

The Road to Enlightenment!

How To Play

Created by Jon George

Welcome to Europe in the year 1729! The Age of Enlightenment is underway and your nation is in great need. Play the role of the leader of an Empire and expand your impact on history through discovery and industrialization. Compete with neighboring countries for scarce resources and opportunities. Make allies to trade with or choose to rule in a Machiavellian style and stop at nothing to crush your enemies.

How to Begin:

Begin playing by opening <http://catan.film42.us/login.html>. From here either log in as a default leader (see leader information below) or register a new user. Once logged in you will be redirected to the Join Game page. From here you can join, rejoin, or create a game. Once you select a game, a waiting for player screen will appear. Once all players have joined the game, the game will start automatically.

Setup Rounds:

At the beginning of the game, each player will have the opportunity to place two railroads and two cantons. Starting with the first player, each player places a canton on the intersection of a terrain hex and a railroad on an adjacent edge to that intersection. Once the final player has played his first set of buildings, then the order reverses and each player gets to place one more railroad and one more canton. Each player will receive one resource for each terrain hex tile to the second canton he placed. These resources correspond to the type of hex. Once all buildings are placed the game will begin.

Turn Overview:

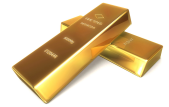
Each player's turn starts by rolling for resource collection. Then the player is allowed to trade with other player, conduct internal research, buy buildings and development cards and play a single development card. The player can do these things in any order except rolling must be first.

Resource Collection:

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, 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 factory you own that borders that hex.

Resource Types:

1. **Innovation:** New ideas power modernization. This resource represents the power of attitudes of innovation and creativity.
2. **Raw Materials:** Raw Material is the fuel for creativity. Like a ball of clay in the hands of a sculptor, raw materials will allow you to shape your nation.
3. **Art:** Art develops culture and gives weight to new ways of thinking. Art exists in every culture.
4. **Science:** Scientific knowledge will allow new ideas and inventions to take place. Understanding your problems is the first step towards finding a solution.
5. **Manufacturing:** Manufacturing brings efficiency. Use manufacturing to increase your economy.



International Trade:

On a player's turn he may trade with other players by opening the International Trade tab found at the top of the game map. Use the chat messaging tab to the left of the game map to strike bargains with other nations. Once a deal has been agreed upon, use the International Trade tab to send a trade request to the other nation. The other nation then has the opportunity to accept or reject your trade offer.

Internal Research:

A player may take advantage of the resources available already by using the Internal Research tab. By applying lateral thinking, your researchers are able to turn one type of resource into another. However, there are inefficiencies in the process. Normally four of one resource is required to gain one of another resource. If a university is acquired then only two of the resource which matching the university's specialty are required. There is also a general university that lowers the cost of research to three of any resource.

Building:

Through building you can increase your victory points, expand your railroad network, improve your resource collection and acquire universities. To build you must have the required resources to pay for the cost of each building (shown below). Each building is described below in detail. To build a building, click on the desired building in the resource panel to the right.

1. Railroads:

Railroads must connect to another of your railroads. Only one road can be placed on an edge. The first player to build a continuous railroad (not counting forks) of at least 5 railroad segments receives two points for “Intercontinental Railroad”. If another player succeeds in building a longer railroad then those points are transferred to that player.



2. Cantons:

You may only build a canton at an intersection if all 3 of the adjacent intersections are vacant. Each canton must be connected to one of your railroads. Each canton is worth one victory point.



3. Factory:

Factories replace cantons. Factories double production gains. Instead of one resource, you gain two resources when an adjacent tile's number is rolled.



3. Development Cards:

Development cards are an additional way to invest your resources. Each card has different effects, which can help you move towards victory. Development cards cannot be played on the turn they are bought. Only one development card can be played per turn with the exception of Inventions.



Rolling a Seven:

When a seven is rolled, rebellions have erupted throughout the continent. All players who have more than 7 resources lose half of those resources (rounded down). The player who rolled the seven is able to exert political power and cause the rebellion to concentrate into an area of his choice. This also allows that player to steal a random resource from a player who has buildings bordering the area chosen. This area will not produce resources until another seven is rolled or a privateer is played.

Development Cards:

1. Privateer: Send Privateers to steal resources from your enemies. This also sets up a blockade on an area like a rebellion. Each time you play a privateer, the size of your navy increases. Naval power is essential in gaining political power. The first player who has a navy of three gains two victory points. If another player succeeds in gaining a bigger navy then those points are transferred to that player.



2. Mercantilism: Use your colonial power to acquire two resources. Colonies are a major source of material and ideas for European powers.



3. Royal Charter: Choose a resource to sponsor. This sponsorship gives you a monopoly on this resource. All players are required to give you any of the sponsored resource they possess.



4. Steam Engine: This new invention helps expand your railroad network. When played, the player is allowed to place two new railroads.



5. Invention: New inventions bring prosperity. When played you gain an additional victory point.



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 his turn.

Leader Information:

The following users are already created with “default” as the password:

- | | | |
|---------------|----------------|--------------|
| ● Wilhelm II | ● Galileo | ● Luther |
| ● Nicholas II | ● Kepler | ● Calvin |
| ● Clemenceau | ● Leonardo | ● Erasmus |
| ● Joseph I | ● Michelangelo | ● Bishop Eck |
| ● Newton | ● Raphael | |
| ● Descartes | ● Donatello | |