

CATANIC RIDE TO HEAVEN

Welcome to *Catanic Ride to Heaven*, a strategic board game of exploration, trade, and network expansion.

Players compete to build thriving settlements and connect distant lands through routes of commerce,

all while managing limited resources and strategic planning.

1. Objective

Be the first player to reach 15 Victory Points by building settlements, connecting trade routes, and completing secret missions that expand your influence across the map.

2. Game Components

- Modular hex tiles representing landscapes like forests, plains, mountains, and lakes.
- Resource cards: Wood, Brick, Ore, Wheat, and Wool.
- Route cards: Indicate start and destination points for trade routes.
- Settlement markers and city tokens (each player gets 5 settlements, 4 cities).
- Road tokens (15 per player).
- Dice (2 six-sided).
- Mission deck and Bonus achievement cards.

3. Setup

1. Shuffle and assemble the hex tiles to form a randomized island network.
2. Each player chooses a color and takes their settlements, cities, and road pieces.
3. Place resource tokens on each terrain tile except deserts.
4. Distribute two starting settlements and two roads per player (not adjacent to each other).
5. Each player draws 2 route cards and 1 mission card.

4. Gameplay Overview

Each turn consists of three phases:

1. Resource Roll - Roll dice to determine which hexes produce resources. All players with adjacent settlements or cities to those hexes collect resources.
2. Trade and Build Phase - Players may trade resources with others or the market and build:
 - Roads: 1 Brick + 1 Wood
 - Settlement: 1 Brick + 1 Wood + 1 Wheat + 1 Wool
 - City Upgrade: 2 Wheat + 3 Ore
3. Route Completion Phase - Players may reveal and complete route cards by connecting their designated start and destination points with continuous roads.

5. Trading and Ports

Players can negotiate trades with one another at any time during their turn.

Certain coastal tiles contain Ports offering fixed trade ratios (3:1 general, 2:1 for specific resources).

6. Route Missions

Each route card specifies two locations to connect. Completing a route earns the player points based on route length (1 point per segment) and bonus points for completing long or rare routes.

7. Special Cards and Events

Bonus cards can be earned for achievements such as:

- Longest Connected Route (3 points)
- Largest Network of Cities (2 points)
- Most Diverse Resource Collection (1 point)

Random event cards may trigger trade embargoes, resource booms, or environmental disasters.

8. Victory Conditions

The first player to reach 15 Victory Points immediately wins the game.

Victory Points are earned by:

- Settlements and Cities
- Completed Routes and Missions
- Bonus Achievements

9. Strategic Tips

- Build roads early to block opponents and secure key routes.
- Balance expansion with resource control.
- Use trading diplomatically to manage shortages.
- Complete mission routes for surprise comebacks.

10. Endgame

Once a player reaches 15 points, the game ends immediately.

Other players may tally points to determine second and third places.