

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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CATAN

Credits

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CATAN STUDIO

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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

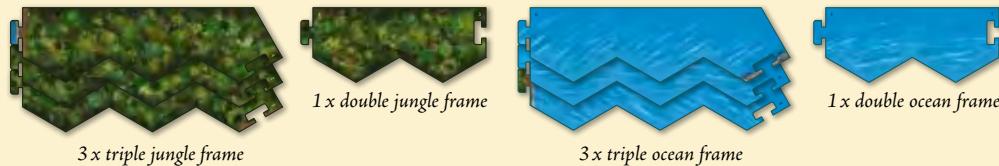
Game Components

8 Tile Sheets

29 Terrain Hexes



8 Frame Parts

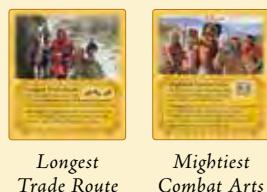


8 Player Aids and 44 Markers



44x culture
markers

2 Advantage Cards



27 Number Tokens



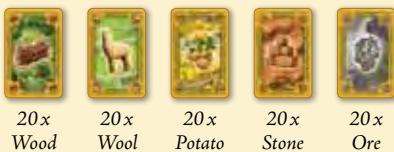
156 Cards

136 Resource/Goods Cards

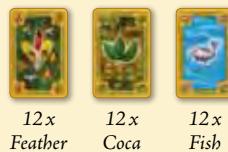


Common
card back

100 Resource Cards



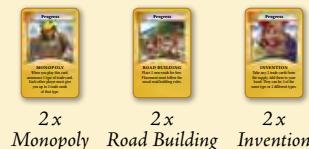
36 Goods Cards



20 Development Cards (10 in each deck)



Development card backs
deck 1, deck 2



Detailed Explanation of the Rules with Examples

85 Plastic Game Pieces

68 Player Pieces (in 4 Colors)



16 Thicket Pieces



1 Robber Piece

Additional Material



3 Card Trays



2 Dice



1 Rules Book and 1 Almanac

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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!



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.

C

Cities

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

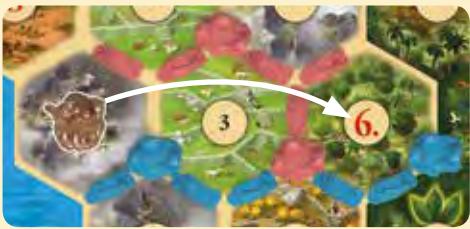


For each hex  adjacent to one of your cities, you receive double production if the number of that hex is rolled and it is not occupied by the robber .

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: 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.

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.

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.

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 possess 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.

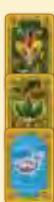
Resource Cards: There are 5 different types:

- 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 possess 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 .

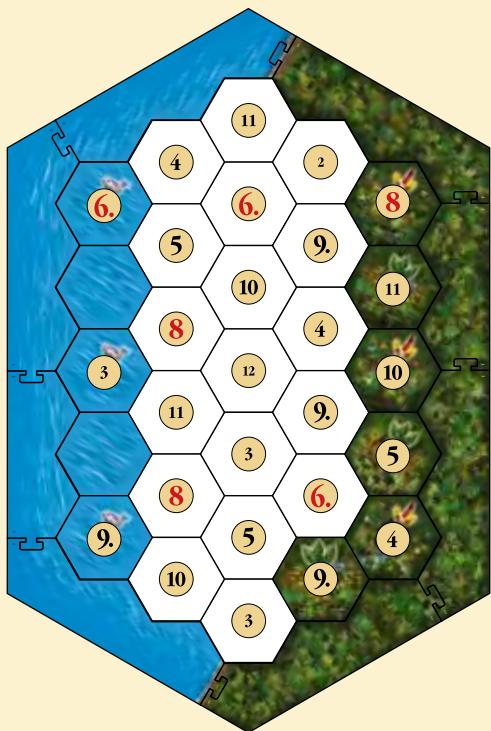


For each hex  adjacent to one of your settlements, you receive production if the number of that hex is rolled and it is not occupied by the robber  (see City example on page 10).

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.”



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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Stand-alone Catan Games

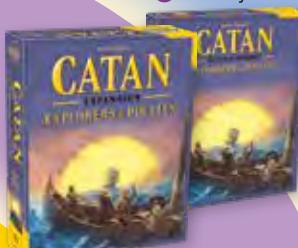
● 5–6 Player



● Traders & Barbarians

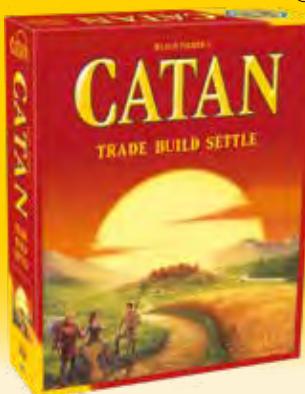
Catan- Expansions and Extensions

● 5–6 Player



● Explorers & Pirates

○ 5–6 Player Extension



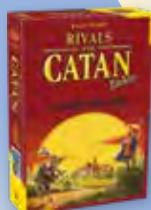
● 5–6 Player



● Seafarers



● Struggle for Catan



● Rivals for Catan

● Legend of the
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Where it all Starts!

● Catan = The Base Game

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