THE RIVALS FOR™ CATAN

Welcome to *The Rivals for Catan*™!

The game you are holding in your hands is the completely revised new edition of the "Catan Card Game," first published in Germany in 1996. Even if you are already familar with the previous game, you should still read all of these instructions. Even though many things may seem familiar to you, there have been several important changes.

The rules and the game are organized so that you are introduced to your principality and the basic game mechanisms by playing the short Introductory Game. In this context, only about half of the cards included in the game are used. Once you feel comfortable in your role as the prince or princess, you may proceed to play the "Theme Sets." Each of these sets introduces more cards and game mechanisms—step by step.

When playing one of the Theme Games, you take a virtual tour through Catanian history. In the Introductory Game, "The First Catanians," you are in the early days of the settlement of Catan as described in the novel "Die Siedler von Catan" (*The Settlers of Catan*) by Rebecca Gablé. In each of the Theme Games, you travel to a different era of Catan's past—which are not yet documented. (At *www.catan.com*, you can find further information about the history of Catan and its thematic realization in ***The Rivals for Catan***.)

Once you have played each of the three Theme Games, you should be familar with all of the cards included in the game. Then, you can proceed to "The Duel of the Princes," and use cards from all of the Theme Sets. But first things first. Let's begin with the Introductory Game: "The First Catanians."

This game includes:

- 180 cards:
  - 1 Set with 94 cards
  - 1 Set with 27 cards
  - 1 Set with 28 cards
  - 1 Set with 31 cards
- *2 wooden game pieces:* 1 hero token, 1 trade token
- *2 dice:* 1 production die (the die with numbers), 1 event die (the die with symbols)

Would you like to learn how to play **The Rivals for Catan** right away? Then visit **www.profeasy.com.**

— Prof. Easy

INTRODUCTORY GAME
THE FIRST CATANIANS

Initial Steps . . .

First you are going to be guided through game set-up.

A Little Bit of Sorting

Sort the cards using their backs (as shown at the right). The cards used in the Introductory Game are called the "**Basic Set**." These cards are also used in each of the 3 Theme Games.

The other cards are used in the **Theme Games** as indicated by the backs of the cards:
"The Era of Gold" (1),
"The Era of Turmoil" (2),
"The Era of Progress" (3).
Put these cards back in the box.

Now take the cards with the red shields. Your *principality* at the start of the game consists of these 9 cards—they are your "starting cards."

***Note:** The other 7 stacks are: your opponent's starting cards (blue shield), event cards ("?"), and 5 stacks of the cards that you use to expand your principality during play.*

Your Principality

First, you need to get to know your principality. To start the game, it consists of 6 different regions and 2 settlements connected by a road. Place your cards aligned towards you as shown at the right. The text indicating the type of region must start so that it is at the bottom left of each card.

Regions

As the prince or princess, you have a steady income. You receive this income in the form of *resources*: lumber, wool, gold, brick, ore, and grain. Each resource is produced by one of your *regions*: forest, pasture, gold field, hills, mountains, or fields.

How much you have of a certain resource is indicated by the orientation of the corresponding region. The edge of the region card closest to you is crucial in this context. At the beginning of the game, each region—except for the center-top gold field—is aligned so that its edge with 1 resource symbol is closest to you. This means that you have exactly 1 of each of these resources stored and available for use. You do not start with gold, so your gold field card starts with its "no resource" edge closest to you.

During the game, you receive resources and spend them. When you receive 1 resource, rotate the card 90° counter-clockwise so that its edge with one more resource is closest to you. When you spend 1 resource, rotate the card 90° clockwise. You can thus store between 0 and 3 resources in a region. If you already have 3 resources stored in a region and receive another resource there, you won't be able to store it—the additional resource is lost.

Settlements

Settlements are the centerpieces of your principality. Each *settlement* is worth 1 victory point. You need victory points to win. A settlement also provides 2 empty *building sites* for expansion cards (buildings or units), one above and one below the settlement. You may also upgrade settlements to cities—you'll learn how to do this later.

Roads

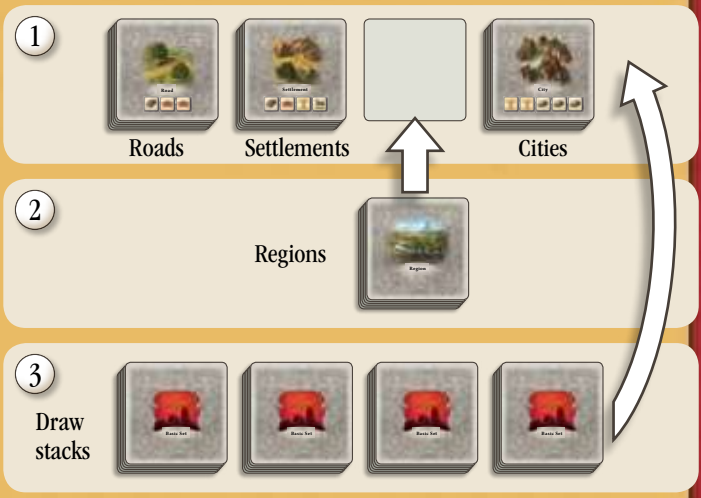
Your two starting settlements are connected by a *road*. In order to build an additional settlement and extend your principality, you must first place a road adjacent to your left or right settlement—in one of the building sites shown above. Roads allow you to build additional settlements. That is their only function.

Your Opponent Founds His Principality

You did it! Now you know your principality. Your opponent, who should be facing you, uses the starting cards marked with the blue shields to set up his own principality. His cards are aligned towards him. So your opponent now has a principality with the same structure as yours. However, the numbers on the regions are distributed differently. So, let's move on to the game itself.

Other Preparations

You and your opponent each have a principality in front of you. Now organize the remaining cards of the Basic Set as follows:



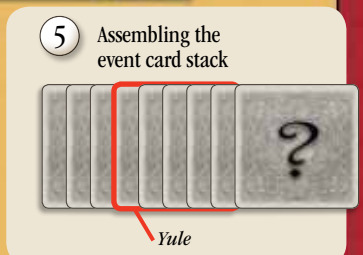
(1) Place the 3 stacks containing roads, settlements, and cities face up between the principalities. Since the cards in each stack are identical, you don't need to shuffle them. Leave room for another stack between the settlement cards and the city cards.

(2) Shuffle the region card stack and place it face down between the settlement card stack and the city card stack.

(3) Shuffle the 36 cards whose backs show the Basic Set symbol. Divide these cards into 4 stacks of 9 cards each and place them next to the city card stack. These stacks are called "draw stacks."

(4) Turn the event cards face up. Put the cards that do **not** have the Basic Set symbol in the box. Keep the *Yule* card separate. Shuffle the remaining event cards.

(5) Place 3 cards from the shuffled event cards face down to start the event deck. Place the *Yule* card face down on top of these 3 cards, then place the remaining event cards on top of the *Yule* card. Place the entire stack next to the other card stacks.

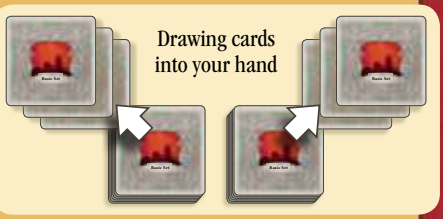


The illustration below shows the finished game set-up. You and your opponent are facing each other—each with your principality aligned towards yourself. Between the principalities are the stacks containing the roads, settlements, regions, and cities as well as the draw stacks and the event card stack.

***Note:** In later games, you and your opponent may set-up your principalities simultaneously.*

THE GAME BEGINS

Each player rolls the dice. The high roller is the *starting player,* and draws the top 3 cards from one of the 4 draw stacks. Then the other player draws the top 3 cards from a different draw stack. These cards form your *hand*. You should always conceal the cards in your hand from your opponent.



GAME TURN

You and your opponent alternate taking turns. When taking your turn, you are the *active player.* The turn sequence is always executed as follows:

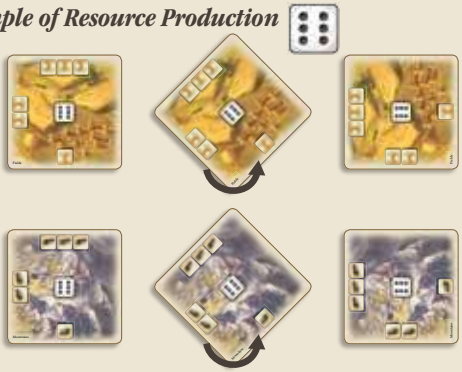
- **Rolling the Dice:** Roll both dice and resolve the results.
- **Taking Your Action Phase:** In any order and as often as desired: play cards and trade resources.
- **Checking the Number of Cards in Your Hand:** If need be, draw or discard a card.
- **Exchanging a Card from Your Hand:** If need be, exchange a card from your hand.

1. Rolling the Dice

Roll the production die and the event die at the beginning of your turn.

First, let's have a look at the production die—it has the numbers 1 through 6. The production die result determines what new resources **each** player receives. Each region whose number matches the production die result receives 1 resource—that is, the region is rotated 90º counterclockwise (see the example on the right). At the beginning of the game, each number (1-6) is on exactly one of your 6 regions. This may change as the game progresses. If the numbers on multiple regions match the production die result, you receive 1 resource in each of those regions.

Example of Resource Production



On his first turn, Player A rolls a "6." His fields region has the number 6, so Player A receives 1 grain. He indicates this by rotating the fields region 90º so that its side showing 2 grain symbols is now aligned towards him. Player B also receives 1 resource on his region marked with a "6"; in his case, it is the mountains region. He thus receives 1 ore and indicates this in the same fashion as Player A.

The event die result determines which random event occurs. This will be explained later (see page 12—Event Die). Now let's examine the other parts of the turn sequence.

2. Taking Your Action Phase

An action is playing a card or trading. The number of actions you may take is only limited by your available cards and resources.

a) Playing the Cards in Your Hand

During your action phase, you may play cards from your hand. At the bottom of each card is either a yellow or a green text box.

A card with a green text field is a "settlement/city expansion." In order to place it in your principality you must pay the resources (building costs) indicated on the card. A card with a yellow text box and an "A" in the upper left corner is an "action card"—it costs nothing to play.

Settlement/City Expansions

A settlement/city expansion must always be placed on an empty *building site* adjacent to a settlement/city. Once placed, it provides permanent advantages for the rest of the game. There are two different types of settlement/city expansions: buildings and units. Units are further subdivided into heroes and trade ships.

To add an expansion from your hand to a settlement or city, place the card on an empty building site and pay the building costs indicated on the card. From then on, you may use the building or unit along with any associated effect.

Please note: *Some cards are marked "1x." This means that you may only have one of these cards in your principality.*

Action Cards

Action cards are always played from your hand and have immediate effect. To play an action card, read the text on the card to your opponent and resolve the action. Then return the card face up to the discard pile used by both players. This removes the card from play.

Building Costs

Green text box = Settlement/city expansion.
This card may be placed in your principality.

Yellow text box = Action card.
This card may be played from your hand and placed on the discard pile.

Example for Paying the Building Costs

The player places an Abbey. He pays the building costs by rotating the fields, mountains, and hills region 90° clockwise. Afterwards, he still has 1 grain, 1 lumber, and 1 wool but no more brick and ore.

b) Playing the Center Cards

There are 4 stacks of cards between the two players: *roads, settlements, cities,* and *regions* (associated with the settlements). The roads, settlements, and cities are called *center cards*, because these cards lie between the two players and both players have direct access to them. The active player can build any available road or settlement center card directly by paying the building costs indicated on that card's back. A city center card requires that its build costs be paid **and** that a settlement be available to upgrade.

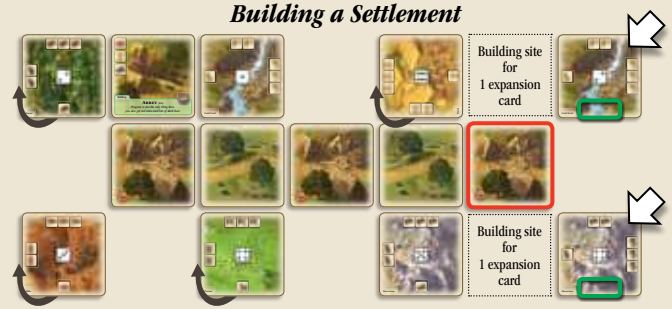
Building a Road

You need roads to extend your principality. There must always be exactly 1 road between 2 settlements. So if you want to build a new settlement, you first have to build a road.

Building a Road

You build a road and pay 2 brick and 1 lumber

Building a Settlement



You build a settlement and pay 1 brick, 1 grain, 1 wool, and 1 lumber. You draw one mountains region and one gold field. In the future, you will receive wool and ore if a "4" is rolled and lumber and gold if a "2" is rolled.

Building a Settlement

A settlement may only be built adjacent to the open end of a road (i.e., its open left or right edge). You get a number of advantages from new settlements:

- Each settlement is worth 1 victory point.
- Each settlement provides 2 new building sites (1 above and 1 below the building site).
- When you build a new settlement, you also receive the 2 top cards from the region stack. Place these regions adjacent to the unoccupied corners of the settlement, aligned so that the edge with zero resource symbols is closest to you.

Building a City

Settlements can be upgraded to cities. When you build a city, you pay the building costs and place the city on top of an existing settlement. For the rest of the game, the settlement card remains underneath the city card. You get advantages from a city:

- Each city is worth 2 victory points. (The victory point of the settlement underneath **is not counted**.)
- Each city provides 2 additional building sites. Now you can place 2 settlement/city expansions above and 2 below the city.

Important: *Cards on an additional building site are also considered adjacent to the diagonally contiguous regions.*

c) Trading Resources

Sometimes you may have too many of one resource and not enough of another. In such cases, you may trade resources within your principality.

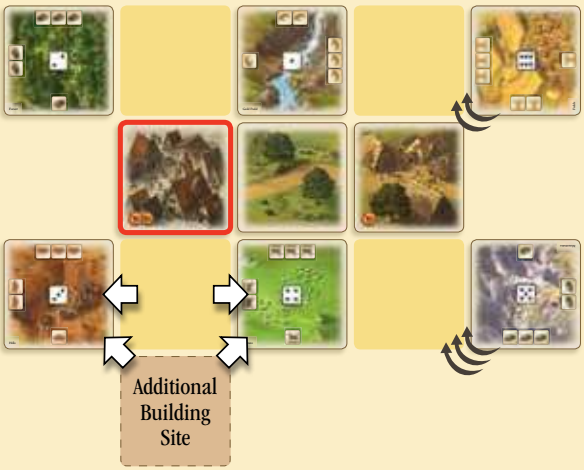
Regular Exchange Rate

You can always trade 3 for 1. Pay 3 resources *of the same type* and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

Improved Exchange Rate

If you have a *trade ship* in your principality, your trade rate improves to 2 for 1. Pay 2 resources of the resource type indicated by the trade ship and receive any 1 different resource of your choice. The resources paid can be taken from various regions of the same type.

Building a City — Additional Building Site — *You pay 3 ore and 2 grain and place the city on one of your settlements.*



Some expansion cards affect adjacent regions on the left and right. Positioning an expansion card either above or below a settlement/city may thus be important. However, it doesn't matter which of the two neighboring building sites you occupy: the two regions on the left and right are equally adjacent to both building sites.

Example: *Regular Exchange Rate*

You trade 3:1 – pay 3 ore (from 2 regions) and take 1 wool in return.

Example: *Improved Exchange Rate*

You have an Ore Ship *in your principality. You pay 2 ore and take 1 wool.*

3. Checking the Number of Cards in Your Hand

When you don't want to—or can't—take another action, you can end your turn. But first check to see whether or not you have as many cards in your hand as you are allowed to hold.

- At the end of your turn, you may have no more than 3 cards in your hand. In addition, you may hold 1 additional card for each card with a progress point (symbol "book") you have in your principality.
- If you have fewer cards in your hand than you are allowed to hold, draw cards until you have the number of cards allowed. For this purpose, randomly draw cards from the tops of the draw stacks.
- If you have more cards in your hand than you are allowed to hold, you must discard cards until you have the number of cards allowed. Return discarded cards to the bottom of your choice of draw stack(s).

Progress Point

Normally, a player may have 3 cards in his hand. Building an *Abbey* allows you to increase the number of cards in your hand to 4.

Cards drawn to replenish your hand can't be used immediately—you must wait until your next turn.

4. Exchanging a Card from Your Hand

Once you have as many cards in your hand as you are allowed to hold, you may *exchange* 1 card from your hand for a card from one of the draw stacks. First return 1 card of your choice to the bottom of any one of the draw stacks. Then you may either:

Take a random card. Draw the top card from a draw stack of your choice, OR

Select a specific card. Pay any 2 resources of your choice. Choose a draw stack and look at all of its cards. Then take 1 card of your choice from that stack.

Draw stacks

Please note: *You may not change the order of the cards in the draw stack!*

Cards you exchange can't be used immediately—you have to wait until your next turn.

OTHER RULES

1. Strength Advantage and Trade Advantage

Some cards have axe or scale symbols. Each axe symbol is worth 1 *strength point* and each scale symbol is worth 1 *commerce point*.

Strength Advantage

You have the *strength advantage* if your principality has 3 or more strength points and you have more strength points than your opponent. Whenever you have the strength advantage, take the token that depicts an axe. This "hero token" is worth 1 victory point. Place it on one of your settlements/cities.

If you have the hero token and your strength points fall below 3 **or** below your opponent's strength points, remove the hero token from your principality. Your opponent takes it if he has 3 or more strength points. Otherwise, set the hero token aside.

Trade Advantage

You have the *trade advantage* if your principality has 3 or more commerce points and you have more commerce points than your opponent. Whenever you have the trade advantage, take the token that depicts a scale. This "trade token" is worth 1 victory point. Place it on one of your settlements/cities.

If you have the trade token and your commerce points fall below 3 **or** below your opponent's commerce points, remove the trade token from your principality. Your opponent takes it if he has 3 or more commerce points. Otherwise, set the trade token aside.

Skill points may give you an advantage when the event "Celebration" is rolled. *Progress points* allow you to increase the number of cards in your hand.

2. Skill Points and Progress Points

Skill points: The symbol of skill is a *harp* inside a round green icon. Each skill point may give you an advantage when someone rolls the event "Celebration."

Progress points: The symbol of progress is a *book* inside a round purple icon. Each progress point allows you to hold 1 additional card in your hand.

3. Event Die

At the beginning of each turn, roll the event die in addition to the production die. There are 5 different symbols on this die, each of them having a different effect.

Four of these symbols are black. When someone rolls a black symbol, an event occurs (see right) or the players may receive additional resources.

When someone rolls a red symbol, the brigands strike and both players may face negative effects.

The color of the symbol rolled determines whether the result of the production die roll or the result of the symbol die roll is resolved first:

- If the symbol is the red club, a *Brigand Attack* takes place. Resolve it immediately—before resolving the result of the production die roll.
- If the symbol of the event die is black, resolve the result of the production die roll first. You and your opponent each receive your resource income. Afterwards, resolve the result of the event die roll.

Brigand Attack: If you have more than 7 resources, you lose all your gold and wool supplies.

Trade: If you have the trade advantage, you receive 1 resource of your choice from your opponent.

Celebration: If you have the most skill points, you alone receive 1 resource of your choice. Otherwise, each player receives 1 resource of his choice.

Plentiful Harvest: Each player receives 1 resource of his choice.

Event Card: The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event—which can be none, one, or both players—resolve the event.

If the event die result is a question mark, draw an event card and resolve it. Then return the card to the bottom of the event card stack.

If you draw the *Yule* card, prepare a new event card stack (see below). Then draw and resolve a new event card.

To Prepare a New Event Deck – (Set-up the event deck exactly as you did to start the game.) Keep the *Yule* card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the *Yule* card face down on top of these 3 cards. Then place the remaining event cards on top of the *Yule* card.

THE GOAL & END OF THE GAME

The Introductory Game ends when a player has 7 (or more) victory points at the end of his or her turn and wins. Each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point.

The principality depicted here belongs to a victorious player. He won the game with 2 cities, 1 settlement, the trade token, and the hero token.

The Card Index that starts on page 18 provides details on the use and effects of each card. Each card is listed according to the set it belongs to: the Basic Set or one of the Theme Sets. When questions arise, check this index for answers.

Congratulations! You have mastered the *Introductory Game "The First Catanians."* Now you know all the basic rules of *The Rivals for Catan.* If you feel comfortable using the Introductory Game rules and cards, you may start playing the Theme Games. Each provides a longer game and a more challenging and varied experience. The Theme Games not only introduce new cards, but they also provide entirely new card types and building possibilities.

To start using the Theme Sets, you should begin with "The Era of Gold." However, you may want to Play the Introductory Game a few more times in order to get more comfortable with the game flow and the "First Catanian" rules.

PLAYING THE THEME GAMES

All the rules you already learned also apply in the Theme Games. However, the Theme Games add some new rules that are described below. Let's begin with the general additional rules that always apply when playing the Theme Sets. The special rules for the three individual sets will follow afterwards.

Recommendations: *Play the Theme Games in the order in which the rules are presented.*

"The Era of Gold" introduces you to new card types and some simple requirements for action cards.

"The Era of Turmoil" brings some aggressive cards into play. You can use them to harass your opponent.

"The Era of Progress" is more peaceful. The focus is on the constructive development of both principalities.

Once you have mastered the Theme Games, you can combine various elements of the individual Theme Game strategies in "The Duel of the Princes."

GENERAL RULES

Preparation

1. Event Card Stack

Always use the Basic Set event cards and the event cards from the appropriate Theme Set. First separate out the *Yule* card. Then shuffle the remaining event cards from the Basic Set and the particular Theme Set you have chosen. Take 3 cards from the shuffled cards, and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.

Example "Event Card Stack": *In the Theme Game "The Era of Gold," the event card stack consists of the Basic Set event cards and the 3 event cards from that specific Theme Set:* Gift for the Prince, Traveling Merchant, *and* Trade Ships Race.

2. Face-up Expansion Card Stack

In each Theme Set, there are expansion cards that must be accessible to both players. Separate these cards and place them as a face-up expansion card stack next to the draw stacks. These cards are never part of your hand. Instead, you may look through this stack, select the card you want to build, and pay the building costs as usual. Then, place the card on an empty building site in your principality. Each card in the face-up expansion card stack is marked with a "1x." You may only have one copy of each in your principality.

3. Preparing the Draw Stacks

Shuffle the Basic Set cards whose backs show the Basic Set symbol. Organize these cards into 3 *Basic Set draw stacks* of 12 cards each. Separately shuffle the appropriate Theme Set cards not already in stacks. Organize these cards into 2 *Theme Set draw stacks*—each with an equal number of cards.

Example "Draw Stacks": In "The Era of Gold," the two Theme Set draw stacks and the face-up expansion card stack containing the two *Merchant Guilds* are placed next to the 3 Basic Set draw stacks.

4. Choosing the Starting Cards

You don't draw your starting cards randomly from a stack like you've done in the Introductory Game. Instead, beginning with the starting player, each player chooses a Basic Set draw stack and selects 3 cards for a starting hand. You may not change the order of the cards in the draw stack.

Example "Choosing Starting Cards": The player selects the cards *Storehouse, Parish Hall,* and *Merchant Caravan* from a Basic Set draw stack.

5. Rearranging Regions

After building your principality and taking your starting cards, you may rearrange your 6 regions.

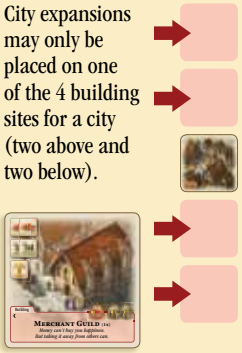
Example: If a *Weaver's Shop* is among the cards in your hand, it makes sense to place the pasture region at the periphery. This allows you to place a second pasture region (selected perhaps by means of a *Scout*) when building the next settlement. If you place the *Weaver's Shop* in between, the production of both pastures doubles.

Other Rules Additions

1. City Expansions

"City expansion" is a new card type introduced in the Theme Sets. Each of these cards has a red text box. You may only place a city expansion card on a building site adjacent to a city. Each city has 4 building sites (2 above, 2 below).

City expansions may only be placed on one of the 4 building sites for a city (two above and two below).



Each extraordinary site is used as detailed on its card.

2. Extraordinay Sites

Certain cards that do not fall under the other card types are classified as being "extraordinary sites." Use each card as detailed in its card description in the card index.

3. Removal of Units and Buildings

As the game progresses, you may find that you no longer have empty building sites in your principality. To address this, during your action phase, you may remove one of your buildings or units in your principality. This costs you nothing. Return the removed card to the discard pile.

4. Requirements

The Theme Sets introduce cards that have special requirements that must be met before you can play them. The requirements may vary significantly—such as requiring the trade advantage or requiring that another building must already be in your principality.

Example "Requirements:" *Both* Trade Master *and* Staple House *require the* Merchant Guild. *If you want to play the action card* Trade Master, *you must have placed a* Merchant Guild *in your principality.*

5. Returning Cards to the Right Stack

When you return a card to the bottom of a draw stack, you must choose a stack whose cards have the same back as the returning card. A stack consists of any number of cards. If a stack is totally depleted, you may still return the card to the former stack location and thereby reestablish the stack with 1 card. During the entire course of a game, the number of possibilities to discard a card remains the same.

End of the Game

You play each Theme Game until a player reaches **12** (or more) victory points at the end of his turn and wins. In addition to victory points counted in the Basic Game, each victory point symbol on your city expansions is also worth 1 victory point. In addition, if you already have 12 victory points on your turn before you roll the dice, the game ends immediately and you win.

To summarize: each settlement is worth 1 victory point and each city 2 victory points. In addition, having the hero token is worth 1 victory point and having the trade token is worth 1 victory point. Finally, each victory point symbol on your city expansions is worth 1 victory point.

SPECIAL RULES

1. The Era of Gold

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the two *Merchant Guild* cards. The set contains the extraordinary site *Gold Cache.*

The Era of Gold

This set intensifies the struggle for the trade advantage. Gold resources also become more important—among other things due to another *Toll Bridge,* the *Mint,* and the *Gold Cache.* If you use trade ships to build your trading empire, beware of *Pirate Ships.*

2. The Era of Turmoil

These two Theme Set draw stacks each contain 11 cards. The face-up expansion card stack consists of the two *Hedge Tavern* cards.

The Era of Turmoil

Traitors, Archers, and *Arsonists* make things harder for the players. When you have the strength advantage, you will find that you have more opportunities to harass your opponent. You also should always try to have enough gold to protect your units from *Riots*.

3. The Era of Progress

These two Theme Set draw stacks each contain 12 cards. The face-up expansion card stack consists of the two *University* cards.

The Era of Progress

University, *Three-Field System*, *Mineral Mining*, and *Building Crane* can help you reap the fruits of progress. Unfortunately, the *Plague* doesn't spare Catan. Happy is the player who protects his principality from major losses with *Bath Houses* and *Pharmacies*.

THE DUEL OF THE PRINCES

Have you played all 3 Theme Games and become familar with all of the cards? If so, you are ready to play "The Duel of the Princes." In this version of the game, you use cards from all 3 Theme Sets and the Basic Set cards. No new rules are added, except for a few changes to the way that the draw stacks and event cards are prepared.

Goal of the Game

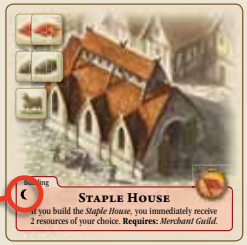
You play "The Duel of the Princes" until a player reaches **13** victory points on his turn and wins.

The Draw Stacks

Prepare the Basic Set cards as in the Theme Game: 3 Basic Set draw stacks of 12 cards each. Some of the Theme Set cards are marked with half moon symbols. Remove all of these cards. Shuffle the remaining cards in each Theme Set and place the resulting 3 Theme Set draw stacks next to the 3 Basic Set draw stacks. So the Theme Set draw stacks contain only cards **not** marked with half moons.

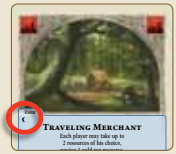
Draw Stacks—Duel:

Remove all cards marked with half moons. They are "out of play." Place the 3 reduced Theme Set draw stacks next to the 3 Basic Set draw stacks.



The Event Card Stack

Separate the event cards marked with half moons from those without half moons. The event cards without half moons are all used in "Duel of the Princes": *Yule, Invention, Year of Plenty, Riots, Traveling Merchant,* and *Plague*.



Event Cards—Duel:

6 randomly selected event cards marked with half moons **and** all of the Theme Set event cards not marked with a half moon form the event card stack.

Randomly select 6 of the 15 event cards marked with a half moon. Add these 6 cards to the event cards without half moons. Remove the *Yule* card and shuffle. Take 3 of the shuffled cards and place the *Yule* card face down on top of them. Finally, place the remaining cards on top of the *Yule* card.

Card Index

Basic Set

(94 Cards: Center Cards, Basic Cards, and Event Cards)

Center Cards (49 cards)

(including starting cards)

- **Regions (24):** 4x each of fields, mountains, gold field, hills, forest, and pasture;
  1 card of each type has a red shield back,
  1 card of each type has a blue shield back,
  2 cards of each type have region backs.
- **Settlements (9):** 9x settlements;
  5 cards have settlement backs,
  2 cards have red shield backs,
  2 cards have blue shield backs.
- **Cities (7):** 7x cities;
  all 7 cards have city backs.
- **Roads (9):** 9x roads;
  7 cards have road backs,
  1 card has a red shield back,
  1 card has a blue shield back.

Center cards cannot be removed, and your opponent cannot attack them.

Basic Cards (36 cards)

(action cards & settlement/city expansions)

Action Cards (9 cards)

Brigitta the Wise Woman (2): Play this card before rolling the dice. First choose the result of the production die roll and turn the die so that the chosen side is face up. Then roll the event die and resolve both results in the usual order. You may not play *Brigitta* retroactively in order to change an inconvenient production die roll result.

Goldsmith (2): You may take the gold from different gold fields and/or from the *Gold Cache*.

Merchant Caravan (2): You may discard 2 resources of the same type or 2 different resources. The resources may come from the same or different regions. You may also take 2 of the same resource if it seems reasonable to you. However, you must have at least 2 resources to play the *Merchant Caravan*.

Relocation (1): This card can help you to use production boosters (see the next page) more effectively.

Scout (2): You may use this card only when you are building a new settlement. At that point, you may play the *Scout* and take 2 regions of your choice from the stack of region cards. Play them as the new regions for the new settlement.

SETTLEMENT/CITY EXPANSIONS (27)

BUILDINGS

Abbey (2): You may only have 1 *Abbey* in your principality. The *Abbey* has a progress point that allows you to have one more card in your hand. At the end of your turn, replenish your hand accordingly. If you lose the *Abbey*, at the end of your next turn you must meet your reduced card limit, discarding if neccessary.

Marketplace (2): You may build only 1 *Marketplace* in your principality.
Example regarding its function: *Your opponent (blue shield) has built the first settlement of the game and receives a fields region with a "3" and the gold field region with a "3." He now has 2 regions (with the die symbol "3") more than you. If a later production die roll result is a "3," you get 1 additional resource that your opponent also may receive via this roll: 1 grain, 1 gold, or 1 lumber (in his starting region with the "3").*

Parish Hall (2): You may only have 1 *Parish Hall* in your principality.

Storehouse (2): During a *Brigand Attack* event, the resources to the left and right of a *Storehouse* are not counted. If, despite, this more than 7 resources are counted in your principality, you may also lose gold and/or wool in a region adjacent to a *Storehouse*.

Toll Bridge (1): You must be able to store any gold you receive on your gold fields or a *Gold Cache*. If you only have storage space for 1 or 0 gold, the excess is lost.

Production booster cards (5):
Brick Factory (1);
Grain Mill (1);
Iron Foundry (1);
Lumber Camp (1);
Weaver's Shop (1):
Production boosters have an effect only if you receive the corresponding resource due to a production die roll at the beginning of a turn. If the affected region has no storage space for the additional resource, the resource is lost.
Hint: *In the heat of the moment, you may sometimes forget to take the additional resources due to your production boosters. Placing a coin, or other marker, on your region(s) adjacent to each production booster makes a good reminder.*

UNITS

Large Trade Ship (1): With the *Large Trade Ship*, you can trade the resources produced in the regions to the left and/or right. You may **not** combine resources from the right and left regions; you either trade resources from the left region or resources from the right region. However, you may first trade resources from the left region and then resources from the right region.

"Common" heroes (6):
Austin (1);
Candamir (1);
Harald (1);
Inga (1);
Osmund (1);
Siglind (1):

"Common" heroes only differ in building costs, skill points, and strength points.

"Common" trade ships (6):
Brick Ship (1);
Gold Ship (1);
Grain Ship (1);
Lumber Ship (1);
Ore Ship (1);
Wool Ship (1):

With a trade ship, you can trade resources of a single specified type at a better rate. The resources you trade may be taken from different regions that are storing resources of the appropriate type. You may use a trade ship several times per turn if you have enough of the appropriate resource.

EVENT CARDS (9 CARDS)

Feud (1): If the affected player has only 3 or fewer buildings, they are automatically affected. The affected player chooses which one he wants to remove.

Fraternal Feuds (1): If you have the strength advantage, your opponent gives you all his cards. You choose two of them and place them under draw stacks whose cards have matching backs. That is, you either place them both at the bottom of the same stack **or** at the bottom of 2 different stacks. All your opponent knows is under which draw stack(s) you placed the cards. Give the remaining cards back to your opponent. Your opponent may not replenish his or her hand until the end of his or her next turn.

Invention (1): Each player determines which resources to receive and among which regions to distribute them.

Trade Ships Race (1): If no player has built a trade ship, no one receives the resource.

Traveling Merchant (2): You also may use any gold you have received via the current production die roll.

Year of Plenty (2): If various *Abbeys* and/or *Storehouses* are adjacent to a single region, that region gets one resource for each of these adjacent buildings—provided that the region has sufficient storage space.

Yule (1): If the *Yule* event card is revealed, prepare a new event card stack; then draw a new event card.

To Prepare an Event Deck—
(Use the standard method.)
Keep the *Yule* card separate. Shuffle the remaining event cards. Place 3 cards from the shuffled event cards face down. Place the *Yule* card face down on top of these 3 cards, then place the remaining event cards on top of the *Yule* card.

THE ERA OF GOLD

(27 CARDS)

ACTION CARDS (8 CARDS)

Brigands (1): If your opponent has more of the chosen resources than one of your regions can accommodate, he keeps the excess resources and determines the regions where he wants to keep them. If your opponent has fewer of the chosen resources than one of your regions can accommodate—or if he has exactly the number of chosen resources that one of your regions can accommodate—you receive all these resources.

Goldsmith (1): See basic cards.

Gudrun, Terror of the Seas (1): Needless to say, your opponent doesn't have to give you more gold than he owns—or more gold than you can store in your gold fields (and in your *Gold Cache* if applicable).

Merchant (2): If you have neither a city nor 3 commerce points, you can't play the *Merchant*. If you play the *Merchant*, choose 2 resources your opponent must give you. The opponent chooses the regions he wants to take the resources from. Afterwards, you must give him any 1 resource of your choice in return; this may be a resource you just received from him. If your opponent has only 1 resource, it is the only one you get. If your opponent doesn't have any resources at all, you can't play the *Merchant*.

Reiner the Herald (1): When a *Celebration* event is resolved, you normally wouldn't receive a resource when your opponent has more skill points than you. You always get at least 1 resource with this card.

Trade Master (2): If you don't have a *Merchant Guild*, you can't play the *Trade Master*. If you play the *Trade Master*, choose 2 resources that your opponent must give you. The opponent chooses the regions he takes the resources from. If your opponent has only 1 resource, it is the only one you get. If your opponent doesn't have any resources at all, you can't play the *Trade Master*.

EXTRAORDINARY SITE (1 CARD)

Gold Cache (1): Gold in the *Gold Cache* is safe from the *Brigand Attack* event. For all other purposes, the *Gold Cache* is considered as an additional gold fields region (without a production number). That is, you may freely use the gold stored in the *Gold Cache* for actions such as building and trading. If your opponent demands gold from you by playing an action card such as the *Merchant* or *Brigands*, the gold in your *Gold Cache* is also affected.

SETTLEMENT/CITY EXPANSIONS (5)

BUILDINGS

Storehouse (1): See basic cards.

Toll Bridge (1): See basic cards.

UNITS

Large Trade Ship (1): See basic cards.

Pirate Ship (2): A *Pirate Ship* sinks an opponent's trade ship only when the *Pirate Ship* is built. If your opponent doesn't have a trade ship, nothing happens. A trade ship that is built later is not affected by an already existing *Pirate Ship*. Besides its other effect, you always receive 1 gold when the event *Plentiful Harvest* is rolled.

CITY EXPANSIONS (10 CARDS)

Harbor (1): You may build the *Harbor* even if you have fewer than 3 trade ships—even if you have none at all. In this case, only the commerce point counts. If you have 3 trade ships later, the *Harbor* is immediately worth 1 victory point. If you lose a trade ship and thus have fewer than 3 trade ships, you lose the victory point as well. The commerce point remains unaffected.

Merchant Guild (2): You may only have 1 *Merchant Guild* in your principality. The *Merchant Guild* is a prerequisite for other expansion and action cards.

Moneylender (1): You may build the *Moneylender* even if you don't have the trade advantage. If your opponent has only 1 resource, it is the only one you get. You may only take resources you can store in your regions. If your regions have no storage space, your opponent keeps his resources.

Mint (2): On each of your turns, you may use a *Mint* to trade 1 gold for 1 other resource. If you have built both *Mints*, you may use each *Mint* to trade 1 gold for 1 other resource.

Salt Silo (1): You may build the *Salt Silo* even if you don't have trade ships. In this case, only the victory point of the *Salt Silo* counts. If you later have a trade ship, it immediately is worth 2 commerce points, as long as the *Salt Silo* is in your principality.

Staple House (2): First, you must pay the entire cost of the *Staple House*—then you receive any 2 resources of your choice. Therefore, you cannot "offset" the resources you receive after building the *Staple House* against its building costs.

Trading Base (1): You may build the *Trading Base* even if you don't have a *Harbor* or *Marketplace*. In this case, only the commerce point and the victory point of the *Trading Base* counts. If you later have the *Harbor* and/or the *Marketplace*, each is immediately worth 2 commerce points, as long as the *Trading Base* is in your principality.

Event Cards (3 cards)

Gift for the Prince (1): You must be able to store the gold on your gold fields (or in your *Gold Cache* if applicable). If you receive more gold than you can store, the excess is lost.

Trade Ships Race (1): See basic cards.

Traveling Merchant (1): See basic cards.

The Era of Turmoil (28 Cards)

Action Cards (10 cards)

Archer (2): If you don't have a *Hedge Tavern*, you can't play the *Archer*. If your opponent doesn't have a unit with strength points, you can't play the *Archer*. Your opponent chooses which of his units he wants to remove.

Arsonist (2): If you don't have a *Hedge Tavern*, you can't play the *Arsonist*. If your opponent doesn't have an unprotected building, you can't play the *Arsonist*. If your opponent wants to use a defense card *(Heinrich the Sentinel, Lookout Tower)*, you may wait for the dice roll result before determining the *Arsonist's* target. ***Note:*** ***Each of a city's 4 building sites is adjacent to that city.***

Brigands (1): See "The Era of Gold."

Sebastian the Itinerant Preacher (1): You can play this card only at the moment an appropriate event card is revealed. You can't play the card if you already have a *Chapel* that protects you against the event *Riots*. If you have gold, you may choose to use the gold or *Sebastian* to fend off the *Riots*.

Traitor (2): If you don't have a *Hedge Tavern*, you can't play the *Traitor*. If your opponent has no cards in his hand, you can't play the *Traitor*. If applicable, you also may immediately play a stolen card. Your opponent draws a replacement for the stolen card at the end of his next turn. If you don't like your opponent's cards, you may refrain from taking one of them—however, the *Traitor* is placed on the discard pile anyway.

Voyage of Plunder (2):

If you don't have the strength advantage, you can't play *Voyage of Plunder.* If your opponent doesn't have enough resources or no resources at all for you to accommodate in your regions, you receive fewer resources than you would be entitled to.

Settlement/City Expansions (5)

Buildings

Drill Ground (1):

The building costs for heroes are reduced by any 1 resource of your choice. The *Drill Ground* does not affect any units other than heroes.

Lookout Tower (1):

If you also have *Heinrich the Sentinel* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If the *Lookout Tower* is combined with *Heinrich the Sentinel*, the die is rolled only once.

Units

Carl Forkbeard (1):

See basic cards: "Common" heroes.

Heinrich the Sentinel (1):

Heinrich is a hero who, in addition to his strength points, has a special effect. If you also have a *Lookout Tower* in your principality, you are protected when a 1, 2, 3, 4, or 5 is rolled. If *Heinrich* is combined with the *Lookout Tower,* the die is rolled only once.

Irmgard, Keeper of the Light (1): *Irmgard* is a heroine who, in addition to her skill points, has a special effect. You receive a resource whenever an action of your opponent or an event forces you to remove an expansion card from your principality.

City Expansions (9 cards)

Chapel (2): The result of the current production die roll applies (that is, the dice are not re-rolled). One of the two *Chapels* protects you against the event *Riots* when a 1, 2, or 3 is rolled, while the other *Chapel* protects you against this event when a 4, 5, or 6 is rolled. If you have both *Chapels*, you are protected against the event *Riots* in all cases.

Fairgrounds (1): First, you must pay the entire cost of the *Fairgrounds*—then you receive any 2 resources of your choice. Therefore, you cannot "offset" the resources you receive after building the *Fairgrounds* against its building costs. You may build the *Fairgrounds* even if you don't have the most skill points. However, in that case, you don't receive resources.

Fire Brigade (2): The *Fire Brigade* protects all buildings (settlement/city expansions and city expansions) in the city adjacent to it, including the *Fire Brigade* itself.

Hedge Tavern (2): You may only have 1 *Hedge Tavern* in your principality. The *Hedge Tavern* is a prerequisite for many action-attack cards.

Large Festival Hall (1): This card is worth 2 victory points.

Tithe Barn (1): When you build the *Tithe Barn*, choose a resource type—either wool or grain. For each of your heroes, you receive 1 resource of the chosen type. If you have 3 heroes, you thus get either 3 wool or 3 grain. You must be able to store the received resources in your regions. If you receive more resources than you can store, the excess is lost.

ACTION CARDS (4 CARDS)

Feud (1): See basic cards.

Fraternal Feuds (1): See basic cards.

Riots (2): The cards must be returned to the bottom of a matching draw stack.

THE ERA OF PROGRESS (31 CARDS)

EVENT CARDS (11 CARDS)

Benjamin the Traveling Scholar (1): If you have *Benjamin* in your hand, you should make a mental note of the production roll result. If you later build a new settlement and play *Benjamin*, you may get resources in your new regions due to *Benjamin*—provided the region's number matches the production roll result. Expansion cards (e.g., production boosters) that increase a region's production are not applicable to the effects of Benjamin.

Brigitta the Wise Woman (1): See basic cards.

Doctor (2): If you don't have a *Bath House*, you can't play the *Doctor*.

Guido the Ambassador (1): If you don't have a *Town Hall*, you may play *Guido* only in case you have fewer victory points than your opponent. You may also immediately play the card you take from the discard pile—if possible. The bracketed phrase refers to the Tournament Game, described in the expansions (2011) for "The Rivals for Catan."

Gustav the Librarian (1):
If you don't have a *Library*, you may play *Gustav* only if you have fewer victory points than your opponent. You also may immediately play the card you take from the discard pile—if possible. The bracketed phrase refers to the Tournament Game, described in the expansions (2011) for "The Rivals for Catan."

Mineral Mining (2):
If you don't have a *University*, you can't play the *Mineral Mining*. You may distribute the received ore among any mountains regions of your choice. If you don't have enough storage space in your mountains, the excess ore is lost.

Relocation (1): See basic cards.

Three-Field System (2):
If you don't have a *University*, you can't play the *Three-Field System*. You may distribute the grain received among any grain regions of your choice. If you don't have enough storage space in your grain regions, the excess grain is lost.

Settlement/City Expansions (2)

Units

Chief Cannoneer (2):
The *Chief Cannoneer* is a unit but not a hero. Therefore, it is possible for you to have 2 *Chief Cannoneers* in your principality. Cards referring to heroes do not apply to the *Chief Cannoneer*. Cards referring to units do apply to the *Chief Cannoneer*.

City Expansions (13 cards)

Bath House (3): The 4 regions adjacent to the city with a *Bath House* are protected against the *Plague*.

Building Crane (1): Only city expansions that cost more than 4 resources benefit from the cost reduction if the *Building Crane* is present. You choose which resource you want to save.

Library (2): If appropriate, you also may play the chosen card immediately.

Parliament (1): If you don't have at least 2 progress symbols on the expansions of your principality, you may not build the *Parliament*.

Pharmacy (2): If you have a *Pharmacy* and a *Plague* occurs, you receive 1 resource in any one region of your choice even if you lose no resources. If you have more than 1 *Pharmacy*, you receive 1 resource for each *Pharmacy*.

Town Hall (2): If you build the *Town Hall,* the *Parish Hall* stays beneath the *Town Hall.* If you have to remove the *Town Hall,* the *Parish Hall* remains. If you play the *Relocation* to move the *Town Hall* to another city, the *Parish Hall* also moves. If you have built the *Town Hall*, you may not build a second *Parish Hall*, because the first *Parish Hall* still exists in your principality.

University (2): If you have neither an *Abbey* nor a *Library* in your principality, you are not allowed to build the *University*. You may only have 1 *University* in your principality. The *University* is a prerequisite for other expansion and action cards.

EVENT CARDS (5 CARDS)

Invention (2): See basic cards.

Plague (3): Regions bordering on 2 cities lose only 1 resource. Extraordinary sites such as the *Gold Cache* are not affected by the *Plague.*

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The Starting Set-up

Brigand Attack: If you have more than 7 resources, you lose all your gold and wool supplies.

Trade: If you have the trade advantage, you receive 1 resource of your choice from your opponent.

Celebration: If you have the most skill points, you alone receive 1 resource of your choice. Otherwise, each player receives 1 resource of his choice.

Plentiful Harvest: Each player receives 1 resource of his choice.

Event Card: The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event—which can be none, one, or both players—resolve the event.

Event Die Results