Settlers of

New Catan

Rules. Version 1.00 (2004)
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Introduction

You represent a group of settlers on a new planet. In order to succeed, you must not only build roads and buildings, but also forge friendly relations with aliens. But beware of space pirates in different disguises!

Settlers of New Catan is an unofficial variant of the board game *Settlers of Catan* designed by Klaus Teuber. The game is inspired by the universe created by this designer in another game, *Starfarers of Catan*. It is, in its standard form, quite similar to Settlers of Catan, but has some important differences. A copy of Settlers of Catan is required in order to play the game.

In addition to the standard game, there are optional *Modules* and *Expansions* for varied game play. Additional and updated information about the game is available at the website (see address above).

Story

By the middle of the 3rd Millennium, humans have settled on planets and moons of our solar system. After the discovery of the previously unknown crystal Crysalite, which can be used for travels faster than light, time has come to explore and colonize other solar systems as well. In 2600 AD the first extra-solar mission successfully approaches a habitable planet after many years of travel. Before the crew is able to do any further analysis, however, space pirates that suddenly appear damage the ship. The crew divides itself into a few different groups that abandon the ship in escape pods. The groups crash land in different locations on the area of the planet that is hospitable to life. They have no way of return. Now each group must attempt to survive by cultivating the planet's earth and by developing a human society in the new world. The settlers call the planet New Catan. It is the first of the Catanian Colonies. The settlers begin their quest of development in the new land.

The human settlers soon discover that they are not alone. Advanced alien civilizations have established outposts on the planet. The alien races have no particular interest in seriously colonizing New Catan but regard it rather as a stopover for space travellers and as a potential meeting point for different species. The friendly alien races accept the newcomers as settlers of the land, but regard them with natural caution. Their initial sharing of knowledge and technology to humans is rather limited, but through a gradual development of mutual understanding, human groups and aliens build closer relationships. This makes it possible for humans to benefit from the alien races' extra-terrestrial skills.

Setup

Use all components for *Settlers of Catan* except for any sea and port hexes. You shall also remove three development cards: two Victory Point cards and one soldier card. Additional components:

- Double-hexes (6) (four alien outposts and two frontier areas)
- Benefit tokens (20 tokens in four sets - five for each alien outpost)
- Infiltrator (1)
- Special Victory Point cards for The Diplomats (4)
- *Optional*: Alien Figurines *Die Fürsten Der Völker* (not included)

Note: The additional components are included in a separate document for print (for the *infiltrator*, however, it is recommended that a three-dimensional black playing piece is used instead).

The alien outposts have the following colours: *The Green Folk – Green; The Merchants – Orange; The Scientists – Red; The Diplomats – Blue.*

The game is set up in a rather similar way as an original game of *Settlers of Catan*, but with some differences. Turn one sheep hex upside down and place it in the centre (alternatively, remove the sheep hex from the game and place a plain water hex, if available, face up in the centre). This is *the lake*. Then distribute the remaining 18 land hexes and the number markers like in the normal game. The last number marker (numbered '11'), however, is not placed in the centre but is removed from the game.
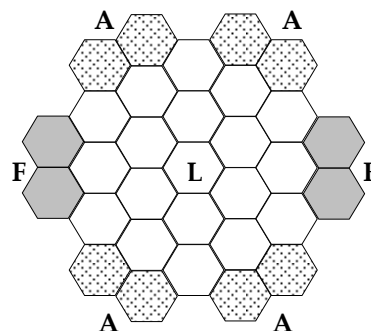

Figure 1. Game board setup.
L = The lake in the middle of the settlers' area. A = Alien outpost. F = Frontier area.

The six double-hexes replace the sea and port hexes that normally surround the settlers' area. Place the double-hexes symmetrically and at random around the area, with the corners that are marked with semi-circles (the so called *alien/ frontier intersections*) turned towards it (i.e. inwards). The two special frontier areas, however, must be placed directly opposite to each other. The six remaining gaps between the new double-hexes are left unoccupied. See also *Figure 1*.

Randomly select one benefit token at a time until all tokens have been selected. Each selected token is placed on the outpost with a matching colour, on top of the left-most unoccupied rectangle, with its text facing the Settlers' area. The infiltrator and robber are placed next to each other outside the board. The special Victory Point cards of The Diplomats are placed next to The Diplomats' (the blue) alien outpost near the location of the benefit token named *Points for Sale*. Each alien figurine (*optional*) is placed on the alien image on the respective outpost, facing the Settlers' area (the aliens carefully observe human activities).

Rules

The official rules for *Settlers of Catan* apply except for as stated in these rules. A player may, during his turn, trade and build in any order. This is done after the production roll and is referred to as the *trading-and-building phase*.

A *Glossary* is provided in *Appendix 1*. The game is for 3 or 4 players.

Alien Benefits
Each alien outpost has five alien intersections. Each of these intersections is not only adjacent to one or two normal hexes, but is also related to a specific alien benefit, as indicated by the benefit token that is located on the outpost and above the intersection. When a player builds a settlement on one of these intersections, he also gains access to the related alien benefit (apart from producing

resources as normal). A new settlement cannot be built at an alien intersection that is occupied by the infiltrator (see *Infiltrator*, below). *Appendix 2* lists the *General Rules for Alien Benefits* and *Appendix 3* includes a complete description of all alien benefits.

Frontiers
The two frontiers have no special functions. They are thus similar to sea hexes in Settlers of Catan.

The Lake
The lake in the middle of the settlers' area produces no resources. It is thus similar to the desert.

Trade
A player may conduct generic trade with resources according to the formula "(3+1):1" (including 4:1). This means that three resources of one (and any) type plus one resource of any type may be traded for one resource of any type.

Infiltrator (and Robber)
The space pirates have cursed the planet by sending one robber and one infiltrator to it. The robber functions like the robber in Settlers of Catan. The infiltrator infiltrates alien outposts and can occupy any alien intersection. It then blocks all players' access to the related alien benefit and prevents the building of new settlements at the intersection.

In the event of a production roll of '7' or the use of a soldier card, the player who is in turn must move *either* the robber *or* the infiltrator to a new location on the board. If, however, both the robber and infiltrator were located on the board before the event, the one of the two that is not moved to a new location must be removed from the board (this is called the *Double Movement Rule*).

When a player moves the infiltrator to an alien intersection that is occupied by a building, he may take a resource at random from the owner of the building.

Development cards
The development cards are used normally.

Gaps
A gap between two double-hexes is considered to have the width of two hex borders although it appears to be only one border. Hence a building on one side of the gap does not prevent the building of a settlement on the other side. Two roads can be built at the same gap, each extending from an intersection towards the middle of the gap (the two road units may partly overlap if space is insufficient). In order to link the two intersections at the gap by roads, two roads must be built by the same player.

Victory Condition
The Victory Condition remains unchanged (i.e. is 10 Victory Points).

Additional Note
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Glossary

alien benefit. See rule section *Alien Benefits.*

alien outpost. Area where an alien race is located on *New Catan*. On the game board it has the form of a *double-hex* that includes a picture of the alien race in question.

alien intersection. See rule section *Alien Benefits.*

benefit. See *alien benefit*

benefit token. A token that is placed on the *alien outpost*. It lists an *alien benefit* that applies to the *alien intersection* beneath it.

border. A *hex* has six borders. A road must be located at a border.

boundary. The *Settlers' area* of the game has six boundaries. Each of these boundaries is occupied by an *alien outpost* or a *frontier area*.

building. A settlement or city.

distance rule. A rule stating that a settlement can only be built at an intersection if neither the same intersection nor any of the adjacent intersections are occupied by *buildings*.

double movement rule. See rule section *Infiltrator (and Robber).*

double-hex. A component comprising two hexes, such as an *alien outpost* or a *frontier area*. Double-hexes are

located at the *boundaries* of the *Settlers' area*.

frontier area. An area that is largely unknown and unexplored. In the game it has the form of a *double-hex*.

frontier intersection. *Intersection* at the boundary of the *settlers' area* that borders not only one or two of the regular hexes but a *frontier area* as well.

gap. Area between two *double-hexes*.

general supply. The supply of resources, cards and other units that are not part of any player's own supply (i.e. "the bank").

hex. A hexagon used in the game.

infiltrator. See rule section *Infiltrator (and Robber).*

intersection. A location on the board where three entities meet, each of which is one of the following: *hex*, part of *alien outpost*, part of *frontier area*, *gap* (open area). *Buildings* can only be located at intersections.

New Catan. This is the name of the planet that the humans have settled. The game board illustrates its habitable area.

occupied [*alien intersection/ benefit*]. An *alien intersection* is considered occupied if occupied by one or more units that affect the use of its related

benefit, e.g. a settlement, a city or the infiltrator. If an alien intersection is occupied, the related benefit is considered occupied as well.

open-ended [*road*]. A road is open-ended if at least one of its ends is *not* adjacent to a road or *building* that is owned by the same player.

opponent. Refers to any *player/* all players in the game, *except for* the player who is referred to or involved in the action.

player. Refers usually to any player/ all players in the game, without exception. See also *opponent*.

resource hex. A *hex* that produces one of the five resource types.

sector. The settlers' area is divided into different sectors, one for each alien race. Each *hex*, *intersection* and *border* belongs to the sector of the alien race that is closest to it (count the amount of hexes/ hex intersections/ hex borders, depending on what is considered, to the closest point of each outpost). In case of a tie between two outposts, it belongs to both sectors.

settlers' area. The area of 19 *hexes* that comprises the main "body" of the game (also in regular Settlers). This is the habitable area of *New Catan*.

General Rules for Alien Benefits

The following rules apply when an alien benefit is used *unless otherwise stated*:

1. All normal rules and requirements apply (e.g. the *distance rule*).
2. A benefit can only be used if and when all conditions are met (e.g. payment of resources).
3. The rules and limitations for a benefit apply to *each player* using it.
4. A player may retain, through the end of the game, any permanent advantages that he has gained from previous uses of a benefit (e.g. a free road) regardless whether or not he has access to the benefit.
5. Different benefits may be used in combination.
6. A benefit is used by a player on his own turn in the *trading-and-building phase.*
7. A benefit can be used for an unlimited number of times.
8. A reference to *any resource* (or the like) implies *any resource of the player's own choice.*
9. When a player gains/ regains access to a benefit he cannot use it until the present turn has expired.
10. When a player loses access to a benefit (e.g. if it is blocked) his ability to use it ceases immediately.
11. If the condition for a player's access to an alien benefit (e.g. a settlement at an intersection) ceases to exist, the player loses access to the benefit.

The Green Folk

● Wood +1 ʳ
Each time that you produce one or more wood resources you may take one additional wood resource.

● Sheep +1 ʳ
Each time that you produce one or more sheep resources you may take one additional sheep resource.

● Grain +1 ʳ
Each time that you produce one or more grain resources you may take one additional grain resource.

● Brick +1 ʳ
Each time that you produce one or more brick resources you may take one additional brick resource.

● Ore +1 ʳ
Each time that you produce one or more ore resources you may take one additional ore resource.

The Merchants

● Wood 2:1
You may trade two wood resources for one resource of any type.

● Sheep 2:1
You may trade two sheep resources for one resource of any type.

● Grain 2:1
You may trade two grain resources for one resource of any type.

● Brick 2:1
You may trade two brick resources for one resource of any type.

● Ore 2:1
You may trade two ore resources for one resource of any type.

The Scientists

● Free Roads
You may build every second road for one brick (= administration fee).

Note: Before building a new road, count your roads on the board. If the amount is odd, *Free roads* applies to the new road.

● Free Development
You may buy every second development card for one ore (administration fee).

Note: Before buying a new card, count your cards, used and unused. If the amount is odd, *Free Development* applies to the new card.

● Free Settlements
You may build *free settlements* for one grain each (administration fee). A *free settlement* has no Victory Point and can give no alien benefit. It can't upgrade to a city.

Notes:
You must use a normal settlement unit from your supply (place it on its side).

It cannot be built with *Short Distance*.

You may convert it to a normal settlement for the cost of a settlement, unless the infiltrator is blocking the same intersection.

A *free settlement* on the board retains all of its functions/effects also when this alien benefit is inaccessible to you.

Unless otherwise stated, no reference in the rules to a *settlement* or *building* applies to a *free settlement* and it functions as a settlement *only* in these respects: (1) Production (2) Conditions for placement anywhere on the board (3) Enforcing the distance rule for other buildings (4) Preventing opponents from building through it (5) Breaking up an opponent's Longest Road (6) Making an alien intersection *occupied*.

● Short Distance
Once per turn you may build a settlement only one intersection away from one or more other buildings if paying any one additional resource.

Notes:
You cannot use *Short Distance* to build a settlement at a hex or alien outpost that is already occupied by three (or more) buildings.

No player may build a city at short distance from any other of his own cities.

● Anti-Pirate
Once per turn you may select the robber or the infiltrator and then *either* remove it from the board for free or move it to a new location for any one resource.

Notes:
After movement, you may not take a resource from a player as a result.

The *Double Movement Rule* (see section *Infiltrator* in the rules) does not apply when this benefit is used.

The Diplomats

● Immunity ʳ
On any production roll of '7', you are only required to pay tribute if you have more than eleven resources on your hand. Also, when the robber is moved (for any reason), no resource can be taken from you as a result.

● A Helping Hand
Once per turn you may take one resource at random from up to two opponents that have more Victory Points than you.

● Relief Fund ʳ
Each time (except for on a roll of '7') that you do not produce any resources, you may take any one resource if paying any one resource.

● Points for Sale
You may buy special Victory Points for four sheep each. You may also (once) buy two Victory Points for six sheep.

Notes:
After each purchase you must take one of the four Victory Point cards of The Diplomats and place it face up before you.

If the four cards have already been taken, you cannot buy any additional points.

The special Victory Points are included in your total amount also when this alien benefit is inaccessible to you.

● Persuasion
Once per turn you may force any one opponent that was not forced on your previous turn, to trade resources with you 1:1 once with resource types that you specify. If he can't comply, you may ask the same opponent one more time for another trade.

ʳ *Round-based benefit.* Its use is not limited to your own turn.