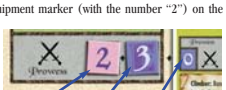
You also have 1 experience marker numbered "3" and "4." You can use this to increase an ability beyond +2. When you earn an experience point, you may choose to replace a marker showing "2" with your "3/4" marker with the "3" face up. This will make your "1/2" marker available for use with a different ability. Later you can increase the ability one more time by turning the "3" over to the "4" side.

Note: *You can upgrade to your "3/4" marker when you have at least 1 experience marker with the "2" showing in one of your experience boxes, you do not have to use all three of your "1/2" markers before you can use the "3/4" marker.*

Equipment

If you land on an exploration tile that has a picture of a shield, bear-tooth necklace, bow, or boots on it, you discover some valuable equipment! Place a pink equipment marker (with the number "2") on the equipment box bearing the same (matching) picture. Equipment always increases an ability by 2 points.

Example of an experienced character: This character has a Prowess of 5.



Each character also has 2 individual skills to help them during the game. See page 6 for a complete description of these skills.

SEQUENCE OF PLAY

Each player rolls the die, and the player with the highest roll goes first.

On your turn, you may first trade (see page 6). Then you may perform **one** of the two following actions:

(1) **explore**; or

(2) if your figure is in the village, you may **"build and brew."**

After you finish your action for the turn, play passes to the player on your left who begins the next turn.

(1) Exploration

A. Prepare to Set Out: Limit on Resources and Ingredients

If your figure is in the village, you may begin exploring only if you have in your possession 5 or fewer resource cards AND 5 or fewer ingredient cards. If you have more than the maximum number of cards, and you decide not to "build and brew," you must discard down to 5 resources and 5 ingredients.

Important: *The hand limit is separate for resources and ingredients. So, for example, if you have 6 resource cards and 4 ingredient cards, you would have to discard 1 resource card before you could begin exploring.*

B. Choose Your Destination

Now you select the goal of your exploration. If your goal token (the round wooden disk) is not on the board, you may secretly look at any 2 face down exploration tiles anywhere on the board and return them face down to their original places. Then you may place your goal token on any exploration tile that does not already have one on it (you do not have to choose a tile you just examined). Once you have claimed a tile, no other player may take it from you. Usually, you will try to reach your goal token by the shortest possible route, but this is not required. You may make as many detours as you wish, and you may actually be forced to from time to time.

C. How to Move and How Far to Go

Movement: You will move your figure from square to square, always vertically or horizontally (never diagonally). You may move into any space, even if it is occupied by another player's figure or a goal token.

Distance: The maximum number of spaces you may move on your turn is determined by your character's current endurance. So, for example, if your character's endurance marker is on the "3" space (as shown to the right), then you could only move your figure up to 3 spaces that turn.

D. The Movement Cards

To begin moving, take the deck of movement cards into your hand. Do not examine them or change the order of the cards.

1. Turn Over a Movement Card and Point it Towards the Board

Before you can move your figure to another space, you must turn over the top card from the movement card deck and place it face up in front of you.

Important: *The movement card must always be played so that the sky on the card is pointed towards the board, no matter which side of the board you are sitting on.*

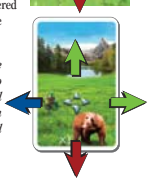
2. Move Your Figure

Now you **must** move your figure into one of the four adjacent spaces.

3. Resolve Any Events or Adventures

After you move your figure, you must check if the movement card you turned over shows an event in that direction. If it does, then you have encountered something during your travel (see "Events on the Movement Cards" on page 5).

Example: *(See the illustration on the right) If the figure moves down (red arrow), she will have to fight a bear; if it moves left (blue arrow), she will find some valuable herbs. If it moves up (green arrow) or to the right (green arrow), there would be no event.*



You will not always be able to go the direction you want to, if there is an event in the way. For more on this, see "Your Way is Blocked" on page 5.
As soon as you reveal the "shuffle cards" board, the movement cards beneath it are shuffled back together, a new movement deck is created, and you continue your travels. When you have finished moving for the turn, the cards you turned over are placed at the bottom of the movement deck.

E. Ending Your Exploration

Your exploration ends when:

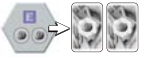
- you have turned over a number of movement cards (and moved your figure into a number of spaces) equal to your current endurance, **or**
- you have moved your figure to the space with your goal token.

If you did not reach your goal token: Your movement for the turn ends in the space your figure is in. On your next turn, you may continue moving towards your goal token.

If you reached your goal token: You…

- return your figure to the village space in the middle of the board,
- remove your goal token from the board and place it in front of you,
- take the exploration tile you moved to and place it face up in front of you.

Now you receive the reward shown on the exploration tile:



- For each resource pictured on the tile, take 1 matching resource card from the tray.
- If the tile shows a goat or cattle, place one of your victory point cubes on the appropriate space of one of the wish lists—always the empty space closest to the top of the list.

- If an experience point or equipment is shown on the tile, mark the improvements on your character board (see "Your Character's Abilities" on page 3). If there are 3 or 4 players, some equipment appears twice in the game. If you reach an exploration tile that shows a piece of equipment you already own, you instead earn 1 experience point, and may increase an ability of your choice. You may never have two of the same piece of equipment.

Then you end your turn by placing the movement cards you used face down to the bottom of the movement deck and passing the whole deck to the player on your left.

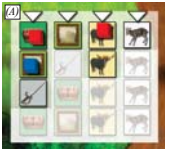
(2) Building and Brewing

If your figure is in the village at the beginning of your turn, you may choose to manufacture goods (build) and/or brew drinks.
Important: *You may not build and brew if your goal token is still on the board, even if you ended your move on the village space (it is treated as grassland in this case).*

A. Manufacturing Goods (Building)

Each wish list shows 1 or 2 columns of goods desired by that settler, in addition to any goats or cattle. Each column lists 4 goods. Only the good in the highest open space (without a victory point cube) is currently desired.
Since there are no "goods cards" for the things you create, you cannot build items and save them for later. You can only manufacture goods if there is an open space at the top of one of the wish lists for that item.

When you create a good, you simply pay the resource cost (return the cards to the tray), and place one of your victory point cubes in the matching space. So, you could build a chest for 1 x hide, 1 x ore, and 1 x lumber. A sword requires 2 x ore and 1 x lumber. And a window cover would be 2 x hide and 1 x lumber. The costs for each type of good are shown above the village on the board.
If you have enough resources, you can build more than one item on the same turn. These items could be given to the same settler, or two different ones.
Example:
(A) Right now Osmund wants:
1 sword (left column), 1 window covering (second column), 1 cattle (third column), and a goat (right column). All these needs are the highest open space in each column



(B) The blue player has paid the resources to make a sword, and places one of his victory point cubes on the space with the sword. Now Osmund wants (from left to right):
1 chest, 1 window covering, 1 cattle, and 1 goat—but he no longer wants a sword.

B. Brew Drinks

In order to brew the different drinks, you will need ingredients: honey, mushrooms, and herbs.

- For 1 mushroom and 1 herb, you can brew 1 of Brigitta's potions.
- For 1 honey and 1 mushroom, you can brew 1 healing potion.
- For 1 honey and 1 herb, you can brew 1 mead.

The brewing costs are shown at the top of your character board.
When you brew a drink, take the appropriate type of tile and place it in the matching space on your character board with the side showing one drink face-up. If you brew a second drink of the same type, turn the tile over to the side showing 2 drinks. The effects of each type of drink are described on page 6.

C. Rewards for Manufacturing Wanted Goods

When you place a victory point cube on a wish list, you receive an additional reward.

- If you place a cube on Brigitta's list, she will reward you with 1 Brigitta's potion and 1 mead. If you already have 2 drinks of that type, then there is no additional reward.
- If you place a cube on Jared's list, he will give you a bag of seed. Osmund will supply you with a sheep. Candamir will assist you in building part of your new house.

Your rewards from Jared, Osmund, and Candamir are not represented by cards or tiles. Instead, you can simply count the number of victory point cubes on each settler's wish lists to see how many of each item you have earned. For example, if you have 2 cubes on Jared's list, and 1 cube on Osmund's list, then you have 2 bags of seed and 1 sheep.

D. Special Victory Points

You can earn special victory points for having the most seeds, the most sheep, or the largest house. If you are the first player to place a third victory point cube on Jared's, Osmund's, or Candamir's wish list, then you get 1 special victory point! The special victory point is marked by placing one of your cubes in the matching box at the bottom of the village section of the board.
But your special victory points are not safe! If another player has more victory point cubes on that settler's wish list than you, then he has taken the special victory point away (and replaces your cube with one of his own)!

Example: *The blue player has placed his third victory point cube on Osmund's list, so he places another cube on the special victory box for "most sheep." On a future turn, the orange player succeeds in placing her fourth cube on Osmund's list—one more than blue has! Blue must remove his victory point cube, and orange may now place one of hers in the box.*

THE END OF THE GAME

When any player places his last victory point cube on the board, the game ends. That player is the winner!

OTHER RULES

(1) Exploration Details

• Events on the Movement Cards

Finding Ingredients

When you move your figure in a direction that shows an ingredient (on the movement card), you may take the appropriate ingredient card from the tray.

Important exception: *If you already have 5 ingredient cards in your hand, you cannot draw any more (see "Hand Limits" on page 6).*

Hidden ingredients: Some ingredients are marked on the cards with parentheses. You can only collect these ingredients if your character has the "herbalist" skill (see page 7).

Bears, Wolves, Snakes, and Candamir

If you move towards one of these events, you will have to test one of your abilities. The ability you will have to test is shown by its icon next to the picture of the animal or Candamir.

Resolving a Test

Roll the die. Add the result of the roll to your total score for the ability you are testing. If the final score is at least as high as the number shown on the movement card, then you have succeeded!

Example: *If this player moved towards Candamir (to the left), he would have to test his strength. He would succeed if the total of his strength plus the die roll was at least 6. If he moved towards the snake, he would have to test agility and get a total score of at least 5.*

Success and Failure

Success: If you succeed at a test, you may receive a reward! If you overcome a bear with prowess, you may take up to 2 hides. If you successfully hunt a wolf using agility, then you may take 1 hide if you wish. If you are able to help Candamir fell trees (with a strength test), you may take a reward of 1 lumber, if you want it. But, you can only take a reward if you have less than 5 resources in hand (see "Hand Limits" on page 6).

Failure: If you fail to match the target on a test, then you will immediately lose 1 or 2 endurance: move your endurance marker down 1 or 2 spaces. If you lose endurance, and you already turned over enough movement cards (or more) to match your new endurance, then your turn ends. But, if you have a healing potion, you may drink it right away, which may allow you to make more moves (see "Drinking Potions and Mead" on page 6).

Important: Even if you fail a test, you still move your figure into the new space you chose. If you still have endurance left, you can continue moving that turn.

Example: *A player with 3 endurance turns over her second movement card for the turn, and moves towards a bear. She is unable to beat the bear in the prowess test, so her endurance drops to 1. Normally, this would be the end of her turn, but she decides to drink a healing potion, which raises her endurance back to 3 again. Now she can turn over another movement card.*

The rewards and penalties for each type of event are shown at the bottom of your character board.

• The "?"-The Adventure Cards

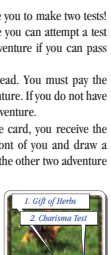
If you move in the direction of a question mark, you will have an "adventure." You must select one of the three face up adventure cards by the board and read the title to the other players. Then you must test the ability shown on the card. Just like other events, you must at least match the required number with the sum of your ability score and the die roll.

Some adventure cards show two symbols. They require you to make two tests! First you must pass the test for the first symbol, before you can attempt a test against the second symbol. You only complete the adventure if you can pass both tests.

Some adventure cards also show an ingredient or mead. You must pay the shown ingredient or mead in order to attempt the adventure. If you do not have the required item, then you must choose a different adventure.

If you succeed at all the tests shown on the adventure card, you receive the reward shown. Then, place the adventure card in front of you and draw a replacement from the deck and place it face up next to the other two adventure cards.

If you fail to complete the adventure, the card remains face up with the others. You also suffer any penalty shown on the card, usually 1 or 2 endurance. If you fail one of the adventures that required you to pay a mead or ingredient card, you do not get to take the item back.



• The Hero of Catan

If you are the first player to successfully complete 3 adventures (you now have 3 adventure cards in front of you), then you earn a special victory point, and may place a cube in the box for the "Hero of Catan." Of course, if another player completes more adventures than you, then you must remove your cube from the hero box, and that player places one instead.

• Your Way is Blocked

You may only move in the direction of an event or adventure if you have a chance of overcoming the challenge there.

Example: *A player wants to move her figure north, but there is a bear shown on the movement card in that direction with a challenge of "8." She can only move in that direction if her character's prowess score is at least 2, or if she is willing to use one of Brigitta's potions so she has a chance to beat the bear if she rolls a "6" on the die.*

The Edge of the Board: Of course you may not move in a direction that would take your figure off the edge of the board. You must stay on the board during your moves.

• Endurance of "0" or "-1"

If your endurance drops to 0 or less while you are facing an event or adventure, your current journey for the turn ends unless you can immediately drink a healing potion. You may not use your special character skills to move any further that turn. But, if you fell to endurance 0 or less after you moved to the space your goal token was on, you still claim the exploration tile and any reward on it before you return to the village. Either way, on your next turn, you have two choices:

1. Drink 1 or 2 healing potions so that your endurance is again over 0. In this case you can move normally, or choose to "build and brew" if you are in the village.
2. Do nothing for the entire turn (neither moving nor "building and brewing") and raise your endurance back up to 4.

Note: *You may also choose to forfeit your entire turn to raise your endurance back up to 4 if your current endurance is 1, 2, or 3.*

• Hand Limit While Moving

While you are moving, you may not have more than 5 resource cards and 5 ingredient cards in your hand. If you have the maximum number, you cannot gain any more from events or adventures.

If you already have 4 resources, for example, and you defeat a bear, then you would only receive 1 hide card (instead of the 2 you normally get for beating a bear). You may not choose to discard another resource so you can take the second hide.

However, if you reach your goal token and return to the village, you always get to take the reward shown on the exploration tile, even if this brings your total hand size to more than 5 resources.

The same rule applies to ingredient cards. If you already have 5 ingredients in your hand, and you move in a direction that would normally earn you another, you may not discard a card to make room for the new ingredient.

• The Lumberjack, Hunter, and Miner Camps

Instead of placing your goal token on an exploration tile, you may choose to place it on one of the three camps (see the illustration of the board on page 2). If you move your figure onto the camp you have marked, then you return to the village and take one of the resource shown on the camp space.

Lumberjack Camp *Miner Camp* *Hunter Camp*

(2) Trade

At the beginning of your turn, you may trade with other players or, make 3-for-1 exchanges with the bank. It does not matter if your figure is in the village or in the wilderness, you can trade either way.

Trade With Other Players

You may freely trade resources, ingredient cards, equipment, and potions with the other players. You may not trade experience points or adventure cards you have earned. Any exchange both players agree to is allowed.

If you are not in the village, you may not accept any trade that would give you more than 5 resources or ingredients (see "Hand Limit," above).

3 : 1 Exchange

You may turn in 3 identical resources to take 1 other resource card from the tray. Likewise, you can turn in 3 identical ingredient cards to take 1 other ingredient.

Example: *A player returns 3 herb cards to the tray and takes 1 honey card for himself.*

You may not exchange 3 resources for 1 ingredient or vice versa. You can only exchange resources for resources and ingredients for ingredients.

(3) Drinking Potions and Mead

When you drink, you must turn in the matching tile to the supply, or turn a tile showing 2 potions to the other side with 1 potion.

Brigitta's Potion

You can drink one of Brigitta's potions before you roll the die for any test to increase your total score for that ability by +2. You may not drink two potions at once to get a +4 bonus. Only one potion can be used for each test. If you use a drink for a roll against an adventure card that requires 2 tests, then you only receive the bonus on one of the rolls. If you want a +2 bonus on both rolls, then you will have to drink 2 potions (one for each test).

Healing Potion

You may drink 1 or 2 healing potions at ***any*** time. Each healing potion you drink increases your current endurance by 2 levels. If your endurance is "3" and you drink a healing potion, you will only raise your endurance 1 point, because you can never have an endurance higher than 4.

Mead

You may use 1 or 2 mead, but only at the end of your turn. Each mead you use can cause other players to lose 1 endurance. Each player who has as many victory point cubes on the board as you have, or more, must lose 1 endurance. You do not lose any endurance when you use mead. No player's endurance may ever fall below -1.

(4) Individual Character Skills

Each character has two special skills. One of these skills gives that character the ability to move one space further at the end of the turn if that character stops moving in a particular type of terrain. You may only use this bonus movement if your current endurance is at least 1, however (see "Ending Your Exploration" on page 4).

Rider

If you end your movement for the turn in a grassland space (including a grassland space with the river in it), you may make a bonus move: turn over 1 movement card and move your figure 1 more space.

Climber

You receive a bonus move if your figure ends the regular movement for the turn in a mountain space.

Forester

You receive a bonus move if your figure ends the regular movement for the turn in a forest space (including forest spaces with the river in them).

Swimmer

You receive a bonus move if your figure ends the regular movement for the turn in any space that has the river in it.

Herbalist

If your character has this skill, you can find hidden ingredients when you explore. Hidden ingredients are marked with parentheses on the movement cards.

Inga's Friend

If you succeed in a "Catch Snake" test on a movement card, you may take any 1 ingredient card of your choice from the tray.

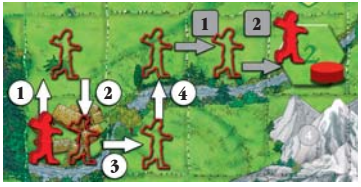
Goods Trader

You may exchange 2 resource cards for 1 other resource of your choice once at the beginning of each of your turns.

Scout

Before you place your goal token when you are in the village, you may examine 3 exploration tiles (instead of the usual 2).

Two Example Turns



The player has set his goal token and is ready to set out from the village. He draws the top movement card (1). There is a snake to the right, and he decides it is too dangerous, so he moves one space up and takes an herb card.

The next movement card (2) shows a bear to the bottom. Feeling brave, he moves down one space but rolls a "1." Too bad! His total prowess is only 5, which added to the roll only makes 6. The bear has a value of 8, so he cannot beat it and he loses 2 endurance (A).

Normally, his turn would be over, since he has drawn 2 movement cards and his endurance is only 1. But, he decides to drink a healing potion (B) and his endurance rises to 3 again (C). Now he can turn over a third card and move to the right (3).

Since his endurance is 3 and he has turned over 3 cards, his normal movement for the turn has ended. Since his character has the "swimmer" skill, and he has ended his move in a river space, he gets one bonus move. He turns over the next card and moves 1 space up. Now his turn is done.

On his next turn, he continues his journey by turning over a movement card (1) and moving to the right: another bear! This time he rolls a "3." Combined with his prowess of 5, his score is 8, which is enough to defeat the bear. He takes 2 hides from the tray.

He turns over the next movement card (2). He moves to the right and must face a snake. He uses his Brigitta's potion, returning the tile to the supply (D) and rolls a "4." His agility is only 1, and combined with the potion his total score is only a 7. Not enough to defeat the snake. So, he loses a point of endurance. Since he has reached his goal token, he returns his figure to the village and takes the exploration tile.

Visit the Catan Adventures Website

www.universityofcatan.com
www.abenteuercatan.de

Please visit "The University of Catan" website and look for "Catan Adventures." Learn how to create your own custom Candamir characters! Like "Sebastian the Mountain Wolf," you can add your own flavor to the game. You can also keep up with the latest news about "The Settlers of Catan" saga by Rebecca Gablé, as well as developments concerning the Catan Adventures series.

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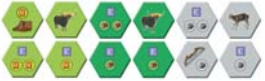
Exploration Tiles for 2-Player Game

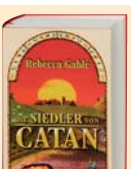
Exploration Tiles for 3-Player Game



Exploration Tiles for 4-Player Game

Check out ***www.catanonline.com*** and see how you can play "The Settlers of Catan" online with friends and other Catan enthusiasts from around the world. Download the computer game for challenging solo play at home or on the go.

CATAN ONLINE



"Candamir: The First Settlers" is the first offering in the "Catan Adventures" game series. The setting and characters are based on the vision of Klaus Teuber and the novel *"The Settlers of Catan,"* written by Rebecca Gablé and set in a time and place familiar to the Atlantic adventurers of the year 850. Look for an English-language translation of this splendid tale in your local bookshop soon.

Credits

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The Candamir Character Editor

Version: February 2006

The Candamir Character Editor offers you the opportunity to create your own individual character cards for Candamir—The First Settlers. You can print these character cards and use them in your game in place of the characters included with the game. This document describes how the Editor works and how to use the Editor to create characters. Section 1 provides details as to how the characters are built. Section 2 describes how to use the online Candamir Character Editor.

Section 1. General Character Rules

To create a character, you begin with 40 character points at your disposal. These points will be distributed between the 4 character traits (strength, prowess, agility and charisma), as well as purchasing up to three abilities.

Character traits: Each level of a character trait costs 5 points. Each character trait may not start higher than level 2. A starting character may have up to five levels of character traits, using a maximum of 25 points.

Abilities: Abilities give players an advantage in a certain aspect of the game. For example, if you choose the riding ability, you get a bonus movement point if your movement for the turn ends on a plains space. All of the abilities are listed in a table below. For each ability, there is a description of its game effect, and the point cost to add the ability to a character. The more valuable an ability is in the game, the more character points the ability will cost. A character may have a maximum of three abilities. In the Editor program, you can read the rules for an ability using the Info button next to the selection box.

Updating Abilities: We are interested in hearing about new abilities, as well as your suggestions and experiences with existing abilities. On http://www.klausteuber.de, there is a Web forum in which new or existing abilities can be discussed. We reserve the right, based on the feedback we receive, to remove an ability, adjust point values or to add new abilities.

When you print a character from the Editor, a version number (corresponding to the Editor version) is printed in the lower right corner. When playing a game of Candamir, all players should only use characters created with the same version of the Editor.

Index of Abilities

Ability	Description	Points	Card Text
Bear Hunter	If you encounter a bear (either on a movement card or an encounter card), a +2 bonus is added to the die roll.	17.5	Bear Hunter: You receive a +2 against bears.
Assistance	Once during the game, you may change the die roll to a 6. Before rolling the die, you announce the use of the ability, and then add 6 to the applicable ability for the contest.	2.5	Assistance: Once/game, you may change a die roll to a 6 (before the die is rolled).
Climber	You receive a bonus move if your figure ends the regular movement for the turn in a mountain space.	15	Climber: Bonus move when you end your turn in a mountain space.
Rider	You receive a bonus move if your figure ends the regular movement for the turn in a grassland space (including a grassland space with the river in it).	17.5	Rider: Bonus move when you end your turn in a grassland space.
Forester	You receive a bonus move if your figure ends the regular movement for the turn in a forest space (including a forest space with the river in it).	15	Forester: Bonus move when you end your turn in a forest space.

Ability	Description	Points	Card Text
Swimmer	You receive a bonus move if your figure ends the regular movement for the turn in any space that has the river in it.	10	Swimmer: Bonus move when you end your turn in a river space.
Resource Thief	Once during the game, on your turn you may steal a resource card from another player with more victory points.	2.5	Resource Thief: Once/game, you may steal a resource card from another player with more VP.
Potion Thief	Once during the game, on your turn you may steal a potion from another player with more victory points.	2.5	Resource Thief: Once/game, you may steal a potion from another player with more VP.
Influence	At the end of your turn, you may place one of your victory point cubes on any adventure card. Other players cannot encounter this adventure card. However, you must always move toward a question mark on movement cards while the adventure card is reserved.	2.5	Influence: Reserve an adventure card (but you must encounter question marks on movement cards).
Friend of Candamir	You receive a +2 on all strength rolls.	12.5	Friend of Candamir: +2 to your strength ability.
Friend of the Miner	If you choose the miner camp as your goal, you receive 2 ore upon completion.	10	Friend of the Miner: 2 ore for adventuring to the miner camp.
Friend of the Lumberjack	If you choose the lumberjack camp as your goal, you receive 2 lumber upon completion.	10	Friend of the Lumberjack: 2 lumber for adventuring to the lumberjack camp.
Friend of the Hunter	If you choose the hunter camp as your goal, you receive 2 hides upon completion.	10	Friend of the Hunter: 2 hides for adventuring to the hunter camp.
Poison Resistance	Add 2 to your agility when you encounter a snake. This bonus also applies to Inga's adventure card.	7.5	Poison Resistance: You receive a +2 against snakes.
Luck	You may re-roll one failed skill roll per turn.	20	Luck: Once/turn, reroll one failed skill roll.
Medical Knowledge	A health potion increases your endurance by three spaces instead of two.	12.5	Medical Knowledge: A health potion increases your endurance 3 spaces.
Inga's Friend	If you succeed in a "catch Snake" test on a movement card, you may take 1 ingredient card of your choice. Exception: if you have 5 ingredient cards (6 with Organization), no ingredient cards are received.	5	Inga's Friend: Receive 1 ingredient of your choice when you catch a snake.
Intuition	If you move in the direction of the question mark, you may flip over the top undrawn adventure card and try to accomplish it. If the attempt is unsuccessful, return the card facedown to the top of the adventure deck.	7.5	Intuition: You may choose to encounter the top undrawn Adventure card.
Constitution	If you are defeated by a bear (due to an adventure card or a movement card), only one endurance point is lost.	5	Constitution: Lose only 1 endurance point when defeated by a bear.
Herbal Knowledge I	You may make Brigitta's Potion with either 1 herb and 1 mushroom, or 2 mushroom cards.	5	Herbal Knowledge I: May make Brigitta's Potion with 2 mushroom cards.
Herbal Knowledge II	You may make mead with either 1 herb and 1 honey, or 2 honey cards.	2.5	Herbal Knowledge II: May make mead with 2 honey cards.

Ability	Description	Points	Card Text
Herbal Knowledge III	When you drink Brigitta's Potion, the bonus is +3 instead of +2.	7.5	Herbal Knowledge III: Bridget's Potion gives a +3 bonus.
Herbal Knowledge IV	Once per turn, you may brew a Health Potion while adventuring (using 1 mushroom and 1 honey).	7.5	Herbal Knowledge IV: Once/turn: brew Health Potion while adventuring.
Scout	Before you place your goal token when you are in the village, you may examine three exploration tiles (instead of the usual two).	10	Scout: Examine 3 tiles instead of 2 before leaving village.
Fur Processing	When you create a window covering, only 1 fur and 1 lumber are required.	17.5	Fur Processing: Window coverings costs 1 fur less.
Forge Skills	When you create a sword, only 1 ore and 1 lumber are required.	17.5	Forge Skills: Swords cost 1 ore less.
Naturalist	At the beginning of your turn, two cards of any one ingredient may be exchanged for any other ingredient.	5	Naturalist: You may exchange ingredients (2:1).
Herbalist	You can find hidden (bracketed) ingredients on movement cards. Exception: if the player owns 5 ingredient cards (6 with Organization), no ingredient cards are received.	5	Herbalist: Collect hidden ingredients you find.
Organization	You may begin an expedition with up to 6 ingredients, and may carry up to 6 ingredients while on an expedition.	7.5	Organization: You may carry up to 6 ingredients.
Goods Trader	At the beginning of your turn, two cards of any one resource may be exchanged for any other resource.	7.5	Goods Trader: Trade resources 2:1 with the bank.
Persuasion	At the beginning of your turn, ask for a resource owned by an opponent with less charisma. If the opponent has the resource, they must exchange it for any resource you own. (You may review the opponent's hand if the resource named is not owned.) This may be done once per turn.	12.5	Persuasion: Trade resources 1:1 with any player with less charisma.
Hex	Any opponent with more victory points than you subtracts one from all die rolls. You must call out "hex" before the die roll for it to take effect.	7.5	Hex: -1 to die rolls of opponent with more VP.
Stealth	Once per turn, you may ignore one movement card. It is discarded and does not count towards movement points used.	12.5	Stealth: Once/turn, ignore 1 movement card.
Confusion	Before you choose your next adventure goal, you may examine any two tiles on the board (three with Scout), then exchange (occupied spaces) or move (empty spaces) those tiles to spaces of the same terrain type. You may not exchange tiles with a goal stone on them.	12.5	Confusion: Exchange/move tiles after exploring.
Wisdom	Once during the game, you may take an extra turn.	10	Wisdom: Once/game, take an extra turn.
Wolf Hunter	If you encounter a wolf (either on a movement card or an adventure card), a +2 bonus is added to the die roll.	12.5	Wolf Hunter: You receive a +2 against wolves.

Section 2. Online Character Editor

It is recommended that you read through this documentation before using the online version of the Candamir Editor, although the application is designed to be simple to use. The instructions should provide you with answers to basic questions or problems with the service.

Browser compatibility: The Candamir Online Card Editor should be compatible with recent browser versions. Recommended: Microsoft Internet Explorer (versions 4.0 or later), Mozilla/Netscape (versions 1.0/6.1 or later), Firefox/Opera (versions 1.0/7.0 or later), Safari (versions 1.3 or later) and/or Conqueror (oldest positively tested version 3.0.4). Opera 5.x/6.x can also be used, although some DHTML functions will be missing. JavaScript is used extensively with this application. IMPORTANT: The Editor runs marginally without JavaScript in the above browsers, but the functionality will be limited at best. No browser plug-ins (e.g. Flash) are required.

If a JavaScript browser is available, card creation will be very simple. Card changes will update as information is entered, and the points are calculated automatically. Illegal entries will be highlighted immediately. If an older browser is used or JavaScript is deactivated, point totals and the ability descriptions will only update when the “Card/Picture Update” button is clicked.

Personalization: Character cards may be personalized two ways: changing your character name, and including your own picture (as mentioned above). You may use pictures hosted on websites or discussion groups, or you may use personal pictures on your own computer.

The picture will be converted by the application to the correct size and scaling (landscape/portrait orientation is ignored). The picture size used by the application is 152x110 pixels, if you want to optimize your picture beforehand (see below for more requirements). Should you use a picture from a website, the GIF, JPG, or PNG graphic formats are compatible. You can open a second browser window by right clicking on the image (or Control-clicking for Mac users), and selecting “Open image in new window”. Depending on your browser, this should provide you with the specific URL where the image is located. Copy the exact text of the picture address, including the leading "http://", and paste it into the "Picture-URL"-entry field in the Editor. Click on "Card/Picture Update" to load the image to the server and then to the character card. Make sure that the picture is in one of the correct formats.

The file size of the picture may not exceed 500 KB. As the maximum picture output size is 152x110 pixels, using images 30-50K in size will speed up the transfer and processing time to load your image. Use an imaging application to scale down your pictures beforehand. Frequently an editing program is included with scanners or digital cameras. Please consult your software documentation to learn how to scale pictures if necessary. If you are a Windows 2000 or Windows XP user, you can use the Paint application to prepare images for use.

Once the image is ready for use, select it by using the “Picture upload” option in the Editor to locate the image on your computer. Once selected, click on the “Card/ picture update" button to upload the image file to the server. After a short period, it will appear on the character card.

You can also upload an image from your hard-drive to the Candamir application server. Click “Choose" or "Select" (depending on your browser), select your image (.jpg or .png file up to ~500 KB) and click "Update Card / Image". In this case, the image will be uploaded, scaled down (to lower the storage requirements and IP traffic on the server) and stored for five minutes (see below). In this case, the address is simply the path to the image on your computer.

IMPORTANT: Pictures uploaded to the online Editor remain for only five minutes before being automatically deleted. (The server will not archive, save, or transmit your image in any way outside of its use for your character card.) Once you upload an image, you have five minutes to print your character card with your chosen image. After five minutes, you will need to once again upload the image file in order for it to print as part of your character sheet.

Printing Character Cards: Once you are satisfied with your character card, use the print command in your Web browser to print the card. (Suggestion: print two copies—one for future reference, and one for game use.) Printing from all of the recommended browsers should be correct if printed at 100% and 96 dpi. Once cut out, the character cards should match the size of the cards in the Candamir game.

Character card storage/retrieval: The Online Editor has no ability to store your specific card as a file. However, the card’s attributes (the character attributes, the chosen abilities, the entered name and the bound picture) are defined as part of a specific URL that uniquely defines the card. In this way, you can define a Web bookmark for you card, and retrieve it as necessary, or share it with friends (or in the Candamir discussion group).

The URL of the card appears in the "Card URL" field of the Editor. With older Web browsers (or no JavaScript), make sure to click on “Card/Picture Update” to edit the Card URL to the most recent version. If the card contradicts any rules or point totals, a dash will appear in the “Card URL” field. If your Web browser has JavaScript activated, you can simply click on the “Open card in new browser window” link to open the card URL (and easily bookmark the location). Once done, you can easily reopen the card and edit it as desired. If JavaScript is switched off, or if you want to copy the URL (for example, to include in a document or e-mail), simply triple-click on or highlight the URL, and then copy the entire URL in the "Card URL" field. After that you can paste the URL as desired, and will open an exact copy of your card.

Reusing other character cards: If you load another person’s character card URL, the card will be loaded exactly as was created at the time of the URL’s creation. Changes made to the card will not change the card referenced by the URL, as the URL itself contains all of the information needed to recreate the card. The card itself is not physically stored on the server. So, you can share or use another person’s card as a foundation for editing without damaging or changing their card’s/URL’s attributes in any way.

FURTHER FUNCTIONS The Character Editor has two more functionalities. The “Cancel Changes" link will reset all changes to the name, attributes, the special abilities and the picture since the last "Card/Picture Update" use. This function is only available if JavaScript is activated. The "New, Empty Card" link allows you to clear all entries in a character card, and start over.

Remarks/Bug Reports/Questions: Send to gerozahn@catan.com

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Elasund Rules Q5.qxd 02.09.2005 9:40 Uhr Seite 1

Game Overview

You will work with the other players to build the city of Elasund. As a developer, you will try to fit as many of your buildings into the open areas of the city as possible.

The available space is determined by the number of players, and is marked with the City Gates. ① (A 3-player game is shown here.)

In order to build a building, you must pay the required amount of gold. You also need to have the right number of **Building Permits** (1, 2, or 3 depending on the size of the building).

② The red framed area shows a red and a yellow Building Permit. The red player has the higher value permit and may build a building that covers 4 squares. In this case the yellow building tile with the yellow huts would need to be removed, since **a bigger building can be built over a smaller one**.

Most buildings generate **income**. At the beginning of each turn, you roll the dice and move the Trade Ship ③ to the row that matches the number you rolled. Each building that is at least partially in that row may produce Gold or Influence Cards, depending on the type of building.

You have four buildings with roofs that match your color. Only you can build these buildings. In addition, there are a number of "neutral" buildings that all players can build. When you build a neutral building, make sure you mark it with one of your Victory Point Cubes.

You can use **Influence Cards** to place additional Building Permits, move your Building Permits, or even remove a building that is the same size as one you are building.

You can earn an Influence Card by building part of the **City Wall.** Some City Wall Tiles let you build a tower, which is worth a victory point. ④

Some spaces are marked with 1 or 2 windmills ⑤ These spaces are called Trade Fields, and if you build here you will earn 1 or 2 Trade Points. Trade Points allow you to move your disk up the Trade Point track. Each Trade Point moves your disk one space on the track. ⑥ When your disk reaches a space next to an empty flag space (spaces 3, 5, 7, 9, or 11), you may place a Victory Point Cube. ⑦

If you are the first player to place all 10 of your Victory Point Cubes on the board, you are the winner!

THE SEQUENCE OF PLAY

Each player rolls the dice. The highest roller starts the game.

Your turn is divided into four phases, which you must follow in order:

1. Roll the dice and all players collect cards.
2. Build up to 2 buildings.
3. Place 1 Building Permit or take 2 gold.
4. Take 1 special action.

After you complete all 4 phases, the player to your left begins his turn.

1) ROLL THE DICE AND COLLECT CARDS

You begin your turn by rolling both dice and adding them together. Place the Trade Ship on the sea space with the number matching your total roll. The ship marks one row of the city.

The Trade Ship must always move after rolling the dice. If the total on the dice show the same number as the space the ship is already on, you instead move the ship exactly 2 spaces up or down the board.

Each player now has a chance to produce Gold and/or Influence Cards. Check **each** building at least partially in the row marked by the Trade Ship. Any building that has a gold icon showing produces 1 Gold Card for that building's owner. Any building that has an influence icon produces 1 Influence Card for its owner.

If you roll a "7" the Trade Ship is instead treated as a pirate ship! Look on page 5 under "Rolling a '7'" to see how pirates affect the game.

Example: *The ship is on the space marked "3." The red player rolls the dice and the total is 3. So, he must move the ship 2 spaces to the row marked "5." All buildings in that row have a chance to produce. Red has 2 buildings in that row, so he takes 1 Gold Card and 1 Influence Card. Blue gets an Influence Card for her building, and green and yellow each receive 1 Gold Card.*

2) BUILD 1 OR 2 BUILDINGS

After Gold Cards and Influence Cards are collected, you may build up to 2 items. There are three things you can build:

- Building (your own or a neutral building)
- City Wall Tile
- Church Tile

You may also construct two different building projects on the same turn (e.g., 1 City Wall Tile and 1 Church Tile).

Build Your Own or a Neutral Building

a) In order to build a building, you will need a number of Building Permits.

The size of the building determines how many spaces it will cover. Buildings will cover 1, 2, 4, or 6 squares. If you want to build, you must first point out which spaces you will build on.

Example: The red player can place a tavern in the area shown, since there are 2 Building Permits in that area.

Note: *The location of the Trade Ship does not affect building. You may build wherever you have Building Permits.*

b) Building

In order to place a building, you will need to pay the building costs. You must turn in to the bank the number of Gold Cards shown in the bottom right corner of the building tile you want to play.

Then, remove all the Building Permits in the area where you will build. Place your own permits back in your supply, and return any other permits back to their owners (see below).

Place the building tile on the game board, with the arrow on the tile pointing "North" (towards the compass on the board).

If you build a neutral building, there will be 1 or 2 victory point spaces on the upper left side (with red flags). Place one of your Victory Point Cubes on each flag shown.

Note: *You may only place buildings inside the City Walls. You may never build over the Church building site or any of the City Wall building spaces.*

c) You May Use Other Players' Building Permits

You do not have to supply all of the Building Permits required to build a building. You may also use the permits that belong to the other players. The player who has the highest total value of Building Permits in a given area has the right to build there. Add the numbers on the Building Permits to find the total value.

In case of a tie, no player may build in that area.

If you build over a space with another player's Building Permit, you must return that permit to them. In addition, you must compensate that player. Pay him Gold Cards equal to the number shown on the permit. If you do not have enough gold to compensate the other players, you may not place the building.

Example: A "4" Building Permit has a higher total value than 3 permits with the numbers "0," "1" and "2."

d) Smaller Buildings Can be Built Over by Bigger Ones

When you place a building, it may displace smaller buildings. Any smaller building that is partially or completely covered by the new building is removed from the board.

If the removed building belongs to another player, it is returned to his supply. If it is a neutral building, it is placed with the other neutral buildings and any Victory Point Cubes are returned to their owners.

If a starter building is removed in this way, the owner may be able to rebuild it immediately for free (see "Workers' Huts" on page 6).

Example: *The red player has the highest total value of Building Permits in this area. This majority of permit values gives him the right to build a trade office here. He first compensates the yellow and blue players 2 Gold Cards each, then pays 5 gold to the bank. All players take their Building Permits from that area. Now, red positions the building. The yellow player's building is built over, removed, and returned to her supply.*

e) Building Over Buildings of the Same Size

You can also build over buildings that are the same size as your new building. First, you must discard 3 matching Influence Cards (i.e., 3 blue, 3 green, or 3 yellow cards).

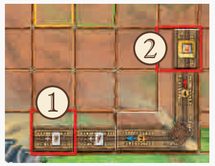
Example: *The yellow player has the highest numbered Building Permit here. After she compensates red 1 gold for using his permit, she builds a tavern in the marked area. In order to build over the two buildings owned by red and blue, she must play 3 matching Influence Cards. Red and Blue must return their buildings to the supply, and take back their Victory Point Cubes.*

Building a City Wall

When you decide to build a City Wall Tile, take the top tile of your City Wall stack and place it next to one side of either City Gate or next to an already placed City Wall Tile. When building in the direction of the blue arrow the building cost for a City Wall Tile is 2 gold. If you build along the red arrow, the cost to build a City Wall Tile is 4 gold.

If you build a City Wall Tile that shows 1 or 2 Influence Cards, draw the number of cards shown from the deck.

When you build a City Wall Tile that shows a square, colored tower, place one of your Victory Point Cubes on the tower.



Example: *The yellow player pays 2 gold to build a City Wall Tile ① and receives an Influence Card. She builds a second City Wall Tile ②, by paying 4 gold and places a Victory Point Cube on the tower.*

Building the Church

The church is made up of 9 pieces. If you choose to build part of the Church, you must pay 7 gold to the bank. Then, draw the top tile from the Church Tile stack and place it on the board.

The first player to build a Church Tile has an advantage: he draws the two top Church Tiles from the stack, chooses one to play, and puts the other one on the bottom of the stack without revealing it to the other players. The first Church Tile played is always played on the church foundation square, with the arrow pointing towards the compass.

Important: *Church Tiles may never be built over or be displaced!*

The first Church Tile will also determine the 9 spaces that the finished church will fill. All other Church Tiles, when built, must be placed in the correct position with the arrow pointing "North." The illustration of the church in the upper left corner of the game board will help determine where each Church Tile should be played.

If a newly placed Church Tile lands on a Building Permit, the permit is returned to the owner without compensation. If a Church Tile lands on a square that is occupied by another building, that building—regardless of its size—is removed. You may continue to place permits and buildings on empty spaces in between Church Tiles already placed (even though this may not always be a wise move due to the high risk of other Church Tiles being played).

Example: *The yellow player places the first Church Tile on the church foundation square and marks the tile with a Victory Point Cube. This Church Tile determines the overall building area (red frame) for the completed church.*

The red player builds the second Church Tile, which leads to the removal of the tavern building owned by blue. Blue places the tavern back in the supply and retrieves his Victory Point Cube.

3) PLACE 1 BUILDING PERMIT OR TAKE 2 GOLD

You may either take 2 Gold Cards from the bank, or you may place 1 of your Building Permits. If you choose to place a permit, you may put it in any empty space in the row marked with the Trade Ship. When you place a permit, you must pay the bank Gold Cards equal to the number shown on the Building Permit.

Example: *The red player places a permit with the value "2." He pays 2 gold to the bank and places the permit on one of the three unoccupied squares in the row that is marked with the Trade Ship.*

If there are no empty squares left in the row where the ship is, you may instead place a permit in an empty space in either adjacent row (above or below). If those rows are also full, you may only place a permit if you pay Influence Cards (see below).

Elasund Rules Q5.qxd 02.09.2005 9:53 Uhr Seite 4

Placing a Building Permit in the Row of Your Choice

If you pay 2 matching Influence Cards (i.e., 2 blue, 2 green, or 2 yellow cards), you may instead place a permit in the row of your choice.

4) TAKE ONE SPECIAL ACTION

At the end of your turn, you may choose to take 1 of 4 possible special actions. You are never forced to take a special action, but you must pay Influence Cards in order to do so (and possibly pay some gold as well). You may not take a special action if you cannot pay the costs.

a) Move Your Own Building Permit

You may move one of your permits that is already on the board to any empty space on the game board.

Cost: 2 matching Influence Cards.

b) Upgrade Your Own Building Permit

You may replace one of your permits that is already on the board with a higher value permit from your supply.

Take the old permit back to your supply, and place the new one on the same space.

Cost: 2 Influence Cards of the same color and gold equal to the difference between the value of the permits.

c) Place a Building Permit on an Empty Space of Your Choice

You may place a Building Permit from your supply onto any empty square in the row of your choice. The location of the Trade Ship does not affect this play.

Cost: 3 Influence Cards of different colors and gold equal to the value of the permit.

d) Take 2 Gold Cards

You may draw 2 Gold Cards from the gold supply.

Cost: 3 different colored Influence Cards.

THE END OF THE GAME

If it is your turn and you have all 10 of your Victory Point Cubes on the board, the game ends and you are the winner!

RULES DETAILS

Rolling a "7"

When you roll a "7" you move the Trade Ship to the row of your choice (it may not be left on the same row where it was before you rolled the dice). For this turn, the ship represents the pirates!

There is no income generated in that row. Instead, each player (including the player who moved the ship) must discard either an Influence or Gold Card for each of his Victory Point Cubes in that row.

If you do not have enough cards to pay the full amount, you just discard all the cards you have, or lose nothing if you have no cards.

When you move the pirate, you may be able to claim a reward! You may draw 1 random card from the cards discarded for each City Wall Tower you own (i.e., the City Wall Tiles with your Victory Point Cubes on them).

After the pirates attack, you may continue the rest of your turn as normal (e.g., you can build buildings, place a permit in the row marked with the pirate ship as described on page 2, etc.).

Example: *The green player rolls a "7" and chooses to move the pirate to row 5. The red player has 3 Victory Point Cubes in the row, so he must discard 3 cards. Blue also has a Victory Point Cube in this row, so she must discard 1 card.*

The Trade Fields

The spaces next to the sea—and in a 3 or 4 player game the spaces near the City Gates—are marked with windmills. These are called "Trade Fields."

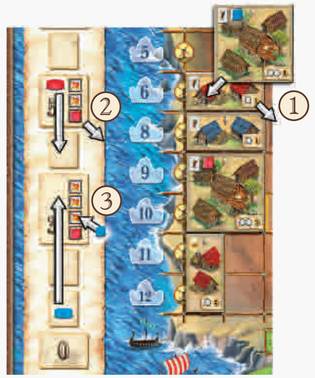
If you place a building on a Trade Field, you will earn 1 (if it is along the harbor) or 2 (if near the City Gates) Trade Points. Trade Points are recorded on the Trade Track with your round disk.

Note: *You do not earn any Trade Points from Church Tiles you build on Trade Fields!*

If your disk reaches (or passes) a space with victory point symbols (3, 5, 7, 9, or 11 Trade Points), you place one of your Victory Point Cubes on one of the red flags next to that space on the track.

But, if you lose a building on a Trade Field, you must move your disk down the Trade Point Track. If your disk moves below one of the victory point spaces, then you also lose the victory point (return your cube to your supply)!

Example: *The red player has 5 Trade Points and can place 2 Victory Point Cubes. ① The blue player displaces a red building. ② Red loses a Trade Point and must remove his Victory Point Cube. ③ Blue gains 2 Trade Points and may place 1 Victory Point Cube.*



The Workers' Huts

…are shown on both of your starter buildings (with the totem sculpture). If one of your starter buildings is displaced by a bigger building, you may **immediately** place it on any empty space of your choice.

But… you may never place your starter buildings on Trade Fields or on other players' Building Permits. If there are no empty spaces, you may not rebuild your starter building and it is removed from the game.

If two players both have their starter buildings built over at the same time, they rebuild them in turn order. If you build over your own starter building, you may rebuild yours first; then the other players (if any) may rebuild their displaced starter buildings in clockwise order.

You may only continue your turn after all displaced starter buildings have been rebuilt.

Running Out of Cards

It is possible that the bank will run out of cards. If there are not enough cards in the bank to pay the full production for the turn, then no one receives any of that type of card that turn.

In addition, if there are not enough Influence Cards to pay the production, all players must discard half of their Influence Cards (rounded down). These discards are reshuffled and create a new Influence Card deck.

The same process is used if there are not enough Gold Cards in the bank to pay all the production.

TIPS FOR NEW PLAYERS

- Early in the game, it is valuable to place buildings in as many different rows as you can (especially rows close to the middle of the board), in order to have the greatest chance to produce gold and influence.
- Your buildings ("Shopkeepers") only need 1 or 2 gold to build. You should try to build these first, even though they might be built over later in the game. This will get you more income quickly.
- It is usually best to build the large 6-space buildings when you have a safe revenue stream, since they do not produce gold or influence.
- Always try to have Influence Cards on hand so you can react to attacks from the other players. They also allow you to place a second Building Permit at just the right moment.
- If you can be the first player to build a Church Tile you have a significant advantage. You have an impact on the final building spaces of the church and you also know the identity of the last Church Tile.

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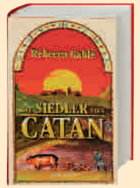
"Elasund" is the name of a small village on the Norwegian coast in Rebecca Gable's novel "The Settlers of Catan." The Catanians set sail to their new homeland from that village. I am very grateful to Mrs. Gable for permitting me to use the "Elasund" name for this game.

— Klaus Teuber, July 2005

"Elasund: The First City" is the second offering in the "Catan Adventures" game series. The setting and themes are based on the vision of Klaus Teuber and the novel *"The Settlers of Catan,"* written by Rebecca Gablé and set in a time and place familiar to the Atlantic adventurers of the year 850. Look for an English-language translation of this splendid tale in your local bookshop soon.



Check out ***www.catanonline.com*** and see how you can play "The Settlers of Catan" online with friends and other Catan enthusiasts from around the world. Download the computer game for challenging solo play at home or on the go.

ELASUND GAME RULES

Years after fearless seafarers discovered and settled the island of Catan the population has grown significantly. Settlements have sprung up across the island and on the coasts, and trade between them has become indispensable.

Catan needs a central trading site, so the Catanians have decided to build their first city. The ideal location would include a port, houses for builders and merchants, warehouses, taverns and a big church in the center. They have named their new city "Elasund," after their ancestral town in their old homeland.

THE COMPONENTS

- 1 Game Rules Booklet
- 1 Game Board
- 44 Wooden Pieces:
  - — 40 Victory Point Cubes
  - — 4 round disks in 4 colors
- 2 Dice
- 1 Trade Ship
- 9 Church Tiles
- 36 City Wall Tiles, 9 per color
- 37 Buildings:
  - — 16 buildings in the player colors
  - — 21 neutral buildings
- 90 Game Cards:
  - — 51 Gold Cards
  - — 39 Influence Cards
- 2 City Gates
- 4 Turn Overview Cards in 4 player colors
- 20 Building Permits in 4 colors

GAME SET-UP

The game board shows the site of the future city of Elasund. Most of the board is an empty area, available for building. This area is surrounded on three sides by the city wall building spaces, and on the fourth side by the sea. In the middle there is a site where the city church will be constructed.

Determine the Building Area

The size of Elasund's building area depends on the number of players in the game. Before the game begins, you will mark the available area with the two City Gate tiles. In a two-player game, place the two City Gates on the City Wall building spaces marked "2" (white arrow), in a three-player game place them on the spaces marked "3" (grey arrow), and in a four-player game on the building space marked "4" (black arrow). Position the City Gates so that the blue arrows point towards the sea.

Take Your Playing Pieces

Choose a color and take the matching pieces in your color:

- 10 Victory Point Cubes
- 5 Building Permits
- 4 Buildings (Workers, Shopkeepers and Merchants)
- 1 Turn Overview Card

9 City Walls

Place your City Wall Tiles in a stack. Place the tile with the number "9" printed on the back at the bottom, with the other tiles stacked on top of it in descending order of numbers (8-1).

1 Round Disk

Take the round disk in your color and place it on the "0" space of the Trade Point track on the left side of the game board.

Place Starting Building Tiles

You begin the game with two "starter" buildings. Two of your building tiles show a small colored totem sculpture. Place your starter buildings on the spaces on the board that are marked in your color.

The arrow on each tile must point towards the compass ("North") marked on the game board.

Church Tiles

Shuffle the 9 purple Church Tiles and place them face down in a stack next to the illustration of the church.

Place the Neutral Buildings

Sort the neutral buildings by type and place them in stacks next to the game board.

Hint: *You may find it easier if you align the buildings so all the arrows point "North."*

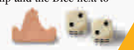
Note: *The big buildings "Town Hall," "Count's Estate" and "Trade Office" have different illustrations; but they can be placed in one stack, for they all have the same function.*

Shuffle the **Influence Cards** and place them face down in a stack next to the game board.

Place the Gold Cards face up next to the Influence Card stack.

Take 3 Gold and 1 Influence card for your starting capital. Hold your cards in your hand, concealing them from the other players.

Place the Trade Ship and the Dice next to the game board.



Would you like to learn how to play "Elasund" right away? Then visit **www.profeasy.com**.

—Prof. Easy

Object of the game: To place 10 victory points on the game board

Turn sequences

1 Rolling the dice:

A 7 was not rolled: Move the ship to the row number that matches the die roll. Each player receives a gold and/or an influence card for each building that generates income in that row.

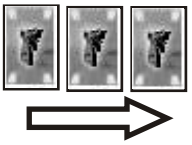
If the number of the previous turn is rolled again, move the ship either two rows up or down.

A 7 was rolled: Move the ship to a row of your choice. No income is generated from the buildings in that row. Each player must discard one card of her choice for each victory point cube in that row (including watchtowers).

If the player who rolled the 7 has 1, 2 or 3 watchtowers, he may pick one card from the discarded cards for each of his watchtowers.

2 Building once or twice

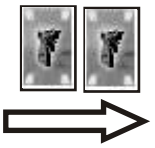
Build up to 2 units (church tile, building or city wall piece) in a combination of your choice. Check for increase or decrease of trade points.
Bigger buildings cover smaller ones.



Buildings of the same size may be covered as well.

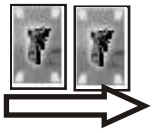
3 Placing building permit or taking gold

Take 2 gold or
pay for building permit and place it in the row marked by the ship (if the ship row is full, place it in a free space on an adjacent row).

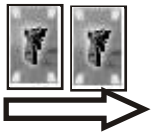


Pay for building permit and place in a row of your choice.

4 Bonus action



Move building permit: Move own building permit of your choice on any free space off your choice.



Upgrade building permit: Upgrade own building permit of your choice with a more valuable one. Pay the difference!

Place building permit: Place own building permit on a free space of your choice. Pay the cost of the building permit!

Take 2 gold!

SETTING UP THE GAME

- Choose a color and take all the figures of that color.
- Each player has 2 starting crossroads in the Northeast corner of the board that matches his color. Place 1 horseman figure on one of your starting crossroads, and 1 warrior figure on the other.
- You have 2 tribe boxes on the corner of the board: 1 box for the horseman tribe and 1 for the warrior tribe.
- Place 1 horseman and 1 supply wagon in your horseman tribe box and 1 warrior and 1 supply wagon in your warrior tribe box (see the illustration at right). Place your remaining pieces in front of you as a reserve.

  Important: *If you are playing with 3 players, place 1 supply wagon of the unused color on each city on the board marked "III." These are neutral cities, and cannot be attacked in a 3-player game.*

Red Player's Tribe Boxes

- Turn the plunder counters face-down and shuffle them. Place 1 plunder counter of the matching color on each city on the board. In a 3-player game, set 10 plunder counters aside, for they are not used in the game.
- Place the legionnaire on any forest space in Hispania.
- Separate the resource cards (grey backs), the special victory point cards (white backs), and the development cards (black backs).

  - Place the grain and ore cards face-up next to the game board.

  - Shuffle the pasture cards (cattle and horses) together and place them face-down beside the other 2 resource card piles.
  - Shuffle the development cards and place them face-down beside the board.
  - There are 3 types of special victory point cards. Sort them by type and place them face-up on the 3 matching spaces on the board.
- Give each player a round overview card.
- Place the gold coins near the board. Give each player a 5 value gold coin.
- Give each player 1 grain card, and 1 random pasture card from the face-down pile.
- Place the 4 white markers in the middle of the wind rose.
- Each player rolls the dice. The highest roller is the First Player for the first round of play!

INTRODUCTION

Each player leads 2 tribes: a warrior tribe and a horseman tribe. Each tribe is represented by a tribe figure on the board as well as the army figures (warrior or horseman) and supply wagons in the appropriate tribal box. The figure that moves around the board represents the entire tribe, since not all of the figures making up a tribe would fit onto the crossroads on the board. During the game, you can increase the strength of your tribes with additional figures and supply wagons from your reserve.

Your tribes start east of the Limes (the boundary of the Roman Empire). During the game, your tribes will move over the roads and crossroads of the Roman Empire. At first, the cities of the Roman Empire can only be plundered. Once one of your tribes has plundered cities in 3 different Roman provinces, you can use that tribe to conquer its first Roman city and found a kingdom!

You earn victory points by conquering Roman cities, and by earning special victory points for certain achievements. The game ends at the end of the round in which one or more players reach a total of 10 (or more) victory points.

Historical Background

In the 4th Century AD, the Huns, a barbarian tribe of fearless horsemen from the Steppes, attacked the Germanic tribes living north of the Danube. As a result, they ushered in an era of population migration. Driven away by the Huns, the Visigoths, Ostrogoths, Suebi, Langobardi (Lombards), and Vandals drifted west and soon began terrorizing the already weakened, declining Roman Empire. The tribes met with little resistance from the once-mighty legions as they plundered and sacked the rich cities of the Western Roman Empire.

The Visigoths cut a particularly wide swath. After leaving their homeland by the Black Sea, they moved to Greece, devastated Italy, plundered Rome, conquered part of southern France and finally founded a kingdom in Spain that would last until the year 711.

And so the Germanic peoples inherited Rome. Like the Visigoths, the Ostrogoths, Vandals, Suebi and Franks founded their kingdoms on the ruins of Rome's western provinces. The Western Roman Empire ended once and for all in the year 476.

ROUND OVERVIEW

The game consists of multiple rounds played in succession. Each round is made up of 4 phases:

Phase 1: Roll for Resources

Phase 2: Trading and Building

Phase 3: Horseman Tribe Actions

Phase 4: Warrior Tribe Actions

When a round ends, the current First Player passes the dice to the next player on his left. This player is the First Player for the next round.

1. Roll for Resources

The First Player rolls the dice until he has rolled 4 different numbers. Each time a number is rolled, place one of the white cross markers on the matching space of the Wind Rose. If a covered number is rolled again, simply ignore that roll and re-roll until an uncovered number is rolled.

After each roll (and any re-rolls required), each player receives 1 resource for each hex with a matching number that is adjacent to one or more of his tribe figures (i.e., standing on one of the adjacent crossroads and/or cities). When a "7" is rolled, move the legionnaire instead (see below).

There are 4 different types of hexes: fields, mountains, pasture and forest. Fields produce grain, while mountains produce ore. Pastures produce 2 types of resources: cattle and horses. Take grain and ore cards from their respective piles. Draw pasture cards from the face-down pile. Forests do not produce any resources.

Note: *You will never receive more than 1 resource per hex, regardless of the number of tribe figures you have adjacent to that hex.*

Rolling a "7"

If you roll a "7," move the legionnaire to any hex of your choice within the Roman Empire and draw a card at random from the hand of one of the players who has at least one figure adjacent to that hex. If that player has no resources, you instead take 2 of his gold coins.

You may not move the legionnaire to any hex outside the Roman Empire (i.e., east of the Limes). The hex in which the legionnaire is standing does not produce any resources, even when the number is rolled.

Important: *Unlike "The Settlers of Catan," a player with more than 7 resources in hand does not need to discard any of them when a "7" is rolled!*

2. Trading and Building

Each player may now trade and build. The First Player trades and builds first, with the other players following in clockwise order.

Trading

You may trade resources and/or gold coins with the other players. Any exchange both players agree to is allowed, as long as it only involves an exchange of resources and/or gold coins.

You may also trade with the "bank" by trading in 3 identical resources for either 1 ore, 1 grain, or 1 pasture card (drawn at random from the stack). You may not trade gold coins to the bank for resources. All trades must include the currently active player.

Building

You may build:

- *Horsemen and Warriors:* Pay 1 ore and 1 horse to build 1 horseman and 1 warrior. Take the 2 figures from your reserve and add them to the respective tribal boxes. You may **not** choose to build 2 warriors or 2 horsemen instead.
- *Supply Wagon:* Pay 1 horse, 1 grain, and 1 cattle to build 1 supply wagon. Take a wagon from your reserve and add it to either your horseman or warrior tribe box.
- *Development Card:* Pay 1 cattle and 1 gold to buy a development card. Draw the top card from the deck and place it face-down in front of you.

Spent grain and ore cards are returned to their respective decks. Place spent horse and cattle cards onto a pasture discard pile. If the face-down stack of pasture cards is exhausted, shuffle the discard pile and form a new draw pile.

Important: *You can spend gold coins instead of 1 resource card. Once each round, you may spend 3 gold coins instead of 1 resource card when making any purchase.*

Playing Development Cards

You may play 1 development card during this phase. You may play a development card during the same round you purchase it.

3. Horseman Tribe Actions

During this phase, you may carry out actions with your horseman tribe. You may also play 1 development card. The First Player takes horseman tribe actions first, followed by the other players in clockwise order.

Note: *If you choose not to—or cannot—take any actions with your horseman tribe (i.e., neither move, nor play a development card, nor plunder, nor conquer), you may instead take 2 gold coins or 1 resource of your choice (ore, grain, or pasture card draw).*

4. Warrior Tribe Actions

During this phase, you may carry out actions with your warrior tribe. You may also play 1 development card. The First Player takes warrior tribe actions first, followed by the other players in clockwise order.

Note: *If you choose not to—or cannot—take any actions with your warrior tribe (i.e., neither move, nor play a development card, nor plunder, nor conquer), you may instead take 2 gold coins or 1 resource of your choice (ore, grain, or pasture card draw).*

TRIBE ACTIONS

At the start of the game, the tribes are wandering. Each tribe moves along the roads between hexes and may, either after finishing its movement or without any prior movement, plunder an adjacent Roman city.

Once one of your tribes has plundered cities in at least 3 different Roman provinces, you may use that tribe (on a subsequent round) to conquer a Roman city, thereby founding a kingdom. Once you have used one of your tribes to found a kingdom, its wandering is over. You may now expand that tribe's kingdom by using it to conquer adjacent Roman cities.

1. Wandering Tribes

Movement Rules

You have the option of either moving your tribe or leaving it at its current crossroads.

Moving tribes must observe these rules:

- Choose an unoccupied crossroads (with no city and no tribe) that you wish to move the tribe to.
- The first arrow your tribe crosses is free, but you must pay traveling costs for each additional arrow your tribe crosses to reach its destination. Crossing a land arrow costs either 1 grain card or 3 gold coins. Crossing a sea arrow (with a ship) costs 1 gold coin.
- You may move your tribe as far as you wish, as long as you can pay the travel costs. You may use any combination of land and sea paths during the same journey. Cities and tribes along the route do not obstruct travel.
- Once you have paid the travel costs, move your tribe to the destination crossroads.
- If your tribe's journey ends on a crossroads adjacent to a Roman city, the tribe can immediately plunder or conquer that city (provided that the tribe meets the requirements—see below). The tribe's actions are complete after plundering or conquering a city.

Example: *The red player is moving his warrior tribe. There are several routes that will reach the target crossroads (marked with an X) in one round. If he chooses the sea route (white circles), the journey will cost 1 gold coin (the first arrow is free). If he has no coins, he would have to take the more expensive land route. Each possible land route crosses 3 arrows (red circles). The first is free, while the other two will each cost either 1 grain or 3 gold coins.*

Plundering

If your tribe is standing on a crossroads directly adjacent to a Roman city, it may plunder the city (even if that tribe hasn't moved this round), provided that:

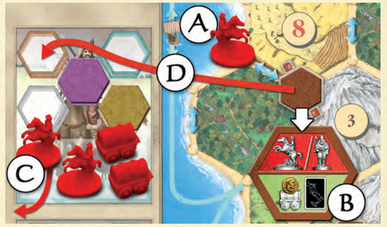
- The city has a plunder marker, **and**
- The number of warriors or horsemen in the tribe's box is at least equal to the city's defense value. A city's defense value is equal to the number of towers it has.

If your tribe plunders a city, you take the plunder marker and turn it over:

- If the plunder marker shows a red area with a horseman and warrior, you must remove either 1 warrior or 1 horseman from the plundering tribe's box and return it to your supply.
- If the plunder marker shows the back of a resource card, you draw 1 card from the pasture card pile.
- If it shows the back of a development card, you draw a development card.
- If it shows 2 gold coins, you receive 2 gold coins.
- Additionally, you always receive 1 gold coin for each supply wagon in that tribe's box.
- Finally, place the plunder marker onto the plundering tribe's box.

Because the tribes are wanderers, each tribe may only collect up to 2 plunder markers of the same color. Place plunder markers of the same color on top of each other.

Note: *When plundering, you do not have to pay for any movement arrow located between your tribe and the city.*



Example: *The red player has moved her horseman tribe (A) next to a Roman city. Since there are 2 horsemen on that tribe's box, and the city has only 2 towers, the prerequisites for plundering are satisfied. She turns over the plunder marker (B). She receives as her reward 1 development card and 1 gold coin per supply wagon—a total of 2 coins (for she has 2 supply wagons). Additionally, she must remove 1 horseman and return it to her supply (C). Finally, she places the plunder marker onto the tribe's box (D).*

Conquering Your First Roman City and Founding a Kingdom

If your tribe is standing on a crossroads directly adjacent to a Roman city, you may conquer the city (even if that tribe hasn't moved this round), provided that:

- There are at least 3 different colors of plunder counters in that tribe's box, **and**
- The number of warriors or horsemen on the tribe's box is at least equal to the city's defense value (number of towers that the city has).

If these prerequisites are met:

- Move the tribe's figure from the adjacent crossroads onto the city (no payment is required for any arrow between the crossroads and the city).
- Take 1 supply wagon from the tribe's box (not your reserve) and place it next to the figure on the conquered city.

You cannot plunder a city when you conquer it—if the city still has a plunder marker, that marker is re)ed to the box.

Each Roman city you conquer is worth 1 victory point!

Example: *The red player uses his horseman tribe to conquer his first city and found a kingdom. He moves the horseman from the adjacent crossroads, as well as 1 supply wagon from the tribe's box onto the city.*

Note: *Tribe figures representing wandering tribes always stand on crossroads outside of cities. Tribe figures belonging to kingdoms always stand on cities.*

When a tribe has founded a kingdom, you can no longer use that tribe to wander or plunder other cities. You can only use the cities that tribe has conquered as a base to conquer neighboring Roman cities. Your other tribe may continue to wander until it also conquers a Roman city and founds a kingdom, i.e., your second kingdom.

2. Kingdom Expansion – Conquering More Cities

Once a tribe has founded a kingdom by conquering its first Roman city, it can continue to conquer additional cities in the area. Of course, after conquering a city, the tribe's round ends, i.e., each kingdom can only grow by one city per round.

The following rules govern kingdom expansion:

- A tribe can only conquer a city that is **no more** than one land or sea arrow away from a city that has already been conquered by that tribe.
- The tribe must have at least 1 supply wagon in the tribe's box, since you will have to place 1 supply wagon on each city that you conquer.
- The tribe must have at least as many warriors or horsemen present in the conquering tribe's box as the number of towers the Roman city has.

If these requirements are met, the tribe conquers the city. Take 1 warrior or horseman and 1 supply wagon from the tribe's box and place the pieces on the conquered city.

Important: *You cannot conquer a city that has been conquered by another player (or another tribe)!*

Example: *See illustration at the right. The red player has already conquered 2 Roman cities. She can now conquer any of the cities circled in red, since these are no more than one arrow away from an already-conquered city and do not have more towers than the number of horsemen in the tribe. The cities with red crosses cannot be conquered for they are out of range. The city with the black cross, while in range, cannot be conquered since it has 4 towers. She chooses to conquer the southern city and places 1 horseman and 1 supply wagon from the tribe's box onto the city.*

SPECIAL VICTORY POINT CARDS

- **Diplomacy (2 victory points):**
  The first player to play 3 Diplomacy cards receives this card. If another player plays more Diplomacy cards than you do, you must give him this card (and the 2 points!).
- **Scourge of Rome (2 victory points):**
  If one of your tribes collects at least 1 plunder marker of all 5 colors, take a "Scourge of Rome" card. If your other tribe also collects plunder markers of all 5 colors, take a second "Scourge of Rome" card.
- **Heir to Rome (2 victory points):**
  If **both** of your tribes conquer **at least** 4 Roman cities each, you are rewarded with this card. Earning this card often means that you will win the game, for it will give you a total of 10 victory points.

THE DEVELOPMENT CARDS

Except for Phase 1, you may play up to 1 development card during each phase of each round. So, you could play up to 3 development cards in a single round. Your game summary shows a development card icon in each of those phases as a reminder that you can play a card during that phase. If the stack of development cards is exhausted, you may not purchase any additional development cards.

Exception: *You may play any number of "Culture" cards (i.e., victory point cards) at the end of the game. Such cards are not subject to the above limitations.*

GAME END

As soon as any player reaches 10 victory points, he must announce that fact. Play the current round through to the end normally. After the round ends, the game is over. If you have the most victory points at this time, you are the winner! If two or more players are tied for the most points, the tied player with the most gold is the winner. If players are still tied, they share the victory!

SOME SPECIAL CASES

Question: What happens if, while rolling for resources, there aren't enough cards of a resource for all players?

Answer: This situation is very unlikely. Should it happen, however, each player must discard half of his resources of this type (odd numbers are rounded down). Then, each player receives the resources he produced.

Question: What if there are no more warriors or horsemen in your supply? What happens if I've paid 1 ore and 1 horse but can only add a warrior, since there aren't any horsemen left in my supply?

Answer: In that case only the warrior is placed.

Question: What do the legion standards on 10 of the cities mean?

Answer: The cities marked with legion standards have at least 4 towers, meaning that they are difficult to plunder or conquer. Additionally, there is a variant for the *Struggle for Rome* that can be found on the internet at www.klausteuber.com in which the legion standards play a key role.

Question: Can you plunder and conquer with the same tribe on the same round? If my tribe plunders a city and now has 3 different colors of plunder markers, may that tribe conquer the city on the same round?

Answer: No. A tribe may only plunder or conquer each round.

Question: Why are there only 7 "Scourge of Rome" cards?

Answer: It is very unlikely that all four players will plunder 5 Roman cities of different colors with both of their tribes. Therefore, we provided one fewer of these cards. In the unlikely event that all 4 players do plunder so many cities, just remember that the last player has the 2 extra victory points.

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Catan Histories is a series of games set in real-world historical settings, using variations of the award-winning Catan game system. The *Struggle for Rome* is the second title in the series. The first game in the series is entitled *The Settlers of the Stone Age*.

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Note:
Two other games with the theme "Fall of Rome" have been published by Verlag Kuhlmann Geschichtsspiele: "Kampf um Rom – Das Brettspiel" with two games, "Germanica" by Hartmut Witt and "Hunnen, Romer und Germanen" by Gerhard H. Kuhlmann (out of print, new edition in preparation) as well as "Kampf um Rom – Das Kartenspiel" by Gerhard H. Kuhlmann (available). More information on those games may be found at www.geschichtsspiele.de. The use of the title "Kampf um Rom" for this game is used with permission of Kuhlmann Geschichtsspiele Verlag.

CATAN HISTORIES
STRUGGLE FOR ROME™

A Historical Adventure Game by Klaus Teuber

-Game Rules-

Would you like to learn how to play "Struggle for Rome" right away? Then visit **www.profeasy.com** and watch Marlene, Vicky, and Siegfried play a game!
– Prof. Easy

COMPONENTS

- 1 game board
- 1 set of miniature plastic figures per player, each consisting of:

- 1 Roman Legionnaire
- 2 dice

- 40 plunder counters in 5 colors
- 40 gold coins in denominations of 1 and 5 (25 small, 15 large)

- 4 round overview cards
- 4 white markers with crosses

- 90 cards including: 20 pasture cards (10 horses & 10 cattle), 14 ore cards, 14 grain cards, 30 development cards, and 12 special victory point cards

GAME BOARD

The board shows the provinces and important Roman cities of the Western Roman Empire. There are a total of 5 provinces: Germania, Gallia, Hispania, Italia Superus and Italia Inferus. Cities are fortified with 2, 3, 4 or 5 (in the case of Rome) towers. All cities in a province are the same color.

MERCHANTS OF EUROPE™

INTRODUCTION

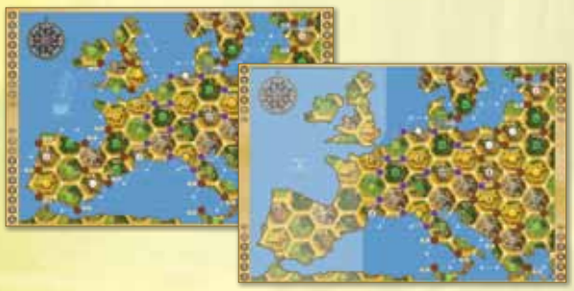
In the late Middle Ages, trade flourished in Europe. Economic groups like the Hanseatic League, the Welser and Fugger families, and merchants from Northern Italy established trading posts and factories in all of the important cities throughout Europe. These businesses provided the population with goods of all kinds, such as fur from the north, cloth from Flanders, wine from the south, and spices from India. The most important commodity of all was salt. In the Middle Ages salt was highly prized, as it was used to preserve food.

You are a powerful merchant! Start your trading posts in three cities. Recruit new merchants and send them to distant cities to establish trading posts and expand your interests. The more trading posts you have, the more commodities are at your disposal which you can sell profitably in foreign cities.

To ensure that your commodities arrive safely at their destination, you must open up trade routes and equip caravans. You win the game if you are the first to deliver all of your commodities to foreign cities.

GAME COMPONENTS

1 double sided game board:



Main game—using all of Europe (ship side)
Short game—using only Eastern Europe (whale side)

185 wooden game pieces:

120 trade routes (in 4 colors, 30 of each)

48 trading posts (in 4 colors, 12 of each)

8 caravans (in 4 colors, 2 of each)

8 merchants (in 4 colors, 2 of each)

1 robber

120 cards:

19 for each of the 5 resource types, 25 development cards

2 die-cut cardboard sheets containing:

40 commodity tokens

68 coins (52 x 1, 16 x 3)

15 number tokens

4 building costs overviews

2 dice

THE GAME BOARD

The board is a depiction of Europe. It is made up of five different terrain types, each of which produces a specific resource.

- Forest (forest and mountain forest) produce lumber.
- Pasture (pasture and mountain pasture) produce wool.
- Fields produce grain.
- Mountains produce ore.
- Saltworks produce salt (from the sea and mountains).

An edge where 2 terrain hexes meet is called a "path." A point where 3 terrain hexes meet is called an "intersection."

Intersections marked with a brown or purple hexagon represent city-sites. During the starting set-up, you build your starting trading posts on the purple city-sites.

Game Board Overview

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PREPARATION

- Before you start your first game, carefully detach all die-cut pieces from the cardboard frame and place them next to the game board.
- Place the game board in the center of the table. If this is your first game, place the side marked with a whale tail face up (this is the short game side). If you already have played a short game, you can either play it again or flip the board over and play the longer main game (marked with a sailing ship).
- Place the five number tokens with black arches on their corresponding spaces on the board. These are the unnumbered spaces with black arches. Be sure that the color of the space matches the color of the token.
- Place the remaining ten number tokens face down in the sea near the compass to form a stock.
- Shuffle the development cards and place them face-down beside the game board.
- Sort the resource cards into five stacks, one for each of the five resource types, and put them face-up beside the game board. These stacks of resource cards form the resource supply.
- Place the robber piece on any terrain hex without a number or number token.
- Give each player 3 gold (3 coins with value 1 each) and place the remaining coins next to the game board.
- Place the commodity tokens in the Mediterranean Sea.
- Each player also receives one building costs overview and takes the following game pieces of his color:
  - 30 trade routes
  - 2 caravans
  - 2 merchants
  - Trading posts, their number depending on the number of players and on which side of the game plan was chosen for play (see Preparation for the Short Game).

Use this board for short games

PREPARATION FOR THE SHORT GAME

If it is your first game or you do not have much time, use the side of the game board with the whale's tail.

Storage Area Setup for Short Game

with 3 players *with 4 players*

- In a 3-player game, each player receives 8 trading posts and 6 commodity tokens. Place your 6 commodity tokens on the storage spaces in your storage area—one on each space, starting from the bottom. Then place 1 of your trading posts on top of the bottom 5 tokens, leaving the top token empty. Your remaining 3 trading posts are used for your starting set-up.
- In a 4-player game, each player receives 7 trading posts and 5 commodity tokens. Place your 5 commodity tokens on the storage spaces in your storage area—one on each space, starting from the bottom. Then place 1 of your trading posts on each of the bottom 4 tokens, leaving the top token empty. Your remaining 3 trading posts are used for your starting set-up.
- All unused commodity tokens and trading posts are removed from the game.
- Rules for preparation of the main game are in the appendix on page 10.

STARTING SET-UP FOR THE SHORT GAME

When you play the short game for the first time, use the fixed starting set-up. The player with the red game pieces is the starting player. From the second game on, use the variable starting set-up (see the Appendix on page 10).

- Place the trading posts, trade routes, and caravans as shown in the illustration on the next page.
- The players receive the following starting resources:

  Red: 1 lumber, 1 grain, 1 salt

  Blue: 1 salt, 1 wool, 1 ore

  White: 1 lumber, 1 grain, 1 wool

  Orange: 1 ore, 1 salt, 1 grain

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- The set-up for the short game is shown below. Please note: in a 3-player game, you must still place the trading posts of the unused fourth color (they are considered neutral). However, do not place the trade route and caravan of the unused color. Neutral trading posts don't produce during the game, but you may deliver commodities to them (for details see page 8).

SHORT GAME OVERVIEW

The starting player begins the game by taking his first turn. Then the other players follow in clockwise order. A turn consists of a production phase and an action phase.

Production Phase (for details see page 5)
Roll the dice! If you roll a "7," you activate and move the robber. Any other dice result determines the resource production and the distribution of resource cards to the players. Then move on to the action phase.

Action Phase (for details see page 6)
As long as you can pay the required resources, you may perform the following actions as often as you like, in any order. For example, you may first trade, then build, then trade again, and move your caravans or your merchants.

- **Trade:** You may trade resources with your opponents and/or with the resource card supply.
- **Build – buy – open up trade:** You may use your resources to recruit merchants, put together caravans, and open up trade routes. In addition, you may buy development cards.
- **Move merchants and build trading posts:** Pay 1 resource card to move your merchant a distance of 1-3 intersections. If your merchant ends its total move on an empty city-site, you **must** exchange the merchant for one of your trading posts (i.e., the merchant establishes a branch).
- **Move merchants and deliver commodity tokens:** Pay 1 salt card to move your caravan a distance of 1-3 trade routes.

  If your caravan moves beside, or passes by, an opponent's (or neutral) trading post during your turn, and the trading post doesn't have a commodity token yet, you may deliver a commodity token there (place it under the trading post).
- **Play a development card:** You may play 1 development card per turn; however, you may not play a development card on the turn you buy it.

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THE GAME RULES IN DETAIL

PRODUCTION PHASE

Begin your turn by rolling both dice. (**Note:** *You may choose to play a "Lancer" development card before the roll.*) Based on the sum of the numbers on the dice, one of two effects occurs:

The roll is a "7" and you move the robber.

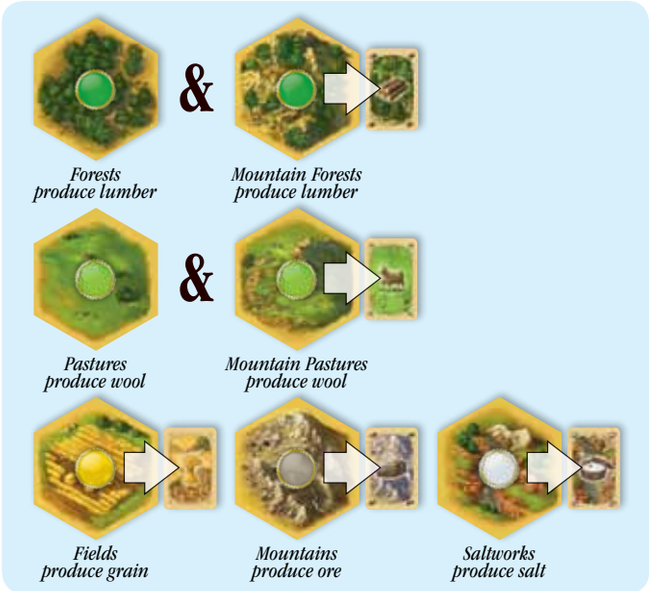
If you roll a "7," no one receives any resources, and no one receives gold as compensation. Instead, the robber strikes:

- **Lose resources:** Each player who has more than 7 resource cards must select half of their cards and return them to the supply (round down). **For example**, *if you have 9 cards, you must discard 4 of them*.
- **Move the robber:** If you rolled the "7," you must move the robber. Place it onto any other numbered terrain hex of your choice.
- **Steal a resource:** You then steal 1 resource card from an opponent who has a trading post adjacent to the hex newly occupied by the robber. Your opponent holds his resource cards face down. You then take 1 card and add it to your own hand. If 2 or more players have adjacent trading posts, you choose which player you want to steal a card from. If there are no trading posts adjacent to the robber, you get nothing.

Example: *Red rolls a "7" and decides to move the robber from her "8" pasture hex, to the "10" saltworks hex. Red can steal a resource card from either White or Blue, she chooses Blue.*

The roll is not a "7": the terrain hexes produce resources for all players.

- For each trading post adjacent to a terrain hex with the number just rolled, the player who owns the trading post takes 1 resource card corresponding to the type of resource produced by this terrain. The illustration at the top right shows the resource type produced by each terrain type.
- If you have 2 or 3 trading posts adjacent to the same terrain hex, you receive 1 resource card for each trading post.
- **Resources blocked:** If the number of a terrain hex occupied by the robber is rolled, the owners of adjacent trading posts do not receive resources for that hex.



Keep your resource cards hidden in your hand. You must always reveal how many resources you have. However, you are not required to reveal what type of resources you have.

Resource shortage:

If there are not enough cards of a given resource in the supply to fulfill everyone's production, no one receives any of that type of resource during the turn.

Gold compensation:

If you do not receive any resources after a production roll, take 1 gold as your compensation. This occurs when all of your trading posts fail to produce: whether due to not having a trading post adjacent to the number rolled, due to being occupied by the robber, and/or due to a shortage of resources. This rule applies to all players, not just the player rolling the die. However, no gold compensation occurs if a 7 is rolled.

Example: *A "5" was rolled. Blue has a trading post in Lyon adjacent to the pasture hex. He receives 1 wool. Orange and Red each have 1 trading post (in Köln and Nürnberg) adjacent to the fields hex whose number was rolled; they receive 1 grain each. White does not receive any resources from the roll, so White takes 1 gold from the supply as compensation.*

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ACTION PHASE

As long as all conditions are satisfied, you may perform the following actions multiple times, in any order, during your turn:

1) Trade

On your turn, you may trade with your opponents, exchange resources with the supply, and/or purchase resources of your choice for 2 gold.

Trade with opponents: On your turn, you may trade resources and gold with your opponents. You may tell them which resources you want and which resources you are willing to give in exchange. You may also listen to your opponents' offers and make counteroffers.

Important: *Players may only trade cards and gold with the player whose turn it is.*

Use gold to buy a resource: On your turn, you may buy any 1 resource of your choice for 2 gold. Return 2 gold to the supply and take 1 resource card from the supply.

Important: *You may only use gold to purchase a maximum of 2 resources per turn.*

Exchange resources with the supply: You may return 3 resource cards of the same type to the supply. In exchange, you may take 1 gold or 1 resource card of your choice.

Important: *You may not trade like resources (e.g., 3 ore cannot be traded in for 1 ore).*

2) Build and Buy Development Cards

You must return a specific combination of resource cards to the supply in order to recruit a merchant, assemble a caravan, open up a trade route, or buy a development card. After paying, take the corresponding game piece from your supply and place it on the game board, or take the top development card from the stack and place it face down in front of you.

As long as you can pay the building costs, you may buy and build as many times as you want during your turn.

Important: *Once the trade routes in your supply are used up, you can't build any more trade routes. Therefore, you should carefully plan the setup of your trade route network.*

A) Development Card Costs: 1 Wool and 1 Salt

You must pay 1 wool and 1 salt to buy a development card. Take the top development card from the stack, look at it, and place it face down in front of you.

Important: *You may not play a development card on the same turn you buy it. You may play no more than 1 development card per turn.*

B) Merchant Costs: 1 Wool, 1 Grain, 1 Lumber

You must pay 1 wool, 1 grain, and 1 lumber to recruit a merchant. Place your new merchant next to any of your trading posts. If you already have both merchants on the game board, after paying the usual costs, you may remove 1 from the board and then place the piece as normal.

C) Caravan Costs: 1 Ore , 1 Lumber, 1 Salt

You must pay 1 ore, 1 lumber, and 1 salt to assemble a caravan. Place your new caravan next to 1 of your trade routes that is directly adjacent to 1 of your trading posts. If you already have both of your caravans on the board, you may pay the usual resource costs to remove 1 from the board and then place the piece as normal.

Important: *A caravan may only be placed next to 1 of your trade routes adjacent to 1 of your trading posts.*

D) Trade Route Costs: 1 Ore and 1 Lumber

You must return 1 ore and 1 lumber to the supply in order to build a trade route. Place the trade route piece on an empty path, which then becomes an opened-up trade route. Each new trade route must be adjacent to 1 of your trading posts or to 1 of your already existing trade routes.

Important: *Foreign trading posts do not block you from opening up trade routes. If your trade route reaches the trading post of an opponent, you may place another trade route on the other side of the trading post (after paying the building costs for the trade route, of course).*

Trade routes produce gold:

- If you build a trade route and, as a result, an "isolated" city-site is connected to another city-site for the first time, you and perhaps other players may receive gold. An isolated city-site is a city-site that is not connected to any other city-site by a trade route.

  Important: *The city-site does not have to be occupied by a trading post to give gold.*

- First determine the shortest route (number of consecutive trade routes) that connects the previously isolated city-site to another city-site. If there is more than 1 shortest route, the player whose turn it is chooses which of those routes to use.
- You and each of the other players then receive 1 gold for each of your trade routes that is part of the shortest route (see example at the top of the next page).

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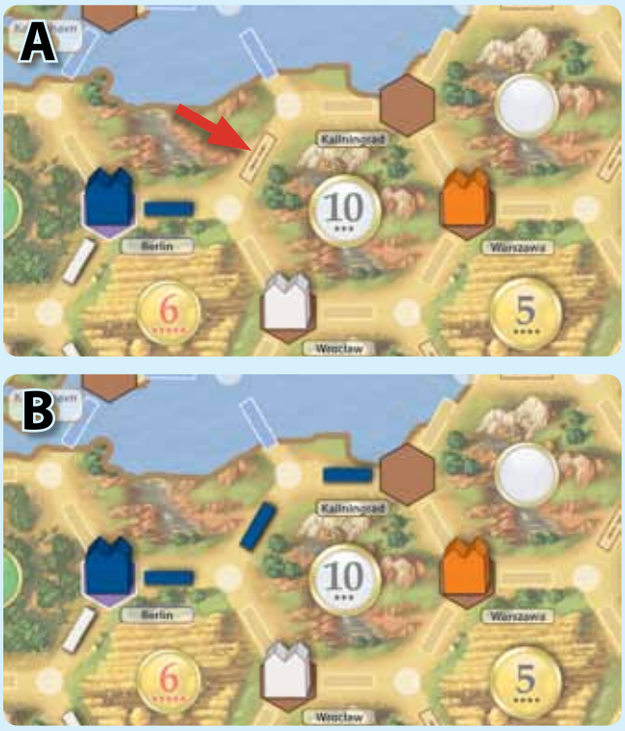
Example: *In the illustration above, Red opens up the trade route north-east of Torino. He thus connects the city-site Torino with another city-site–Venezia–for the first time. The connection is 3 trade routes long. Red receives 1 gold for her trade route and Blue receives 2 gold for his 2 trade routes. Red now uses another trade route to connect the upper blue city (Bern) with other cities for the first time. The shortest route between these city-sites is 2 trade routes long, for which she receives 2 gold. The longer route, Venezia to Bern (3 trade routes), gets nothing.*

Double arrow on paths: If you convert a path marked with a double arrow into a trade route, you may immediately place another trade route at no cost. This trade route must be adjacent to the trade route you have just opened up.



Example: *In the illustration above, Blue wants to connect to Kaliningrad. He places his first trade route on a path marked with a double arrow and may immediately place a trade route on the second path towards Kaliningrad, at no cost. As a reward for connecting Kaliningrad for the first time, Blue receives 3 gold.*

3) Move a Merchant and Build a Trading Post

a) Move a Merchant

You move your merchant from intersection to intersection. For each grain you return to the supply, you may move 1 of your merchants a distance of up to 3 intersections. For example, if you pay 3 grain, you may move a merchant a distance of up to 9 intersections as one move.

The following rules apply:

- The movement of a merchant may not end on an intersection already occupied by another merchant or by a trading post. However, your merchant may move past another merchant or another player's trading post. Trade routes do not block a merchant's movement.
- You do not have to move a merchant the full distance allowed by the total grain you pay. If you move it a shorter distance, any unused movement is forfeited.
- You may not split the movement distance from 1 grain (3 intersections) between your 2 merchants. For example, you may not pay 1 grain to move 1 merchant 2 intersections and your other merchant 1 intersection. However, you may pay 2 grain and move each merchant a distance of up to 3 intersections.

Example: *It is White's turn. She recruited a merchant and placed it next to Praha. To improve her salt production, White wants to move the merchant to Kaliningrad. Unfortunately, she only has 1 grain. White moves her merchant a distance of 3 intersections, onto the intersection east of Wroclaw. On her next turn—provided that she has acquired 1 grain—White could then move her merchant to Kaliningrad and build a trading post there.*

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b) Build a Trading Post

If your merchant ends its total movement on an empty purple or brown city-site, immediately replace that merchant with a trading post (*think of it as one of your merchants establishing a branch of your trading empire in the new city*). Return the merchant piece to your supply, take a trading post from your storage area, and place it on the city-site. This transformation of a merchant into a trading post doesn't cost additional resources. If you want to avoid this transformation, you must end your merchant's movement on an intersection that does not have an empty city-site.

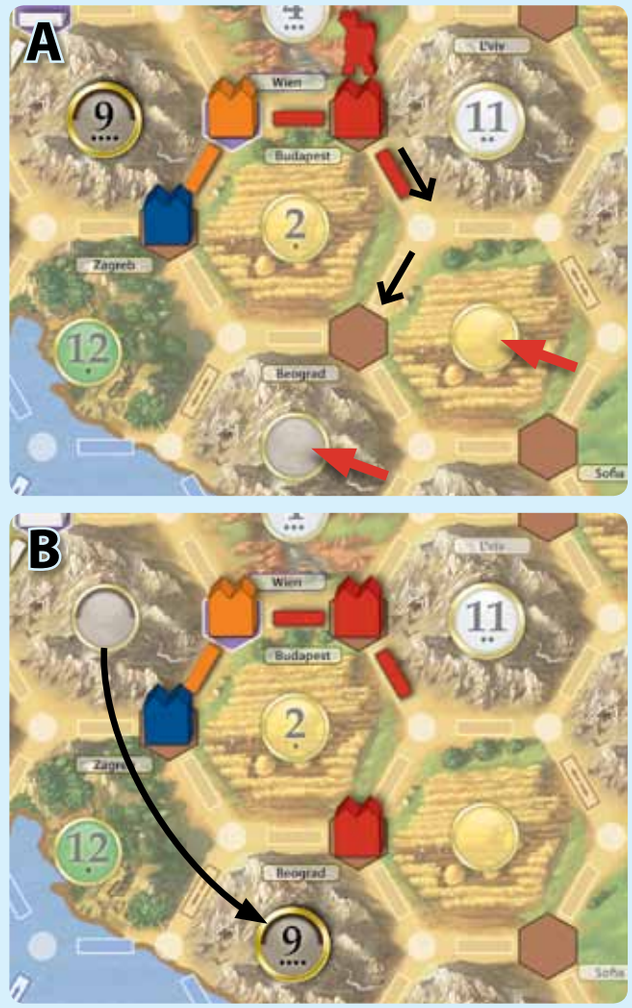
Free a commodity token: When you build a trading post, you take its corresponding commodity token from your storage area and place it in front of you. This commodity token is now available for delivery to one of your opponents' trading posts.

Coastal cities: If you build a trading post on a city-site on the coast where gold coins are depicted under the city's name, you receive gold equal to the amount indicated by the number of gold coins at that city.

Place and move a number token: If a newly built trading post is adjacent to a terrain hex without number in the center of the hex, choose one of the face-down number tokens from the supply and place it on the token space of that terrain hex. The number token must have the same color as the hex's token space. If there are no more face-down number tokens of matching color in the supply, you must move a number token has already been placed. Remove any number token of matching color from another terrain hex and place it on the empty token space of your new terrain hex.

Example: *It is Blue's turn, and he decides to foil White's plan. Blue pays 2 gold to buy 1 grain, then moves his merchant to Kaliningrad and builds a trading post there. Blue returns his merchant to the supply. Because he has built the trading post, he now must place a number token on the empty token space. There is only 1 white face-down number token left in the supply, so Blue turns the token face up—it is an 11. Blue places it on the blank saltworks circle in the center of the hex.*

Important: *If the trading post borders on two or even three terrain hexes without numbers,* ***only 1 new number token may be placed on 1 of these hexes.***



Example: **A** *Red has recruited a merchant in Budapest. She sends it to Beograd and builds a trading post there. Beograd borders on two terrain hexes that have no number yet. The two face-down number tokens for mountains were already placed on other terrain hexes; a face-down number token for grain is still available.*
B *Red chooses the mountains. She moves the number "9" token onto the new mountains hex, thus reducing her opponents' ore income—and improving her own ore income, of course.*

4) Move Caravans and Deliver Commodity Tokens

a) Move Caravans

You move your caravans from trade route to trade route. You may never move a caravan onto or past a path that has not been converted into a trade route. For each salt you pay, you may move 1 of your caravans a distance of 1-3 trade routes. For example, if you pay 3 salt, you may move a caravan a distance of 1-9 trade route paths in one turn.

The following rules apply to caravan movement:

- A maximum of 2 caravans of any of the players may be positioned next to a single trade route (i.e., *one on each side of the route marker*). Therefore, the movement of your caravan may not end on a trade route already occupied by 2 caravans. However, you may move it past such a trade route.

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- You may not split the movement distance from 1 salt (1-3 trade routes) between 2 caravans. For example, you may not pay 1 salt to move 1 caravan a distance of 2 trade routes and your other caravan a distance of 1 trade route. However, you may pay 2 salt and move each caravan a distance of 1-3 trade routes.

b) Pay for Using Foreign Trade Routes

If you move 1 of your caravans onto or past 1 or more of another player's trade routes during your turn, you must pay that player a "right of way" fee of 1 gold. This 1 gold is a flat fee that entitles your caravan to use any number of the player's trade routes during your current turn.

Important: *You must pay this fee to each player whose trade routes you use.*

The following rules apply:

- If you also use the same opponent's trade routes with your second caravan, you must pay that opponent a second gold.
- You must make these payments each turn that your caravans use opponents' trade routes.
- If 1 of your caravans begins your turn on another player's trade route, but does not move or moves off and doesn't use that player's trade routes again, no gold payment is required.
- If a player pays you to use your trade route, you cannot refuse them access to your route.

c) Deliver Commodity Tokens

If you move a caravan onto or past a trade route that is directly adjacent to a trading post that is not your own, you may deliver 1 of your available commodity tokens to that trading post. Place 1 of your commodity tokens under that trading post. Even if an opponent later builds a trading post next to your caravan, you may deliver a commodity token there on your turn. To deliver commodity tokens, the following requirements must be met:

- There must be no other commodity tokens under the trading post yet.
- You must have an available commodity token in your storage area, i.e., you already built a trading post and freed up a commodity token.
- The trading post must not belong to you.

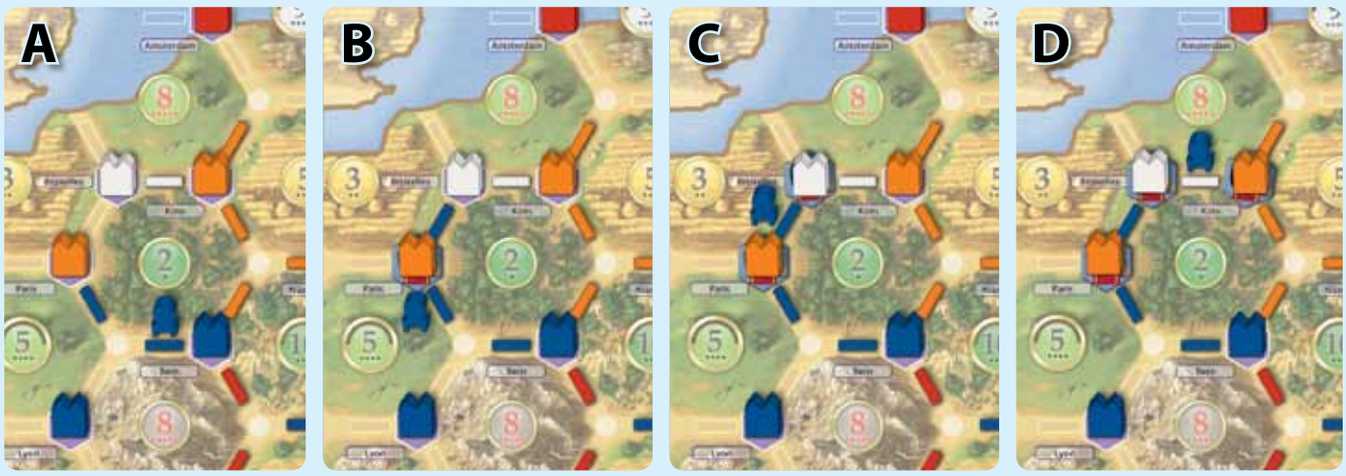
In order to deliver more commodity tokens, you must build your trading posts. This frees up the commodity tokens, thus making them available for delivery.

Important: *You don't have to pay for delivering a commodity token. After delivery, your caravan may still move in any direction—provided that you have paid enough salt.*

5) Play Development Cards

During your turn, you may play 1 (and only 1) development card. You may play the development card before rolling the dice for the production phase or at any moment during your action phase. However, you may not play a development card on the turn you buy it.

After you play a development card, follow the directions given on the card, then discard it. Discarded development cards form the discard pile. If all of the development cards have been purchased, shuffle the discard pile to form the new development card stack.



Example: *During his last turn, Blue equipped a caravan and placed it on a trade route next to Bern* **A**. *Blue now opens up a trade route to Bruxelles. He pays 1 salt and, for the 1st of his 3 spaces, moves his caravan to Paris, where he delivers a commodity token (placing it under Orange's trading post)* **B**. *For the 2nd space, he moves his caravan via the newly built trade route to Bruxelles and delivers his second commodity token to White's trading post* **C**. *Finally, for his 3rd space, Blue moves his caravan onto White's trade route and delivers his third commodity token to the Orange's trading post in Köln* **D**. *Blue must pay White 1 gold for using her trade route—and does so.*

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WINNING THE GAME

If you deliver all of your commodity tokens, the game immediately ends, and you win!

APPENDIX

Preparation for the Main Game

If you have already played a short game, you should use the variable starting set-up from the second game on.

- In a 3-player game, each player receives 12 trading posts and 10 commodity tokens. Place your 10 commodity tokens on the storage spaces in your storage area, starting from the bottom.

  Place 1 of your trading posts on each of your bottom 9 commodity tokens, leaving the top token uncovered.

  Each player places 3 trading posts in front of him, to be used during the starting set-up.
- In a 4-player game, each player receives 10 trading posts and 8 commodity tokens. Place your 8 commodity tokens on the storage spaces in your storage area, starting from the bottom.

  Place 1 of your trading posts on each of your bottom 7 commodity tokens, leaving the top token uncovered.
- Place your 3 remaining trading posts in front of yourself. These are used for your starting set-up.

Starting Set-up for the Variable Game

The main game is always played with the variable starting set-up. Each player places 3 trading posts, 1 trade route, and 1 caravan. In a 3-player game, each player places 1 additional neutral trading post of the color not chosen by the players.

Important: *During starting set-up, trading posts may only be placed on purple city-sites.*

Determine the Turn Order

The oldest player begins and rolls both dice. Then, proceeding clockwise, the other players follow in turn.

If you roll the highest, you are the starting player. The starting player begins the starting set-up, and is also the first to roll the dice for production.

Note: *If multiple players tie for the highest roll, the tied players roll again until the tie is broken.*

Place the Starting Trading Posts

If you are the starting player, choose one of the purple city-sites and place one of your trading posts there.

Then, proceeding clockwise, each of the other players does the same. The last player to place his first trading post now places a second trading post.

Then, proceeding counter-clockwise, each of the other players places a second trading post. Finally, each player places a third trading post—beginning with the starting player and proceeding clockwise.

Distribute Starting Resources

Each player now receives their starting resource cards based upon the last trading post they placed. Take 1 resource card for each terrain hex adjacent to the last trading post you placed.

Place Neutral Trading Posts (3-Player Game)

In a 3-player game, the last player to place his final trading post also places a neutral trading post (the color not chosen) on a purple city-site. Then, proceeding clockwise, each of the other players also place a neutral trading post on a purple city-site.

Place Trade Route and Caravan

The last player to place his final trading post places one of his trade routes on a path adjacent to any one of his three trading posts. He also places one of his caravans next to that trade route. Then, proceeding counter clockwise, each of the other players does the same.

Important: *During starting set-up, the players are **not allowed** to place their trade routes in such a way that isolated city-sites are connected to each other.*

BASIC PLAYING TIPS

Secure Your Resources

During the initial phase of the game, it is important to increase your resource production. Therefore, you should recruit merchants early on and send them to empty city-sites. With this in mind, build your new trading posts adjacent to terrain hexes that produce resources of which you would like to have more of.

For example, if you don't have a trading post adjacent to a pasture hex after the set-up phase is finished, you will not produce wool. In this case, you should send your first merchant to a city-site adjacent to a pasture hex.

As the game progresses, remember that the number tokens will move to terrain hexes that don't have number tokens yet. So, you should keep in mind which hexes will stop producing resources, and when. Try to build new trading posts early enough to counterbalance this reduced production.

When you use one of your merchants to establish a new trading post, please also keep in mind that, on the average, 6 and 8 are the most frequently rolled numbers. In decreasing order, the odds of being rolled becomes smaller for 5 and 9, 4 and 10, and 3 and 11. 2 and 12 are the least frequently rolled numbers.

Note: *The dots below the numbers on the number tokens indicate the likelihood of that number being rolled. The more dots, the higher the chance of this number being rolled.*

Generating Gold by Building Trade Routes

With gold, you can buy much-needed resources and use your opponents' trade routes to move your caravans to deliver goods. Therefore, gold is very important—you shouldn't waste it but use it only in important situations.

One of the ways to obtain gold is by connecting isolated city-sites to other city-sites via trade routes. When 1 of those city-sites contains an opponent's trading post, you also have the opportunity to move your caravan to that trading post and deliver your commodities there.

You can also obtain gold by building trading posts in some of the coastal cities and occasionally from production rolls.

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A Bit of Strategic Planning for Trading Posts and Trade Routes

If your trading posts are all concentrated in one area, you make it easy for your opponents to deliver commodity tokens to your trading posts. If you build your trading posts in a more scattered fashion, you make commodity delivery more difficult for your opponents. Scattering your cities also gives you more opportunities to reach your opponents' concentrated settlement areas and deliver your commodities there.

If you connect your trading posts via your trade routes, you may get gold, but you give your opponents an easier opportunity to deliver commodity tokens to your trading posts. Remember, they can deliver commodities to your trading posts but you cannot.

AUTHOR'S NOTES

The Historical Roots of "Merchants of Europe"

*After the success of **Settlers of America: Trails to Rails** in the U.S., I started to develop a similar scenario for medieval Europe. Of course, there were neither rails nor trains in the Middle Ages. But the transport of commodities and people still took place in the Middle Ages—albeit by other means. Below, I would like to share with you, dear reader, a little of my historical research that contributed to the development of the "Merchants of Europe" game.*

Due to booming cities, trade flourished in the Middle Ages. Merchants from Northern Italy and Central Europe formed partnerships to build trading companies. They established branches (trading posts, factories, etc.) in Northern and Eastern Europe, England, Spain, France, and Italy. This facilitated a brisk commodity trade across all of Europe. Famous examples of these companies are the Hanseatic League, the Great Ravensburg Trading Company and the Welser trading company.

The "Merchants of Europe" game is a rough simulation of the trading activities of this time. In this game, you and your opponents are the representatives of powerful merchant families or trading companies. Your goal is to establish a large trade network across Europe and become the most successful merchant.

You start with 3 branches or trading posts, as the Hanseatic League called them, and send out merchants to establish new trading posts in distant cities. You pay lumber, wool, and grain to recruit merchants. These are the resources your merchant needs to build a trading post.

When you establish a new trading post, you get access to new commodities. These commodities may be furs from the north, wine from the south, or cloth from Flanders. Since the diversity of goods traded in Europe would go beyond the scope of the game, the commodity tokens serve as symbols for lucrative commodities of all kinds.

By means of caravans, you transport the commodity tokens to cities where your opponents have trading posts—that is, to cities that have a demand for your commodities. Of course, in the Middle Ages goods were transported by water and by land, so your caravan actually represents the trading ships at sea, the rafts and boats on the rivers, as well as the wagons used by long-distance merchants trekking along poorly surfaced roads.

Transporting commodities was a risky endeavor in the Middle Ages. Pirates at sea and robber barons and brigands on land were on the prowl for rich booty. The building costs thus include ore to arm the cogs and caravans, while the lumber was used to build the means of transportation. And why is salt the third component of the building costs? In the Middle Ages, salt was one of the most important commodities—if not the most important of all. Salt, therefore, symbolizes all the ordinary goods a caravan or cog carried—goods without which putting together a caravan wouldn't have made any sense at all.

In the Middle Ages, only a few paved roads from Roman times existed. The trade routes usually were mainly dirt trails where the merchants' oxcarts barely advanced.

That's why you don't build roads in "Merchants of Europe" but open up trade routes. Opening up trade routes or choosing the best trade route certainly wasn't an easy thing to do. On their way, the merchants had to pay tributes to the respective local rulers so they would send them a mounted escort for protection against robbers, they had to pay tolls, and lodging had to be available for the caravan members to rest. Tolls and tributes had also to be paid when traveling on rivers and at sea. Merchants who had no feel for the best trade route were doomed to failure from the start.

In part, the people in charge used these tributes to repair trade routes, to ensure protection against highwaymen and to expand seaport facilities. These activities primarily required the resources lumber and ore. To prevent the game from becoming too complicated, I thus decided the costs for opening up a trade route to be lumber and ore.

Despite adverse medieval conditions, you and your opponents will succeed in building a trading empire—following in the footsteps of the historical leaders, the Welser, Fugger, and their ilk. Have lots of fun with it!

— Klaus Teuber, June 2011

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For reasons of game design, the positions of the cities on the game board correspond only approximately to their geographic positions. Their locations are correctly depicted on the map of Europe above.

We have tried to include the capitals of as many European countries as possible. Some of these cities either did not yet exist in the Middle Ages or had a different name at the time. For example, in "Merchants of Europe" Tirana, the present-day capital of Albania (which wasn't founded until the 17th century) stands in for the Albanian territory in the Middle Ages. Dublin is used instead of Baile Átha Cliath, for space savings, as well as player familiarity. On the map above, we have included the modern English names of all of these cities. We have also included the Medieval name for these cities when it differs from the names depicted on the game board.

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STARSHIP CATAN

Game Rules

Dear players, if you are playing "Starship Catan" for the first time, there are two ways that you can learn the game:

1. Follow the steps in the Prof. Easy pamphlet. This pamphlet is designed to guide you through your first game and teach you all the rules you need to start playing. Then, if you have any questions, you may refer to these rules.
OR
2. Read these rules before your first game. When you play, you can refer to pages 25-26 of the Prof. Easy pamphlet, where you will find a description of the phases of a turn

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Game Components

70 Sector Cards
12 Adventure Cards
18 Module Cards
2 Game Boards (Starships)
1 Blue Die (1, 2, 2, 3,3, 4)
1 Yellow Die (1, 1, 2, 2, 3, 3)
18 Coins
(Astro, each valued "1")
14 Coins
(Astro, each valued "5")
6 Cannons
6 Boosters
4 Colony Ships
4 Trade Ships
10 Resource Markers
2 Science Markers
2 Special Victory Point Cards

Before you can play Starship Catan for the first time, you will need to carefully remove all of the game pieces from the cardboard frames.

The Story Thus Far

Two Starfarers from the Catan space fleet have been drawn through a mysterious wormhole. Lost and confused, they find themselves in an unknown galaxy. The Starfarers do not know how to find their way back home, and their engines are not powerful enough to make such a long journey. Even worse, except for some Trade Goods, their supplies have reached a critical level.

Their situation appears to be hopeless, until the Starfarers encounter 4 peaceful Alien Races:

The Scientists donate a stately sum of Astro (the currency in this alien galaxy) to the Starfarers.

The Green Folk grant each Starfarer a colony planet. This donation will help the Starfarers overcome their shortage of resources.

The Merchants introduce the Starfarers to the commercial customs of the galaxy.

The Diplomats offer their help in guiding the Starfarers back to their own galaxy. But first the Starfarers must meet the high standards required to earn membership in the Galactic Advisory Council.

Now you can take on the role of a Starfarer! Navigate your Starship through the depths of an alien galaxy! Establish colonies and trading posts! Combat marauding Pirates! If you are successful, you will earn the prestigious membership in the Galactic Advisory Council.

Setting Up the Game

Each player takes one of the 2 Starships, consisting of 2 puzzle-cut board pieces. The Starship is placed in front of the player. Each Starship has 5 Cargo Bays. Each Cargo Bay holds 1 type of resource.

Ore

Fuel

Food

Carbon

Trade Good

The quantity of resources in each Cargo Bay is shown with the Resource Markers. Each player begins the game with 2 Trade Goods.

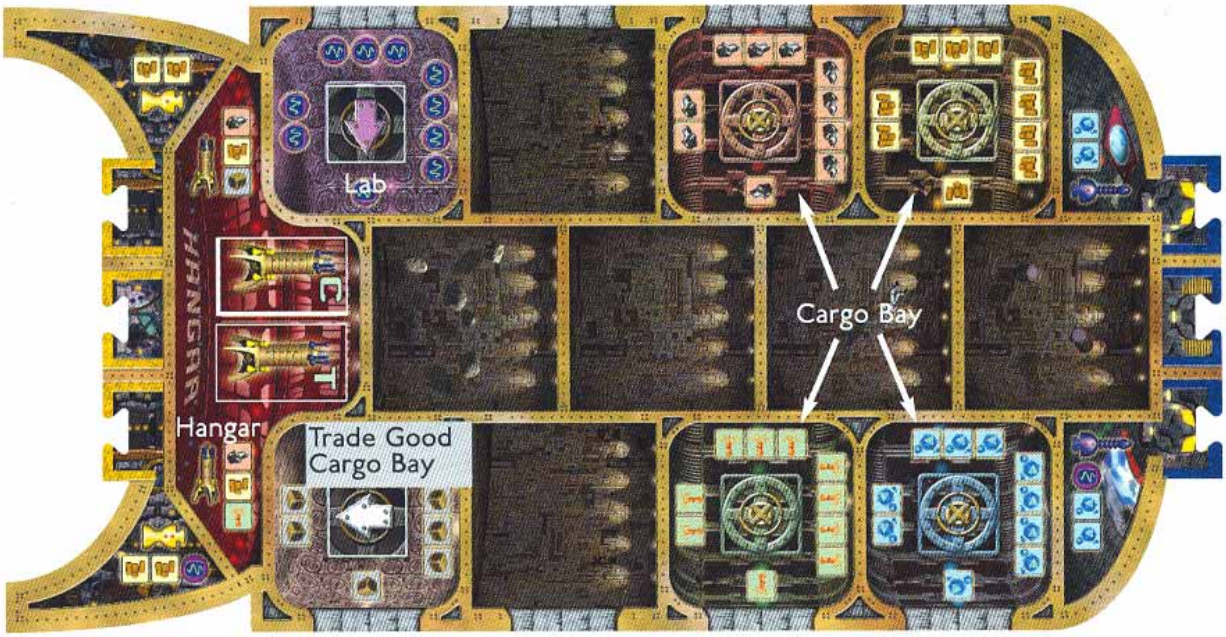
Place one of the Resource Markers in the Trade Good Cargo Bay with the arrow pointing to the illustration of 2 Trade Goods.

The remaining Resource Markers are placed face down (so no arrow is showing) in the other Cargo Bays. Each Cargo Bay should have a Resource Marker. The face down Resource Marker indicates that the player has none of that resource.

Each player also takes one of the science markers and places it in his Science Lab. The arrow should be pointing to the icon with 1 Science Point.

Each Starship also has a Hangar. Each Hanger has room for 2 Space Ships. At the beginning of the game, each player takes one Colony Ship (C) and one Trade Ship (T) and places them in his Hangar. Each player also takes an additional Colony and Trade Ship, and places them to the right of the Starship.

The Starship



Separate all of the Sector Cards from the other cards. Find the two Sector Cards with the Sun and the Moon icons. These will be the starting colonies given to the Starfarers by the Green Folk.

One player takes the 2 colony cards, and hides 1 in each hand. His opponent chooses one randomly and takes it as his starting colony. The other player takes the remaining colony as his starting colony.
Each player places their new colony face up in front of them, beneath their Starship. ❶

Next, separate the Sector Cards that have the colored borders with the Roman numerals from the Sector Cards without borders. Shuffle all 40 of the cards without borders together. Separate them into 4 stacks of 10 cards each, and place these between the 2 Starships. These stacks are the Space Sectors, and the Starfarers will be exploring them during the game.

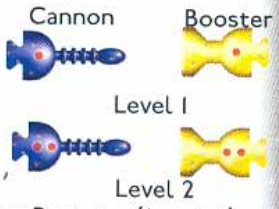
The cards with the borders are the Reserve Cards. They should now be separated into 4 sets by the Roman numerals. Each of these four sets is shuffled separately. Then, create 1 stack from these 4 sets by stacking one on top of each other. Do not shuffle these stacks together! Start by placing the cards with the IV face down. Then, place the III cards on top of them, followed by the II cards. Lastly, place the I cards on top. Place this Reserve Stack to one side of the game area. ❸

Now you must sort the Adventure Cards. Each Adventure Card has a number on the back, from 1 to 4. Separate the cards by number. Shuffle each group, then stack them together in the same way as the Reserve Stack above. The cards with the number "4" should be on the bottom, and the cards with the number "1" should be on the top. Place this stack near the Reserve Stack. Then, turn over the top 3 Adventure Cards face up. These are Missions that the Starfarers may undertake during the game. ❹

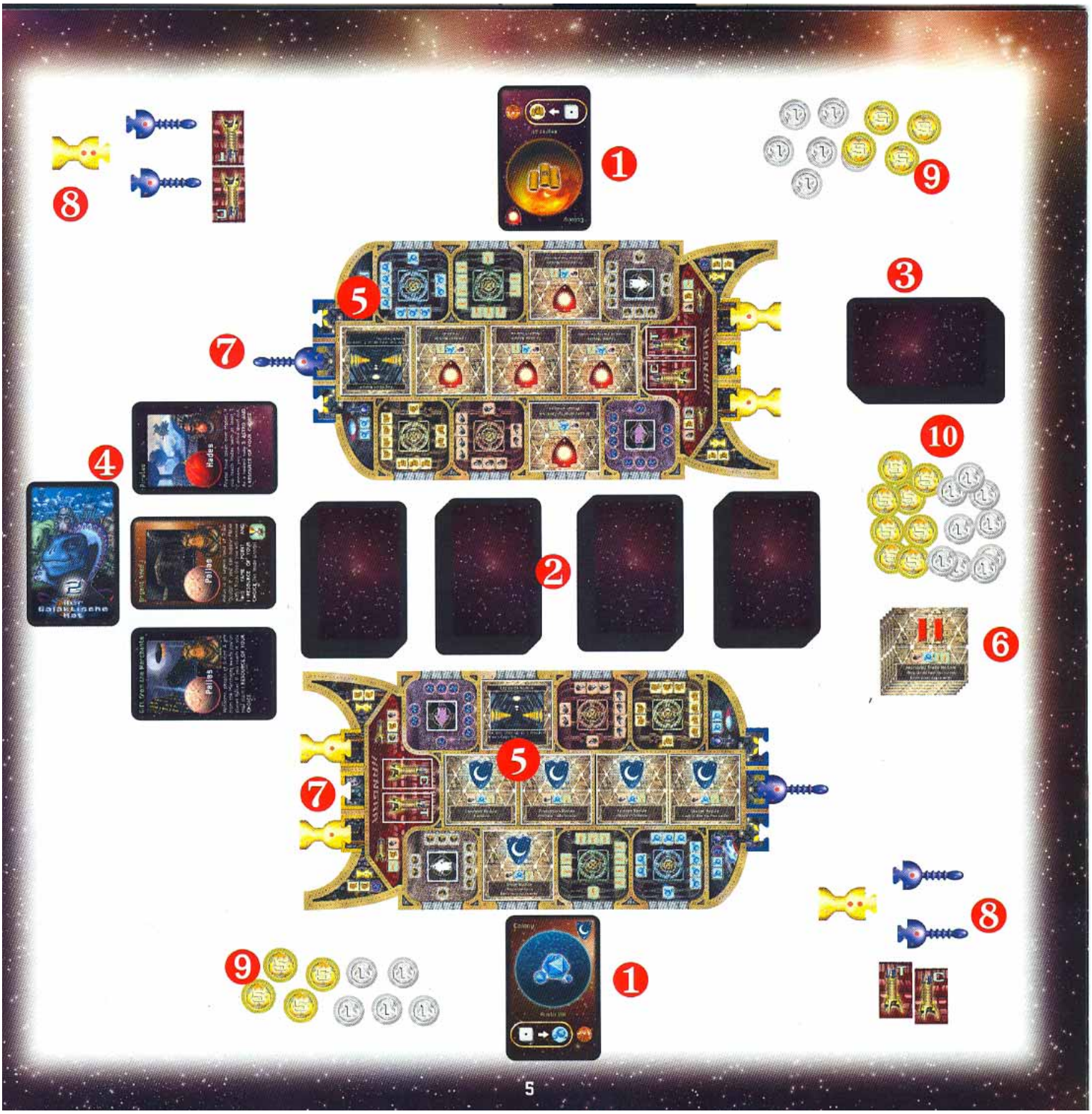
Throughout the game, players will be able to improve their Starships by building Module Cards..

Each player should take the set of 6 Level I Module cards with his crest on the back. Both players should place the Module cards face down (crest showing) in the 6 Module spaces on their Starship. Each player will begin the game with 1 Module of his choice. Select the Module you wish to start with and turn it face up.
HINT: For your first few games, you should take the Logistics Module as your starting Module. It is the most useful Module for starting players. ❺

Place the 6 Level II Module cards to one side of the game area. These are more advanced versions of the Level I Modules that players can build during the game. ❻



Each player takes 3 Cannon tiles and 3 Booster tiles and places them near his Starship. These tiles are double sided. One side shows a level 1 Cannon or Booster (1 point), and the other side shows the level 2 version (2 points). At the beginning of the game, each player has 2 Boosters and 1 Cannon, all level I. Attach 1 of your cannons to the front of your Starship, and 2 of your Boosters to the back. ❼ Place the remaining Cannons and the Booster to the right of your Starship.❽
Each player takes his starting sum of 25 Astro. Place your money to the left of your Starship in plain view of both players ❾. The remaining Astro should all be placed in a "bank" on one side of the playing area. ❿.
Place both dice and the special victory cards ("Friend of the People" and "Hero of the People") to one side of the game area..


1
2
3
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9
10
Hades
Pallas
Pallas

At this point we recommend that you stop reading these rules and instead read the Prof. Easy pamphlet. If you choose to do so, please go to page 1 of the Prof. Easy pamphlet now, and begin playing your introductory game.

Object of the Game

The first player to have 10 Victory Points during his turn wins the game! Each player has one Victory Point at the beginning, indicated by the Victory Point symbol on his Colony Planet.

Game Play

Turn Sequence

The player with the Moon Crest starts the game. A player's turn is divided into 3 phases:

1. **Production Phase**
2. **Flight Phase**
3. **Trading and Building Phase**

Once a player completes his Trading and Building Phase his turn is over

1. The Production Phase

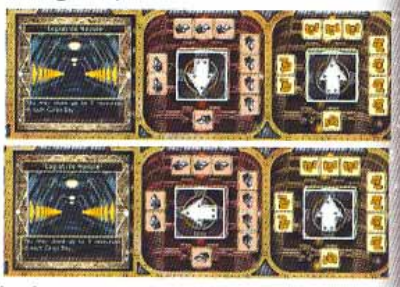
At the beginning of your turn, you must determine which planets will produce resources. Roll the yellow production die. Both players will receive production from this die roll. If the production number on any colony matches the number on the yellow die, than that colony produces the resource pictured (see Production Limitation on this page). In addition, players may also receive Science Points and Trade Goods, if they have built the Modules that produce them. If the number on the yellow die matches the number on any of the Science Modules or Production Modules, they will produce as well. When a player gains a resource or Science Point, he rotates the Resource Marker (or Science Marker) 90 degrees clockwise. This will point the arrow towards the next higher picture in the Cargo Bay. If the Cargo Bay is empty, then simply turn the marker over and point the arrow towards the picture showing 1 resource. There are 2 limits on resource production:

1) Storage Capacity:
If you have not built the Logistics Module, you may only store 2 resources in each Cargo Bay. The Level I Logistics Module allows you to store 3 resources in each Cargo Bay, and the Level II Enhanced Logistics Module enables you to store up to 4 resources. You must forfeit any production that cannot immediately be stored in the correct Cargo Bay. A Science Lab may always hold up to 4 Science Points.

2) Production Limitation:
If a player has more than 1 Colony Planet whose number matches the production die roll, he may choose only 1 of them to produce.

Production Phase Example:
A player owns the illustrated Colony Planets, and has rolled a "2" on the yellow die.

The player may choose one Colony Planet to produce resources this turn, either the Ore or the Carbon Colony. He decides in favor of the Ore Colony, and turns the Resource Marker in his Ore Cargo Bay from 1 unit of Ore to 2 units.



If the player had rolled a "1" on the yellow die, he would have lost the Fuel production because his Fuel Cargo Bay is already full (since he has the Level I Logistics Module, he may only store up to 3 units of Fuel in his Fuel Cargo Bay.

The die roll also determines the speed of the players Starship. Without changing the number rolled, place the yellow die next to the Boosters at the rear of your Starship.

2] The Flight Phase

The 4 stacks of Sector Cards between the two Starships represent the 4 Sectors of the galaxy. At the beginning of your Flight Phase, you must choose which Space Sector you are going to explore that turn.
You may only explore 1 Sector each turn, but you may choose any 1 of the 4 Sectors each turn. After you decide which Sector you are going to explore, your opponent takes the entire stack. He will turn over cards from the stack, one after another, in the area between the 2 Starships. When a card is turned over, you fly into that area of the Sector.

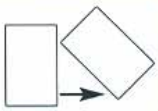
THE FLIGHT SPEED

The number of Sector Cards you may fly to during your turn depends on the speed of your Starship. The base speed is equal to the value of the Boosters on the Starship. Each level 1 Booster adds one to the base speed, and each level 2 Booster adds 2. To find the speed of the ship, add this base speed to the number rolled on the yellow die.

Example: A player with two level 1 Boosters and one level 2 Booster rolls a "2" at the beginning of his turn. The speed of his Starship is 6, so the player may fly to 6 Sector Cards this turn.

The Flight

You choose which of the 4 Space Sectors you want to explore this turn. The other player takes the entire Sector Stack and turns over the top card between the 2 Starships, beside the remaining Sector Stacks (Exception: Pirates. See "The Pirates").



You then decide if you want to take an action while flying through that card (see p 8). If you take an action, the card should be turned 45 degrees to indicate that an action was taken. Whether you take an action or not, your opponent will then turn over the next card in the stack and place it face up to the right of the previously revealed card. This will create a row of Sector Cards, called the "Flight Sequence".

ENDING THE FLIGHT

Your flight ends when your opponent has revealed a number of cards equal to your Flight Speed for the turn. However, the flight will end before this if:

- You have taken 2 actions (The Command Module allows you to take 3 actions each turn, the level II Integrated Command Module allows 4 actions).
- If you fight a Pirate and lose, your flight ends immediately.
- If you choose, you can end your flight early. You must choose to do this before the next card in the stack is revealed.

Shuffling the Sector Cards

When the flight is finished, your opponent should collect all of the cards from that Sector and shuffle them back together. The stack is then returned to its place between the Starships.

Example: A player's Starship has a speed of "5" this turn. So, he may fly through up to 5 Sector Cards. He chooses to fly through the second Sector Stack from his left. His opponent takes the Sector Stack and turns over the first card. The player uses this card for an action, and turns it 45 degrees. His opponent than lays down the second card, which the player elects not to use, so, the third card is placed down.

Then the player decides to use the third card for another action. By using his second action, his Flight Phase is ended early. His opponent picks up all 10 cards and reshuffles the Sector Stack.

ACTIONS DURING THE FLIGHT PHASE

Depending on the Sector Cards revealed, the following actions are possible:

A. Buy or Sell Resources
B. Found a Trading Post
C. Found a Colony
D. Buy or sell Science Points
E. Complete a Mission for the Galactic Council

A. Buy or Sell Resources

When a Trade Planet is turned over, you may buy or sell the resource shown on that Trade Planet (note the double arrow). In order to buy resources, you must pay to the bank the number of Astro indicated on the card. This sum must be paid for each resource you wish to purchase.

Turn the appropriate Resource Marker clockwise (90 degrees for one new resource, 180 degrees for two, etc.). You may buy as many resources as your Cargo Bay will hold, if you have enough money.

On the other hand, you may also choose to sell 1 or more resources. Record this transaction by turning the appropriate Resource Marker counter-clockwise (or flip it if you sell all of your resources). Then, take the number of Astro indicated on the card for each resource sold.

Important Hint: Clever trading at the Trade Planets is the key to this game. Wise players will buy resources at a low price, and sell them at a planet that offers lucrative selling prices. That way, the wise player will earn enough Astro to master the game!

If the Diplomat Outpost is discovered, you may buy 1 resource of your choice for 3 credits. You may only purchase 1 resource from the Diplomats each time you visit, and you may never sell any resources at the Diplomat Outpost.

B. Found a Trading Post

Some Trade Planets and alien Outposts have a large (T) in the upper corner and a Friendship Symbol (the shaking hands). Players may trade with these planets normally. However, if you wish to, you may found a Trading Post at that planet instead, if you have a Trade Ship in your Hangar. If you choose to found a Trading Post, you may not also buy or sell resources at that planet during your Flight Phase.

If a player wants to establish a Trading Post:
- He removes the Trade Ship from his Hangar and adds it to the reserve ship markers.
- He takes the Trade Planet or alien Outpost card and places it below his Starship next to his other colonies.

From now on, the player may use this Trading Post once each turn during his Trading and Building Phase to purchase or sell the resource illustrated on the card.

C. Found a Colony

If a Colony Planet (C) is revealed during the Flight Phase, you may choose to establish a Colony on the planet, provided you have a Colony Ship in your Hangar. If the player has a Colony Ship available and decides to establish the colony:
- He removes the Colony Ship from his Hangar and adds it to the reserve ship makers.
- He takes the Colony Planet from the Flight Sequence and places it below his Starship next to his other colonies. From now on, that colony will be able to

produce resources for the player (See "I. The Production Phase" on page 6)..

NOTE: A Sector Stack must always have exactly 10 cards! Therefore, whenever a card is removed from the Flight Sequence, the Sector Stack must be refilled back to 10 cards with a card from the Reserve Stack (the cards with the Roman numerals). (See "The Reserve Cards") The new Reserve Card should be placed face up in the place of the Trade or Colony Planet that was removed. Turn the Reserve Card 45 degrees to indicate that an action was used to found the Trading Post or Colony.

D. Buy or Sell Science Points

If you visit the Galactic Library at Kopernikus II, you may buy as many Science Points as you wish, if you can store them in your Science Lab (maximum of 4).

For each Science Point you buy, turn the Science Marker 90 degrees. You must pay 3 Astro to the bank for each Science Point. You may also choose to sell Science Points to the Library for 3 Astro each.

E. Complete a Mission for the Galactic Council

There are 4 Adventure Planets in the galaxy: Pallas, Hades, Picasso, and Poseidon (see p 5). You may have Adventures at these planets, represented by the Adventure Cards. The Adventure Cards describe certain missions and indicate where the Starfarers can fulfill them. If you arrive at the planet indicated, and can fulfill the requirements of the mission, then you receive a reward. There are many rewards possible, including Fame Points, resources, Astro, and even Victory Points. If a player completes the mission, the card is set aside and a replacement Adventure Card is drawn from the stack. If the Adventure reward includes a Fame Point or Victory Point, the player takes that card and places it next to his Starship. If there is no Fame Point or Victory Point awarded, then the Adventure card should be placed next to the Adventure card stack.

Example: The Adventure Planet Pallas is revealed. The Starfarer pays the Trade Good by rotating the Resource Marker counter-clockwise. As a reward, he is allowed to take any other resource of his choice and the Fame Point. He takes the Adventure Card and places it next to his Starship.

After the Adventure is completed, draw a new card from the Adventure card stack and place it face up next to the other two Adventure Cards. If the newly drawn card shows an Adventure Planet identical to the one just removed, you may not attempt to complete this mission unless you return to the planet on a future turn. If there are two missions to the same Adventure Planet at the beginning of your flight phase, you may choose to complete either mission or even both (which would use up 2 actions).

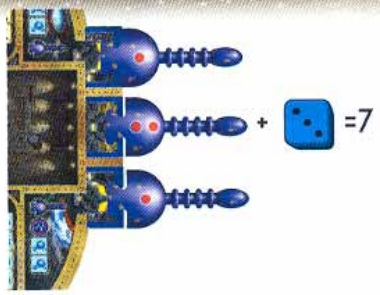
THE PIRATES

If you turn over a Pirate Card during the Flight Phase, you should not reveal the card to your opponent. Instead, you read the first paragraph on the card aloud and wait for a decision from your opponent. After that choice is made, the Pirate Card is placed face up in the Flight Sequence. If your opponent agrees to pay the Pirate, the Pirate will be content, and allow him to continue his voyage. If, however, he refuses (or is unable) to pay the demanded amount, a fight will ensue.

Fighting the Pirate

When you fight a Pirate, roll the blue combat die and add the number you rolled to the Cannons on your Starship. Each Level 1 Cannon is worth one point, and each Level 2 Cannon is worth 2 points.

Example:
The combat strength of the player is "7"



Your opponent now rolls the blue combat die for the Pirate. He adds the result of the roll to the number of Cannons indicated on the Pirate card. If the total strength of the Pirate is less than or equal to your strength, you defeat the Pirate. If the Pirate's strength is higher, than the Pirate wins.

If the Pirate Wins

If you are defeated by a Pirate, your Flight Phase for the turn ends immediately. Stronger Pirates may also inflict other losses. The Pirate Card will indicate if Cannons, Boosters, or even Modules are lost during the fight. If the Pirate destroys a Booster or Cannon, you must remove a level I Booster or Cannon if you have one. If not, then you must reduce a level 2 Booster or Cannon to level I. If a Module is destroyed, then the player who has just been beaten by the Pirate chooses which Module to remove. If you choose to remove a Level II Module with a Victory Point, the Level I Module underneath stays on your Starship.

If the Pirate Loses

If you defeat a Pirate, you will earn a reward. Depending on the Pirate you defeat, you will gain either Astro or a resource of your choice. In addition, you will receive I Fame Point. Take the Pirate card and place it next to your Starship with any other Fame Point cards you may have earned. A replacement card is taken from the Reserve Stack and placed in the space where the Pirate was taken from.

IMPORTANT: Fighting a Pirate does not count as an action! The Reserve Card is not turned 45 degrees when it replaces the defeated Pirate..

3. The Trading and Building Phase

A) BUILDING

On your turn (after completing the Flight Phase) you may add Modules, Boosters, and Cannon to your Starship. You may also build Colony and Trade Ships.
To build, you must have the correct resources in your Cargo Bays. The building costs for Modules and Ships are shown on the Starship and the backs of the Module Cards. Remember to rotate the correct Resource Markers counter-clockwise as resources are expended for building. If you spend the last of a resource, flip the Resource Marker to the blank side.

I. COLONY SHIP

To purchase a new Colony Ship, you must spend I unit each of Ore, Fuel, and Food.

In order to build a Colony Ship, you must have at least one empty space in your Hangar. When you build a Colony Ship, take one from the reserve and place it in the Hangar of your Starship and pay the appropriate amount of resources to the bank.

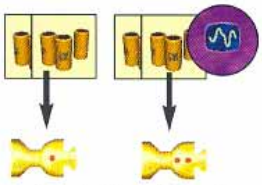
2.TRADE SHIPS

To build a Trade Ship, you must pay I unit each of Ore, Fuel, and Trade Goods.

In order to build a Trade ship, you must have at least one empty space in your Hangar. When you build a Trade Ship, take I from the reserve and place in the Hangar of your Starship and pay the appropriate amount of resources.

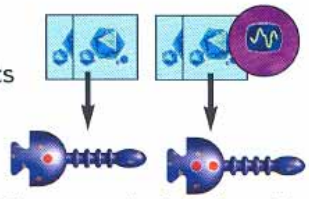
You may have any combination of 2 ships in your Hangar. They may be Colony Ships, Trade Ships, or both. You may never, however, have more than 2 ships in your Hangar.

3. BOOSTERS



A level 1 Booster costs 2 units of Fuel to build. Upgrading to a level 2 Booster costs 2 units of Fuel and one Science Point.
When you build a level 1 Booster, attach the Booster tile to one of the openings at the rear of your Starship. Once your Starship has 3 level 1 Boosters, you may begin upgrading them to level 2 Boosters. When you upgrade a Booster, flip the tile over to its level 2 side.

4. CANNON



A level 1 Cannon costs 2 units of Carbon to build. Upgrading to a level 2 Cannon costs 2 units of Carbon and 1 Science Point. When you build a level 1 Cannon, attach the Cannon tile to one of the openings at the front of your Starship. Once your Starship has 3 level 1 Cannons, you may begin upgrading them to level 2 Cannons. When you upgrade a Cannon, flip the tile over to its level 2 side.

5. LEVEL 1 MODULES

A Level 1 Module costs 1 unit each of Ore, Carbon, and Food. After paying the required resources, you may turn over any Level 1 Module of your choice.
From then on, you may use the benefits of the Module Card.

Logistics Module
This Module allows its owner to store up to 3 resources in each Cargo Bay.

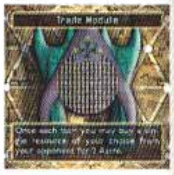
Command Module

With this Module, you may take up to 3 actions during your Flight Phase.

Sensor Module

This Module allows you to look at the first 2 Sector Cards before beginning your flight into one of the Sector Stacks. After choosing a stack, you draw the top 2 cards and examine them. Then, you may choose to put each card on the bottom or the top of the stack, in any order. Then, you return the stack to your opponent and begin your flight.

Trade Module



A player with this Module may buy 1 resource of his choice from his opponent for 2 Astro. Pay the Astro to your opponent, and select any resource on your opponent's Starship. You rotate the appropriate Resource Marker clockwise, while your opponent rotates his counter-clockwise.

Science Module

If the yellow die roll matches the number on the Science Module, you receive 1 Science Point (provided there is room for the Science Point in your Science Lab). Rotate the Science Marker clockwise.

Production Module

If the Production die roll matches the number on the Production Module, you receive one Trade Good (provided there is room for the Trade Good in your Cargo Bay). Rotate the Resource Marker clockwise.

6. LEVEL II MODULES

Each Level I Module can be upgraded to a Level II Module. When you upgrade to a Level II Module, you receive a Victory Point, as well as more powerful advantages.

NOTE: You must have the Level I Module in order to upgrade to a Level II Module! A Level II Module costs 1 unit each of Ore and Carbon, and 2 units of Food. After paying the required resources, you may examine the stack of Level II Modules and select 1 to place on your Starship. Select a Level II Module and place it on the matching Level I Module.

Example:

A player has built the Science Module on his Starship. He pays 1 Ore, 1 Carbon, and 2 Food. He then takes the "Advanced Scientific Research Module" from the stack of Level II Modules. He places the new Module on top of his Science Module card. From now on, he earns a Science Point whenever the production die roll is a "2" or a "3".

IMPORTANT: Players must compete for the Level II Module cards. There is only 1 of each type of Level II Module!

B) TRADING

Often, you will want to build something, but will not have the required resources. To solve this problem, you may use your Trading Posts to gain the needed resources.

During your Trading and Building Phase, you may use up to 2 of your Trading Posts to buy or sell resources or Science Points. When you use a Trading Post, you may buy as many resources as your storage capacity allows. Or, you may sell as many resources as you have on hand in your Cargo Bay. You must do all of your trading with your Trading Posts at one time. So, you could not buy a resource, use them to build, then buy more of that same resource (i.e. You cannot buy-build-buy-build....)

Example:

A player has 2 units of Carbon in his Cargo Bay and needs 1 unit of Ore. He owns 3 Trading Posts: Ore, Fuel, and Carbon (1). He could choose to use the Ore Trading Post to buy 1 Ore for 3 Astro. Unfortunately, he has run out of money. Therefore, he first sells his 2 Carbon to the Carbon Trading Post for 6 Astro.

He flips the Resource Marker and takes 6 Astro from the bank (2). He can now use his Ore Trading Post to buy 1 Ore for 3 Astro. The other 3 Astro are left over for purchases on a future turn. Since he has used 2 of his Trading Posts already, he may not use his Fuel Trading Post this turn.

Also, you may attempt to get resources by trading with your opponent. You may offer resources, Science Points, and Astro in trade. If a trade occurs, both players record it by turning their Resource Markers and/or Science Markers.
The Level I Trade Module allows its owner to buy one resource per turn from his opponent for 2 Astro. The Level II Improved Trade Module allows you to make this special purchase twice each turn. Your opponent may not refuse this trade. Use of these Modules is optional.
A player may trade and build in any order during his Trading and Building Phase.

Special Victory Point Cards

a) "Friend of the People"

When either player first earns 3 Friendship Points (shaking hands), he receives this Special Victory Point Card. The card is worth one Victory Point. The Friend of the People card will always belong to the player with the most Friendship Points (if he has at least 3). If both players have an equal number of Friendship Points, the card is returned to the side of the game area.

b) "Hero of the People"

When either player first earns 3 Fame Points (medals), he receives this Special Victory Point Card. The card is worth 1 Victory Point. The Hero of the People card will always belong to the player with the most Fame Points (if he has at least 3). If both players have an equal number of Fame Points, the card is returned to the side of the game area.

The End of the Game

The game ends when either player has 10 Victory Points during his turn.

Appendix

The Reserve Cards

When players found colonies and Trading Posts, or when they defeat a Pirate, the card is removed from the Flight Sequence and awarded to the player. The Flight Sequence then must be refilled with a replacement card from the top of the Reserve Stack. The Reserve Cards include more Pirates, colony planets and Trading Post cards. These include:

Merchant Outpost

If this card is discovered during your Flight, you may sell any 2 resources for 3 Astro each. The Merchants will not sell resources, so you may not buy any resources while visiting here.

Green Folk Outpost

If you visit this card during your Flight, you may sell 1 Science Point for 4 Astro. The Green Folk will not sell any Science Points.

Scientist Outpost

If you find the Scientist Outpost, you will be able to purchase 1 Science Point from them for 2 Astro. However, they have no interest in purchasing Science Points.

Diplomat Outpost

When this card is revealed during the Flight Phase, you may purchase 1 of any resource for 3 Astro. The Diplomats are not interested in purchasing any resources.

NOTE: Each of the alien Outposts can be approached like a normal Trade Planet. If the Outpost has a large "T" on the card, than a Trading Post can be established there. If you establish a Trading Post on one of the Alien Outposts, you may take advantage of their trade in each of your Trading and Building Phases. However, as indicated on the text of these cards, you may only buy or sell 1 resource or Science Point per turn at each of these Outposts. (Exception: you may sell 2 resources to the Merchants)

Lost Planets

These uninhabitable planets can be found throughout the galaxy. There are no actions that may be taken here. They merely fill the Flight Sequence.

Median

If a player establishes a Trading Post here, he will be awarded with 2 Friendship Points. However, there is no exchange of resources here.

TIPS FROM THE DESIGN TEAM

Game time and Strategy

Experienced players will play the game "Starship Catan" in about 1 hour. For 2 beginners, the game may take up to 2 hours. The reason for such a delay is often due to a misperception of the Trade Planet's role. In the game "Starfarers of Catan", resources are mainly generated by colonies. However, in this game, colonies play only a subordinate role in the collection of resources (their main importance is vested in accumulating victory points).

In "Starship Catan" it is very important to always have a sufficient amount of Astro at your disposal. You can acquire Astro by flying to Trade Planets that buy resources or Science Points at a high price. You can make a good profit by selling resources (or Science Points) that you previously purchased at a low price.

Note that you can use this profit again to buy resources at other Trade Planets that sell them at a low price.

Of course, this "trade strategy" only works when players remember, in which Sector Stacks they can find advantageous buy/sell Trade Planets.

Forgot to complete the Flight Sequence with a Reserve Card?

In the excitement of the action it may happen that you forget to substitute a removed card from the Flight Sequence with a Reserve Card. It's not the end of the world. Every once in a while you may examine the Sector Card Stacks to make sure that they all contain 10 cards. If that should not be the case with a stack, fill it up with a Reserve Card (make sure both players get to see the card before adding to the stack!)

Balance Game Experience!

Chances are that an experienced player, playing against a beginner, may win with a very high score. To level the playing field, players could agree on the following terms:

- The beginner receives 30 Astro at the beginning of the game, whereas the experienced player starts with 20.
- The beginner may take notes, but the advanced player may not.
- The beginner may start with 2 Cannons and 3 Boosters.

Keep Your Cards in Order!

During the game, players will accumulate a variety of cards below their Starship, such as Colonies, Trading Posts, even Fame Points. In order to prevent confusion, it is suggested that players keep similar cards together. The cards may be stacked in a way that the bottom of each card (containing critical information) is exposed and visible to both players.

Variant

If you would like to increase the excitement of discovery, add a tad of capriciousness to the game: When replacing a removed card from a flight row with a card from the Reserve Stack, place the reserve card face down (instead of face up) in the Flight Sequence.

The cards of the Sector Stacks

5 Food- Trade Planets

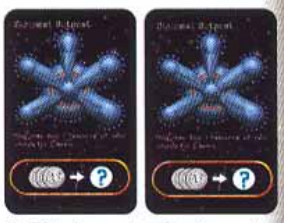
5 Ore- Trade Planets

5 Carbon- Trade Planets

5 Fuel Trade Planets

5 Trade Good Trade Planets

2 Pirates



2 Diplomat Outpost

6 Colonies

4 Adventure Planets

Galactic Library

The cards of the Reserve Stack I

2 Lost Planets

3 Pirates

Diplomat Outpost

Green Folk Outpost

The cards of the Reserve Stack II

2 Lost Planets

2 Pirates

Scientist Outpost

2 Colonies

The cards of the Reserve Stack III

2 Lost Planets

2 Pirates

Merchant Outpost

2 Colonies

The cards of the Reserve Stack IV

4 Lost Planets

2 Pirates

Median

DESIGNED BY KLAUS TEUBER

Klaus Teuber is one of the most creative and successful game designers ouf 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

Editing: TM-Spiele GmbH

Graphics: Franz Vohwinkel

Special Thanks: The author and publisher would like to thank all of the play testers and rules readers.

Translation of German Rules: William Niebling, Guido Teuber

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KLAUS TEUBER'S

CATAN®

25TH ANNIVERSARY EDITION™

GAME RULES & ALMANAC

Dear Settlers,

*To make it as easy as possible for you to start playing **CATAN**®, we use an award-winning rules system, which consists of 3 parts. First, if you do not know how to play **CATAN**, please read the Game Overview on page 20 (the back cover). Next, read the Game Rules for 3-4 players on pages 2-6 (red headers) and start to play the game. If you want to play with 5-6 players, you will need to read the additional rules on pages 6-7. If you have questions during the game, consult the CATAN Almanac on pages 10-19 (gold headers). The rules for the Helpers of CATAN™ scenario are on pages 8-9. Now you are ready for your first adventure on Catan. Have fun settling this new land together!*

— Klaus Teuber
klausteuber.com

Game Rules

The first 5 pages of this booklet contain all the important information that you need to play with 3-4 players. We suggest this for your first game. However, if you want to play with 5-6 players, please read the additional rules on pages 6-7.

If you need more information during the game, you can look up keywords (marked ✹) in the "Almanac," which follows these rules.

You should only use the *Helpers of CATAN* once you are familiar with all of the basic rules of *CATAN*.

Game Components

19 terrain hexes

6 sea frames

4 building costs cards

20 settlements (5 per player)

60 roads (15 per player)

16 cities (4 per player)

18 number tokens

2 card trays

2 dice

2 special cards "Longest Road" & "Largest Army"

95 resource cards

25 development cards

1 robber

9 harbor markers

Constructing The Island

The frame pieces hold the board together and prevent the pieces from moving after the board is in place. Before building the island, assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.).

You can then construct the island of Catan using the 19 terrain hexes as shown on page 3.

Starting Set-up for Beginners

You can play the game *CATAN* on a variable game board. For your first game, however, we suggest that you use the "Starting Set-up for Beginners✹." (See Illus. A on page 3.) This set-up is well-balanced for all players.

Before your first game, you must remove the die-cut components from the cardboard holders. Carefully punch out and separate the pieces. When punching tiles out of the die-cut sheets, always push the tiles through from the front, "cut" side (pushing from the back may cause the tiles to rip).

Lay out the map as specified in Illustration A (or on the back of this booklet).

First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads.

Starting Map for Beginners

To make it as easy as possible for you to get started with *CATAN*, we use an award-winning rules system, which consists of 3 parts—the *Overview*, the *Game Rules*, and the *Almanac*.

If you've never played *CATAN*, please read the game *Overview* first—it's on the back cover of this booklet. Next, read the *Game Rules* and start to play. And finally, if you have questions during the game, please consult the *Almanac* (it begins on page 10).

Illustration A

Begin the game with the resource cards produced by the settlements marked with white stars. See ☆

Odds for Dice Rolls

2 & 12 = 3%
3 & 11 = 6%
4 & 10 = 8%
5 & 9 = 11%
6 & 8 = 14%
7 = 17%

Resource Production

Forest
Produces Lumber

Hills
Produce Brick

Pasture
Produces Wool

Fields
Produce Grain

Mountains
Produce Ore

Desert
Produces Nothing

Starting Set-up for Experienced Players

It is more fun to play with a variable game board—with the game board laid out randomly. The board changes each game. If you would like to use the variable set-up, you can find the guidelines in the Almanac under Set-up, Variable✹. Also look for useful tips under Set-up Phase✹ and Tactics✹.

Setting Up the Game

Select a color and take your 5 settlements, 4 cities, and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you.

***Note:** If you are playing a 3-player game, nobody plays the red position indicated on the starting map.*

Take your color's building costs card. (See Illustration B.)

Place the special cards "Longest Road" and "Largest Army" beside the game board along with the 2 dice.

Sort the resource cards into 5 stacks. Put them face up into the card trays beside the game board. Shuffle the development cards and place them face down into the card trays.

You receive resources✹ for each terrain hex around your starting settlement marked with a white star ☆ (see Illustration A). Take the appropriate resource cards from their stacks.

Illustration B

Building Costs Card

Special Cards

Example: *See Illustration A. Blue receives 1 brick card, 1 lumber card, and 1 ore card for his leftmost settlement (i.e., his settlement marked with a star ☆).*

Each player keeps their resource cards hidden in their hand.

Important: *Settlements and cities may only be placed at the corners of the terrain hexes—never along the edges (see Illustration C). Roads may only be placed at the edges of the terrain hexes—1 road per edge (see Illustration D). The Distance Rule✷ means many intersections along roads will remain unoccupied.*

Illustration C

Illustration D

Turn Overview

Unless you're using the Starting Set-Up for Experienced Players, the oldest player goes first. On your turn, you can do the following in the order listed:

- You must roll for resource production✷ (the result applies to all players).
- You may trade✷ resource cards with other players and/or use maritime trade✷.
- You may build✷ roads✷, settlements✷, or cities✷ and/or buy development cards✷. You may also play one development card✷ at any time during your turn.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

Tip: *For advanced players, we recommend combining the second and third steps. You can find more details in the Almanac under "Combined Trade/Build Phase✷."*

The Turn in Detail

1. Resource Production

You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.

Each player who has a settlement on an intersection✷ that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type. For an example see resource production✷. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. You receive 2 resource cards for each city you own that borders that hex. If there are not enough of a given resource in the supply to fulfill everyone's production, then no one receives any of that resource during that turn (unless it only affects 1 player).

2. Trade✷

Afterwards, you may trade freely (using either or both types of trades below) to gain needed resource cards:

a) Domestic Trade✷

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counteroffers.

Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*

b) Maritime Trade✷

You can also trade without the other players! During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in their stack and taking any 1 resource card of your choice for it. If you have a settlement or city on a harbor✷, you can trade with the supply more favorably: at either a 3:1 ratio or, in certain harbors, at 2:1 (trading the resource type shown).

Important: *The 4:1 trade is always possible, even if you do not have a settlement on a harbor.*

3. Build✷

Now you can build. Through building, you can increase your victory points✷, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Building Costs Card✷). Take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board. Keep development cards hidden in your hand.

You cannot build more pieces than what is available in your pool—a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road✷ Requires: Brick & Lumber

A new road must always connect to 1 of your existing roads, settlements, or cities. Only 1 road can be built on any given path✷.

The first player to build a continuous road (not counting forks) of at least 5 road segments receives the special card "Longest Road✷." If another player succeeds in building a longer road than the one created by the current owner of the "Longest Road" card, they immediately take the special card (and its 2 victory points). ***Tip:*** *This creates a 4 victory point swing!*

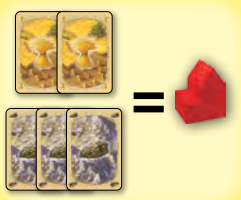
b) Settlement✷ Requires: Brick, Lumber, Wool, & Grain

Take special note of the "Distance Rule"✷: you may only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities—even yours).

Each of your settlements must connect to at least 1 of your own roads. Regardless of whose turn it is (i.e., during any production phase), when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.

c) City✷ Requires: 3 Ore & 2 Grain



You may only establish a city by upgrading one of your settlements.

When you upgrade a settlement to a city, put the settlement piece back in your supply and replace it with a city piece.

Cities produce twice as many resources as settlements. You acquire 2 resource cards for an adjacent terrain hex that produces resources.

Each city is worth 2 victory points.

d) Buying a Development Card✷ Requires: Ore, Wool, & Grain

When you buy a development card, draw the top card from the deck. There are 3 different kinds of these cards: knight✷, progress✷, and victory point✷. Each has a different effect (see 4.b, below).

Development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Keep your development cards hidden (in your hand) until you use them, so your opponents can't anticipate your play.

4. Special Cases

a) Rolling a "7" and Activating the Robber✷

If you roll a "7," no one receives any resources.

Instead, every player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the supply.

Then you must move the robber✷. Proceed as follows:

(1) You must move the robber✷ immediately to the number token of any other terrain hex or to the desert✷ hex.

(2) Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds their resource cards face down. You then take 1 card at random. If the target hex is adjacent to 2 or more players' settlements or cities, you choose which one you want to steal from.

Important: *If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.*

b) Playing Development Cards✷

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)!

Knight Cards (Purple Frame)✷

If you play a knight card, you must immediately move the robber. See "Rolling a '7' and Activating the Robber" above and follow steps 1 and 2.

Once played, knight cards remain face up in front of you. The first player to have 3 knight cards in front of themself receives the special card "Largest Army," which is worth 2 victory points. If another player has more knight cards in front of them than the current holder of the Largest Army card, they immediately take the special card and its 2 victory points.

Progress Cards (Green Frame)✷

If you play a progress card, follow its instructions. Then the card is removed from the game (i.e., toss it in the box).

Victory Point Cards (Orange Frame)✷

You must keep victory point cards hidden. You may only reveal them during your turn and when you are sure that you have 10 victory points—that is, to win the game. Of course, you can reveal them after the end of the game if someone else wins. You may play any number of victory point cards during your turn, even during the turn you purchase them.

Ending the Game

If you have **10 or more** victory points **during your turn**, the game ends and you are the winner! If you reach 10 points when it is not your turn, the game continues until any player (including you) has 10 points on their turn.

5-6 PLAYER RULES

*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 compete with them if you wish to realize your dream of becoming the most powerful leader on **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 play *CATAN* with 5-6 players, you need nearly all of the components from *CATAN*, plus the following pieces:

11 terrain hexes

4 small sea frames

25 resource cards

9 development cards

28 number tokens

2 harbor markers

2 building costs cards

10 settlements (5 per player)

30 roads (15 per player)

8 cities (4 per player)

***Note:** When you want to play with 3-4 players again, we have made it easy to separate the cardboard **5-6 Player** components from the standard **CATAN** components.*

- *Look in the corner of the terrain hexes. The **CATAN 5-6** hexes all have a **watermark icon** that looks like the one depicted here. The standard **CATAN** terrain hexes have no watermarks.*

- *Look at he number tokens. The letters on the back of the **CATAN 5-6** tokens are **dark brown**. The standard **CATAN** ones are black.*

GAME RULES FOR 5-6 PLAYERS

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

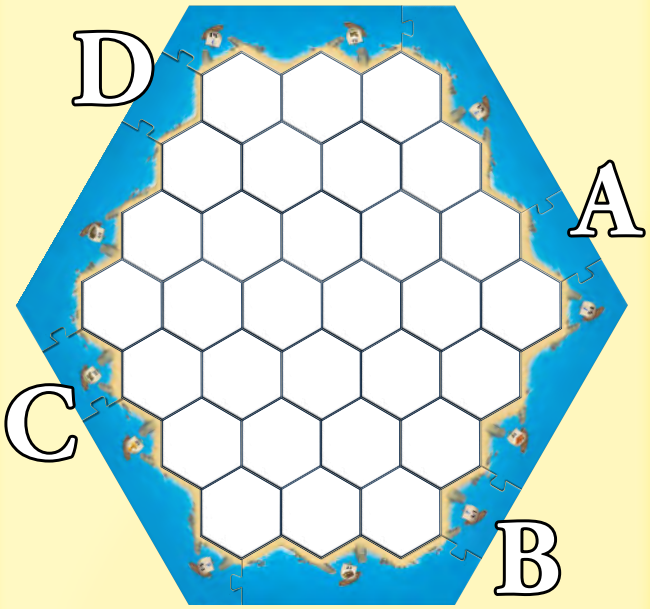
Assembling the Larger Board

At the beginning of each game, you will need to assemble the board. The *5-6 Player 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 markers from this **Extension** and all of the tiles and harbor markers 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:

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:

1. Shuffle all of the land hexes face down. Place the hexes face down as shown in illustration A.
2. Turn the hexes face up, without changing their order.
3. Take the 11 harbor markers (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 B.

ILLUSTRATION B

4. Place the number tokens from this *Extension* on the board (**do not** use the number tokens from *CATAN*) as shown in illustration C. 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.

ILLUSTRATION C

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 allows each player to influence the game, even though it is not their turn! Since players are allowed to build more often, they can interfere with the plans of other players. They can even keep their hand size at 7 or lower, so they do not have to lose cards to 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 your special build phase.

HELPERS RULES

THE STORY

Come meet some of the most influential and helpful people on *CATAN*. They are offering their skills and experience to help you with your building plans. This small expansion is suitable for use with *CATAN* and with *CATAN: Seafarers*.

SCENARIO RULES

Except where noted here, use *CATAN* rules.

NEW COMPONENTS

You will need all the components included in standard *CATAN*. *Helpers of CATAN*™ contains the following components:

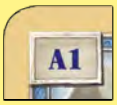
- 10 double-sided helper cards

SET-UP

Set up your game as usual. Then prepare the *Helpers* cards.

Each helper card has a blue "A" side and a red "B" side.

Six of the helpers have a number in addition to the letter on their "A" side.



Make a stack of the six numbered cards, "A" side up. The top card is A1 and the remaining cards follow in numerical order (A2, A3, and so on).

Finally, place the remaining helpers beside the board to form a display.

Note: *Helper cards in the display are always A-side up.*

TAKING YOUR FIRST HELPER

As soon as you build **your second settlement** and road in the set-up phase, take the helper card from the top of the stack and place it in front of you with the "A" side up. This means that the player to the starting player's right will always start with the helper card *Nassir*.

Once everyone has their starting helper card, add any remaining helpers from the stack to the display beside the board.

USING HELPERS

First, it is important to remember that you will always have one (and only one) helper in front of you at all times during the game—no more, no less.

Each helper offers you a special advantage. You can use this advantage whenever you wish, as long as you follow the specific rules for each helper as explained in the *Helpers in Detail* section. The helpers' advantages are also summarized on their respective cards.

AFTER USING A HELPER'S ADVANTAGE

Once you have used your helper's advantage, you have 2 options:

- **Keep the helper:** *This option is **only** available if your helper is "A" side up.* Turn the card over to its "B" side and keep it in front of you. You can use the helper a second time on a subsequent turn.
  NOTE: *If your helper card is already on its "B" side, you must use the second option below.*
- **Exchange the helper:** Return the helper to the display and choose one of the other available helpers from the display (*no, you cannot take back the one you just placed on the display*). Place your new helper "A" side up in front of yourself.

  Example: *Mike has the helper "Jean." He uses Jean's advantage during his turn. The card is on its "A" side, so Mike can either flip Jean to the "B" side or exchange her for a different helper. He decides to exchange. Mike places "Jean" into the display and takes the "Marianne" card from the display, placing it "A" side up in front of himself.*

PROHIBITIONS

- You can never use a helper card during the same turn that you receive it.
- You can never use the helper more than once during a turn.
- When playing with 5-6 players, you may never use a helper during the Special Building Phase.

HELPERS IN DETAIL

Here is a full description of all of the helpers and the advantages they each give you. The rules printed here are the full rules for each helper. The text on each helper card is merely a summary of these rules.

The "After use" text at the bottom of each card is identical for all helpers. It reads as follows:

"A" Side: **After use:** You **may** turn this helper over or exchange him/her with 1 from the display.

"B" Side: **After use:** You **must** exchange this helper with 1 from the display.

Candamir—Use this advantage only 1 time during your turn. When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice (*for example, wool, grain, and lumber*). Additionally, when taking that development card, instead of drawing 1 card at random from the top of the development card deck, draw the top 3 cards and choose 1 of them to keep. Return the 2 cards you did not choose and reshuffle the development card deck.

Hilde—Use this advantage only 1 time during your turn. After your production roll has been resolved, choose an opponent who has more victory points showing on the board than you do. You may look at that player's hand of resource cards and take 1 resource card of your choice.

Jean—During your turn, choose 1 resource type. You may exchange that resource type with the supply at a 2:1 rate as often as you like during this turn (*for example, if you choose ore, you can give 2 ore to the supply and take any 1 other resource of your choice*).

Lin—Use this advantage only 1 time during your turn. You may use it before or after resolving your production roll. If the robber is on a terrain hex, you may move the robber to the desert. After moving the robber this way, you receive 1 resource of the type produced by the vacated hex (for example, if the robber vacated a hills hex, you receive a brick).

Note 1: *After using Lin's advantage, you do not get to take a resource from a player with a settlement or city adjacent to the desert.*

Note 2: *"Before or after resolving your production roll" means that once you roll the dice for production, you cannot use Lin's advantage until after you take your resource cards or completely resolve a "7" roll (depending on what you roll).*

Louis—Use this advantage only 1 time during your turn. You may remove 1 of your roads from the board and rebuild it for free. Louis can only move a road where 1 of its 2 ends is not connected to any of your other pieces (ignore opponents' pieces when you are checking connections).

When playing with *CATAN: Seafarers*: If one of your roads is connected at 1 end to one of your ships (as long as this ship was built from the other direction), this road may also be removed and rebuilt. This road and this ship are only considered "connected" when your own settlement is built between them.

Marianne—Use this advantage on any player's turn. If any production roll is not a "7" and you receive no resources, take any 1 resource card of your choice. You get to use this advantage before any other helper is used by one of your opponents.

Nassir—Use this advantage only 1 time during your turn. First declare a resource card type (for example, you could say "wool"). Next, choose 1 or 2 opponents. Those opponents must each give you 1 card of the declared type (if they have it). Finally, for each resource card you received in this way, you must give the player that gave it to you 1 resource card of your choice in return.

Sean—Use this advantage on any player's turn. When any production roll results in a "7," you may immediately use either of these two advantages:

- If you have **more than 7** resource cards in your hand, you do not have to discard any cards.
- If you have **7 or fewer** resource cards in your hand, you may take any 1 resource of your choice from the supply.

Vincent—Use this advantage only 1 time during your turn. You may discard 1 knight card that you have already played to reduce your building costs as follows (choose one):

- Build 1 settlement for 1 lumber plus 1 brick
- Upgrade a settlement to a city for 2 ore plus 1 grain.

William—Use this advantage only 1 time during your turn. When you build a road, you may alter the resources required to build that road. Instead of the usual 1 lumber plus 1 brick, you may substitute either the lumber or the brick with any 1 other resource of your choice (*for example, you could build a road for 1 lumber plus 1 wool*).

ALMANAC

This *CATAN Almanac* contains detailed, alphabetical entries and examples for *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 read this to enjoy the complete experience.

This almanac includes advanced rules and clarifications. You can also refer to it if any questions arise during a game.

B

BUILD (BUILDING)

You may build on your turn after you have rolled for resource production and finished trading. To build, you must turn in the specified combinations of resource cards (see the Building Costs Cards✷). Return the resource cards to the supply stacks.

You can build as many items and buy as many cards as you desire—as long as you have enough resources to "pay" for them and they are still available in the supply. (See Settlements✷, Cities✷, Roads✷, and Development Cards✷.)

Each player has a supply of 15 roads, 5 settlements, and 4 cities. If you build a city, return the settlement to your supply. Roads and cities, however, remain on the board until the end of the game once they are built.

Your turn is over after "building," and the player to your left continues the game.

New rule variant: see *Combined Trade/Build Phase*✷.

BUILDING COSTS CARDS

The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to their supply stacks. You can build settlements✷ and roads✷, upgrade settlements to cities✷, and buy development cards✷.

C

CITIES

You cannot build a city directly. You can only upgrade an existing settlement to a city. You pay the required resources, return the settlement to your supply, and replace the settlement with a city on the same intersection✷. Each city is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.

When you build a city, the upgraded settlement piece becomes available again. You can use it to build another settlement later.

Example: *See Illustration E. Claudia, the blue player, rolls a resource production roll of "8." She receives 3 ore cards: 1 ore for her settlement and 2 ore for her city. Benny, the red player, receives 2 lumber for his city.*

ILLUSTRATION E

Hint: *It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, solely building settlements will earn you only 5 victory points.*

COAST

The boundary between a terrain hex and the sea (i.e., a frame piece) is called a "coast." You can build a road along a coast. You can build settlements and upgrade settlements to cities on intersections that border on the sea. However, since a site on the coast borders only 1 or 2 terrain hexes, coastal settlements generate smaller resource yields. Still, coastal sites often lie on harbors, which allow you to use maritime trade✷ to trade resources at more favorable rates.

COMBINED TRADE/BUILD PHASE

The separation of the trade and build phases was introduced to make the sequence easier to learn for beginners. We recommend experienced players ignore this separation.

After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even use a harbor on the same turn you build a settlement there. Using this method speeds up the game a lot.

D

DESERT

The desert is the only terrain hex that does not produce resources. The robber✷ starts the game there. A settlement or a city built adjacent to the desert yields fewer resources than those built next to one of the other terrain types.

DEVELOPMENT CARDS

There are 3 different kinds of development cards: knight cards✷, progress cards✷, and victory point cards✷.

When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them. This keeps the other players in the dark.

You cannot trade or give away development cards.

You may only play 1 development card during your turn—either 1 knight card or 1 progress card. You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

Exception: *If you buy a card and it is a victory point card✷ that brings you to 10 points, you may immediately reveal this card (and all other VP cards) and win the game.*

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

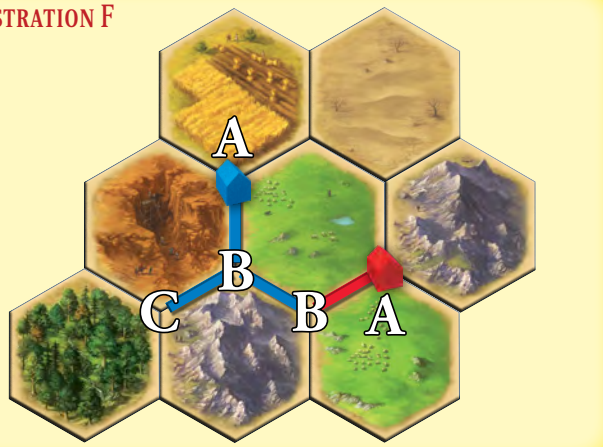
Note: *Although you may play a Knight, a Monopoly, or a Road Building development card before you roll the dice, practically speaking, you will only play kinght cards (to move the robber off of one of your production hexes).*

DISTANCE RULE

You may only build a settlement on an unoccupied intersection✷ and only if none of the 3 adjacent intersections contains a settlement or city.

Example: *See Illustration F (upper right). Coleman, the blue player, wants to build a settlement. The settlements marked "A" are already in play. Coleman cannot build on the intersections marked "B." He can only build at intersection "C."*

ILLUSTRATION F



DOMESTIC TRADE

On your turn, you may trade resources with the other players (after rolling for resource production). You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards or trade matching resources ("trade" 3 ore for 1 ore, for example).

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

Example: *It is Pete's turn. He needs one brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, "Who will give me 1 brick for 1 ore?" Beth answers, "If you give me 3 ore, I'll give you a brick." Cooper interjects, "I'll give you 1 brick if you give me 1 lumber and 1 ore." Pete accepts Cooper's offer and trades a lumber and an ore for a brick. Note Beth may not trade with Cooper, since it is Pete's turn.*

E

ENDING THE GAME

If you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If somehow you find you have 10 victory points during another player's turn, you must wait until your next turn to claim victory.

Example: *Siobhán has 2 settlements (2 points), the Longest Road special card (2 points), 2 cities (4 points), and 2 victory point cards (2 points). She reveals her 2 victory point cards, giving her the 10 points needed to win. She surprises her opponents and claims victory!*

G

Game Play

Here is a summary of the the game sequence, plus some more specific entries where you can find details:

(1) Lay out the game board: *Set-up, Variable*✷

(2) Initial set-up: *Set-up Phase*✷

(3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order (unless you are playing with the *Combined Trade/Build Phase*✷):

- Roll for *Resource Production*✷ (the roll applies to all players)
- *Trade*✷
- *Build*✷

You may play 1 development card any time during your turn.

Pass the dice to the player on your left at the end of your turn. That player then takes their turn using the same 3 phases.

H

Harbors

Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection✷ which borders the harbor. See also "Maritime Trade"✷.

I

Intersections

Intersections are the points where 3 hexes meet or 1 or 2 hexes meet the frame. The white circles in Illustration G indicate various intersections. You may only build settlements on intersections. The influence (for resource yields) of settlements and cities extends into the adjacent terrain hexes that form the intersection.

Illustration G

K

Knight Cards

When you play a "Knight" development card during your turn, you must immediately move the robber✷. Place the knight card face up in front of you.

You **must** move the robber away from its current spot and onto the number token of **any other** terrain hex or on the desert.

You then steal 1 resource card from a player who has a settlement or a city adjacent to the robber. If there are 2 or more such players, you may choose your victim.

The player you elect to rob keeps their cards face down while you take 1 of their cards at random. If that player has no cards, you get nothing! (However, you can always ask players about the **number** of cards they hold. They must answer truthfully.)

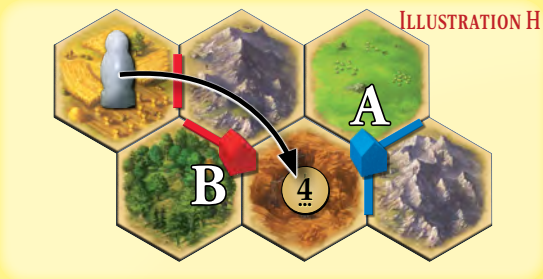
If you are the first player to have 3 knight cards face up in front of you, you take the "Largest Army"✷ special card. This special card is worth 2 victory points.

If another player has more face-up knight cards than you, they take the special card and the 2 victory points that go with it.

Note: *You can play a knight card on your turn before you roll the dice. See also: Development Cards.*

Example: *See Illustration H. On Niall's turn, he plays a knight card and moves the robber from the fields hex to the hills hex with the "4." Niall may now steal a random resource card from player A or B.*

Illustration H



L

Largest Army

If you are the first player to play 3 knight cards, you receive this special card, which is worth 2 victory points. You place the "Largest Army" card face up in front of you. If another player plays more knight cards than you have, they immediately take the special card. The 2 victory points likewise count for the new owner.

LONGEST ROAD

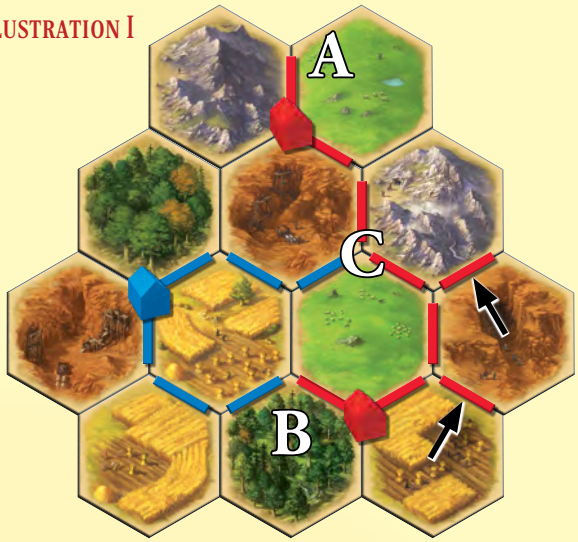
If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 2 victory points.

Note: *If your road network branches, you may only count the single longest branch for purposes of the longest road.*

If you hold the "Longest Road" card and another player builds a longer road, they immediately take your "Longest Road" card. They also acquire the 2 bonus victory points. (Since you also lose the 2 victory points, it is a 4 point swing!)

Example: *See Illustration I. Emily, the red player, builds a continuous road with 7 wooden pieces (A–B). The branch roads (marked with arrows) are not counted. Emily snags the "Longest Road" special card.*

ILLUSTRATION I



You can break an opponent's road by building a settlement on an unoccupied intersection along that road!

Example: *In Illustration I, Coleman (the blue player) builds a settlement on intersection "C" (which is legal). This breaks Emily's road into 2 parts. Emily must give the special card to Coleman, who now has the Longest Road (and 2 more VPs).*

Special Case: If your longest road is broken and you are tied for longest road, you still keep the "Longest Road" card. However, if you no longer have the longest road but two or more players tie for the new longest road, set the "Longest Road" card aside. Do the same if no one has a 5+ segment road. The "Longest Road" card comes into play again when only 1 player has the longest road (of at least 5 road pieces).

M

MARITIME TRADE

On your turn, you can trade resources using maritime trade during the trade phase even without involving another player.

The most basic (and unfavorable) exchange rate is 4:1. You may trade 4 identical resource cards to the supply in exchange for 1 resource card of your choice. You do not need a harbor✹ (settlement at a harbor location) to trade at 4:1, so when nobody wants to trade…

Example: *Benny returns 4 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable trade with the other players (domestic trade).*

If you have built a settlement or city at a harbor✹ location, you can trade more effectively. There are 2 different kinds of harbor locations:

Generic Harbor (3:1): Here you may exchange 3 identical resource cards for any 1 other resource card during your trade phase.

Example: *Brad has a settlement at a generic harbor. He can, for instance, exchange 3 lumber cards for 1 wool card.*

Special Harbor (2:1): There is only 1 special harbor for each type of resource (with the same symbol). So, if you earn plenty of a certain type of resource, it can be useful to build on the special harbor for that resource type. The exchange rate of 2:1 only applies to the resource shown on the harbor location. A special harbor does not permit you to trade any other resource type at a more favorable rate (not even 3:1)!

Example: *Ron built a settlement at the ore special harbor. He may exchange 2 ore cards for any 1 other resource card. He can also trade 4 ore cards for any 2 other cards. If he traded 4 wool instead of 4 ore, he would get only 1 card in return.*

N

Number Tokens

The 18 number tokens are marked with the numerals "2" through "12." There is only one "2" and one "12." There is no "7."

The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the larger the quantity of dots, the more likely it is that number will be rolled. "6" and "8" (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 dice.

The letters on the back of the number tokens are only used during the set-up phase (see Set-up, Variable✷).

P

Paths

Paths are defined as the edges where 2 hexes and/or hexes and the frame meet. Paths run along the border of 2 terrain hexes or between a land hex and the frame. Only one road✷ can be built on any path. At each end of a path is an intersection✷.

Progress Cards

Progress cards are a type of development card. They have green frames. There are 2 each of 3 varieties:

Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).

Year of Plenty: If you play this card, you may immediately take any 2 resource cards from the supply stacks. You may use these resource cards to build during the same turn.

Monopoly: If you play this card, you must name 1 type of resource. All the other players must give you *all* of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, they do not have to give you anything.

You may play only 1 development card✷ during your turn.

R

Resource Cards (Resources)

There are 5 different types of resources (see page 3): grain (from fields), brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). These resources are represented by "resource cards." You receive these cards as income from the resource production of these hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive your income for each terrain hex adjacent to your settlements or cities every time the production number on the hex is rolled (exception: see Robber✷).

Resource Production

On your turn, you must roll the dice for the turn's resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for "2" and "12," which only appear once.

All players who have settlements✷ or cities✷ on the hexes indicated by the roll receive the yields (resource cards) of those hexes. For each settlement, they receive 1 resource card. For each city, they receive 2 resource cards.

Example: *See Illustration J. Loren, the blue player, rolls a "4." Her settlement "A" borders a hills hex marked with the number "4," so she takes a brick card. If settlement "A" had been a city, she would have received 2 brick cards. Bridget owns the red settlement "B" that borders on 2 hexes with the number "4": hills and pasture. Bridget takes 1 brick card and 1 wool card from the supply stacks.*

Illustration J

It is possible that during the game there will not be enough resources in the supply to provide all of the yields. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn. **Exception:** If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any extras are lost. In either case, production of other types of resources is not affected.

RESOURCE TRADE

In the second phase of your turn, you may trade with the other players. The other players may not trade among themselves, only with the player whose turn it is. There are 2 different kinds of trade:

- Domestic trade✷ and
- Maritime trade✷.

ROADS

The roads connect your settlements and cities. You build roads on paths✷. You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road✷ special card. Only 1 road may be built on each path. You can build roads along the coast.

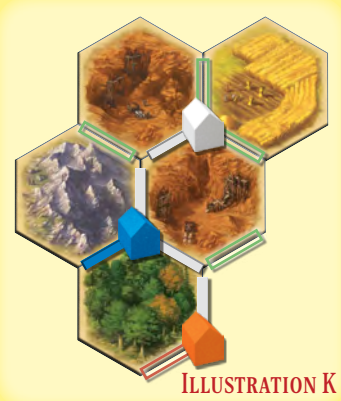


ILLUSTRATION K

Example: *See Illustration K. Liam, the white player, would like to build a road. He may build (place) his road on any of the paths outlined in green. Each of these paths connects to either Liam's road or his settlement, and is not blocked by the orange player's settlement (see the path outlined in red).*

ROBBER

The robber begins the game in the desert✷. It is moved only by rolling a "7"✷ or playing a Knight✷ card.

If the robber is moved to any other terrain hex, it prevents that hex from producing resources. Players with settlements and/or cities adjacent to the target terrain hex receive no resources from this hex as long as the robber is in the hex.

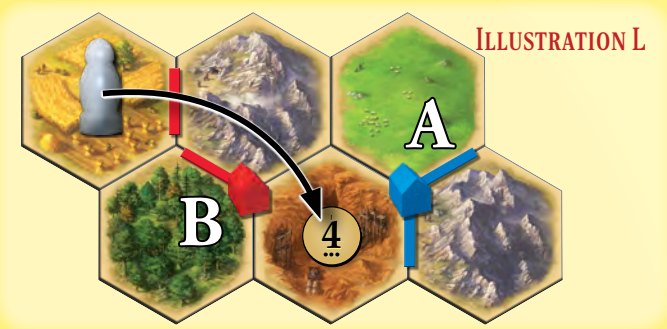


ILLUSTRATION L

Example: *See Illustration L. It is Xander's turn and he rolls a "7." He must move the robber. The robber was in a fields hex. Xander places it on the "4" number token of a hills hex. If a "4" is rolled in the coming turns, the owners of settlements "A" and "B" do not receive a brick resource card. This lasts until the robber is moved again by another "7" or a knight card. Xander may also take 1 resource card at random from 1 of the players who own settlements "A" or "B".*

ROLLING A "7" AND ACTIVATING THE ROBBER

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

(1) Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: *Alex rolls a "7." He has only 6 cards in his hand. Larry has 8 cards and Will has 11. Larry must discard 4 cards and Will 5 (rounding down).*

(2) Then you (the player who rolled the "7") must move the robber✷ to the number token✷ of any other terrain hex (or to the desert✷ hex). This blocks the resource production of this hex, until the robber moves to another number token or the desert.

(3) After discarding occurs, you also steal 1 resource card at random from a player who has a settlement or city adjacent to this new hex. If there are 2 or more players with buildings there, you may choose from which one to steal.

The robber must be moved. You may not choose to leave the robber on the same hex.

After moving the robber, your turn continues with the trade phase.

See also *Knights*✷.

S

SETTLEMENTS

A settlement is worth 1 victory point. Settlements are built on intersections✷ (where 3 hexes meet or 1 or 2 hexes meet the frame). You share in all of the resource production of each terrain hex adjacent to your settlements.

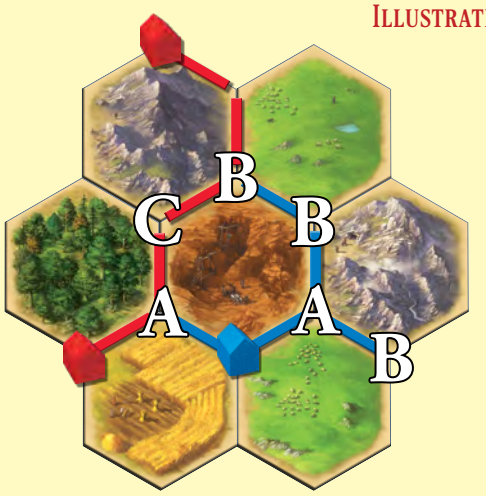
You must meet 2 conditions when building a settlement:

(1) Your settlement must always connect to 1 or more of your own roads✷.

(2) You must observe the Distance Rule✷. For an example of the distance rule, see Illustration M on page 12.

Example: *See Illustration M. Olivia, the blue player, wants to build a new settlement. She may only do so at one of the intersections marked "B". She cannot build on "A" because of the Distance Rule, nor on "C" because no blue road leads to this intersection.*

ILLUSTRATION M



Note: *If you have built all 5 of your settlements, you must upgrade 1 of your settlements to a city before you can build another settlement. You will then have the settlement in your supply, so you can build another settlement.*

SET-UP PHASE

Begin the "set-up phase" after you build the game map (see Illustration N and *Set-up, Variable*✷).

ILLUSTRATION N

Suggested Beginners' Map Set-up

Everyone chooses a color and takes the corresponding game pieces:

- 5 settlements;
- 4 cities;
- 15 roads; and
- 1 building costs card.

Sort the resource cards into 5 stacks and place them face up into the card trays beside the board.

Shuffle the development cards✷ and place them face down into a card tray.

Place the 2 special cards and the dice beside the board.

Place the robber in the desert.

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

Round One

Each player rolls both dice. The player who rolls highest is the starting player and begins.

The starting player places a settlement on an unoccupied intersection✷ of their choice, then places a road adjacent to this settlement.

The other players then follow clockwise.

Everyone places 1 settlement and 1 adjoining road.

Important: *When placing all other settlements, the Distance Rule✷ (see page 7) always applies!*

Round Two

Once all players have built their first settlement, the player who went last in the first round begins round two. That player builds their second settlement and its adjacent road.

Important: *After the starting player builds, the other players follow* ***counterclockwise****, so the starting player in round one places their second settlement last.*

The second settlement can be placed on any unoccupied intersection, as long as the Distance Rule is observed. It doesn't have to connect to the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives their starting resources immediately after building their second settlement. For each terrain hex adjacent to this second settlement, take a corresponding resource card from the supply.

Note: *The starting player (the last to place their second settlement) begins the game: That player rolls both dice for resource production. You can find helpful tips about the set-up phase under "Tactics."*

SET-UP, VARIABLE

Assemble the frame as outlined on pages 2-3.

Note: *If you want to vary relative harbor locations slightly, just shuffle the order of the frame pieces* ***and do not*** *place the random harbor pieces as outlined below in point 2.*

ILLUSTRATION O

Turn the terrain hexes face down. Shuffle the terrain hexes.

1. Randomly place the terrain tiles face up inside the frame arranged as shown in Illustration O.

2. Now take the 9 harbor pieces (the small 5-sided pieces with ships on them) and randomly place one on top of each harbor on the frame. See Illustration P.

ILLUSTRATION P

3. Place the 18 number tokens as shown in Illustration Q:

- Sort the number tokens beside the board, letter side face up.
- Place 1 token on each land hex. Start at a corner of the island. Place the number tokens on the terrain hexes in alphabetical order, proceeding *counter-clockwise* toward the center. Skip the desert.

ILLUSTRATION Q

Important: *Alternatively, you can use a fully random set-up. Place 1 token on each land hex. Start at one corner of the island, and place the number tokens in random order. In such case, the tokens with the red numbers must not be next to each other. You may have to swap tokens to ensure that no red numbers are on adjacent hexes.*

Note: *The desert never gets a number token. It should be skipped.*

More set-up instructions can be found in "Set-up Phase."✹

SOLDIER CARDS

Some earlier editions of *CATAN* had soldier cards. These are now called knight cards. See Knight Cards✹.

STARTING SET-UP FOR BEGINNERS

If you want to use the starting set-up, lay out the board as shown in Illustration R (and the Game Overview):

- Assemble the frame exactly as shown in Illustration R.
- Place the terrain hexes exactly as shown in Illustration R.
- Place 2 settlements and 2 roads of each color as shown.

If only 3 are playing, remove the red pieces.

- Each player receives the 3 resources from the terrain hexes adjacent to their settlement marked with the white star.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.

T

TACTICS

Since you play *CATAN* with a variable map, the tactical considerations of each game are different. There are, nevertheless, some common points you should consider:

- Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.
- Do not underestimate the value of harbors. For instance, a player with settlements or cities on productive fields should try to build a settlement on the "grain" harbor.
- Leave enough room to expand when placing your first 2 settlements. Look at your opponents' sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the middle of the island may be a tricky place for a starting settlement, for it can easily be cut off from the coast.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the current player!

ILLUSTRATION R

TRADE

After you roll for resource production, you may trade with other players (domestic trade✷) or with the supply (maritime trade✷).

- You may trade as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but only if it is that player's turn and they elect to trade with you.
- You may **not** trade with the supply during another player's turn.
- You may **not** give away cards.
- You may **not** trade development cards.
- You may **not** trade like resources (e.g., 2 wool for 1 wool).

V

VICTORY POINT CARDS

Victory point cards are development cards✷, so they can be "bought." These orange framed development cards represent important cultural achievements, represented by certain buildings.

Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

Hint: *Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.*

A general note on *CATAN* rules: This is the 5th English-language edition of *CATAN* (aka *Settlers of Catan*). Over the years, the rules have been clarified, refined, and occasionally updated. As of January 1, 2015, all of the rules in this version of *CATAN* take precedence over any previously published rules.

VICTORY POINTS

The first player to reach (be at) 10 victory points (VPs) on their turn wins the game.

Players acquire victory points (VPs) for the following:

1 settlement = 1 VP

1 city = 2 VPs

Longest Road special card = 2 VPs

Largest Army special card = 2 VPs

Victory point (VP) card = 1 VP

Since each player begins with 2 settlements, each player begins the game with 2 victory points.

Therefore, you only need 8 more victory points to win the game!

Hint: *In CATAN, you will often see an icon of a rising sun (on VP cards and special VP cards, etc.). This is the VP symbol. It is a visual reminder for the things, other than settlements and cities, that earn you VPs. Each VP symbol you see is worth 1 VP.*

Victory Points in *CATAN*

= 1 VP

= 2 VPs

= 2 VPs

= 2 VPs

= 1 VP

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CATAN—Game Overview

1 The island of *Catan* lies before you. The isle consists of 19 terrain tiles surrounded by ocean. Your goal is to settle on Catan, and expand your territory until it becomes the largest and most glorious on *Catan*.

2 There are five productive terrain types and one desert on *Catan*. Each terrain type produces a different type of resource (the desert produces nothing). Each resource you receive is represented by a card. Here's what each terrain produces:

Hills
Produce Brick

Forest
Produces Lumber

Mountains
Produce Ore

Fields
Produce Grain

Pasture
Produces Wool

Desert
Produces Nothing

3 You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to acquire 10 victory points on their turn wins the game.

4 To gain more victory points, you must build new roads and settlements and upgrade your settlements to cities. Each city is worth 2 victory points. To build or upgrade, you need to acquire resources.

5 *How do you acquire resources? It's simple.* Each turn, you roll 2 dice to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. If, for example, a "10" is rolled, all terrain hexes with a "10" number token produce resources—in the illustration on the right, those terrain hexes are a mountains hex (ore) and a hills hex (brick).

6 You only collect resources if you own a settlement or city bordering these terrain hexes. In the illustration, the red settlement [A] borders the "10" mountains and orange settlement [B] borders the "10" hills. If a "10" is rolled, the red player receives 1 ore card and the orange player receives 1 brick card.

7 Since the settlements and cities usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. Here, the white settlement [C] borders on forest, mountains, and pasture. A settlement at [D] would only harvest the production from 2 terrain hexes (hills and mountains). Finally, a settlement at [E] would only harvest the production from 1 terrain hex (pasture). However [E] is also at a wool harbor.

8 Since it's impossible for you to have settlements adjacent to all terrain hexes and number tokens, you may receive certain resources only at rare intervals—or never. This is tough, because building requires specific resource combinations.

9 For this reason, you can trade with other players. Make them an offer! A successful trade might yield you a big build!

10 You can only build a new settlement on an unoccupied intersection if you have a road leading to that intersection and the nearest settlement is at least two intersections away.

11 Carefully consider where you build settlements. The numbers on the round tokens are depicted in varying sizes. They also have dots (pips) below the numbers. The taller the depicted number, and the more pips it has, the more likely that number is to be rolled. The red numbers 6 and 8 are the tallest numbers with the most pips; they are likely to be rolled most frequently.

Bottom line: The more frequently a number is rolled, the more often the hexes with those numbers produce resources. You should consider settling on hexes that have good potential for production (*i.e. 6 and 8 vs. 2 and 12*). However, these same high-producing hexes are often the primary target for the robber.