

“The Rivals for Catan” Tournament Game - Rules

In order to play the “Tournament Game,” each player needs one copy of “The Rivals for Catan” and at least one expansion.

In the Tournament Game, each player assembles his own deck from his cards. During the game, each player – normally – has access only to his own card stacks. Therefore, each player determines which cards he wants to build or play during the game.

Essentially, the rules of the “Theme Game” and “The Duel of the Princes” also apply for the “Tournament Game.” Please note the following modifications:

Starting Set-up

One player (the so-called “host”) contributes the center cards of the Basic Set from his copy of “The Rivals for Catan”:

18 starting cards - marked with red and blue shields - for the two principalities, 7 roads, 5 settlements, 7 cities, and 12 regions.

The principalities of the two players are set up as usual, and the card stacks consisting of roads, settlements/cities, and regions, respectively, are placed in between.

Assembling the Event Card Stack

The event card stack **must** contain exactly 13 cards.

- 5 of these cards come from “The Rivals for Catan.” The host contributes 1 *Yule* card. Each player contributes 1 *Riots* card and 1 *Plague* card (they should **not** depict the half moon symbol).
- Each player must also contribute 4 event cards of his choice, which he chooses from the remaining event cards of his copies of the games. **Important:** If 2 identical cards both depict the half moon symbol, only 1 of these cards may be chosen.
 - o *Example: There are 2 Fraternal Feuds cards. Both cards depict a half moon. Therefore, only 1 Fraternal Feuds may be chosen. There are 3 Traveling Merchant cards, 2 of them depicting a half moon. Therefore, you may chose 2 of these cards, the card without half moon and 1 of the 2 cards depicting a half moon. There are also 3 Invention cards. Since only 1 of them depicts a half moon, you may choose all 3 Invention cards.*
- Only the host may choose a second *Yule* card. The other player may not choose a second *Yule* card.
- Don't reveal the 4 cards you chose. Assemble all cards (except for the *Yule*) into a face-down stack and shuffle them. Afterwards, assemble the event card stack according to the usual rules. Like all other cards, *Barbarian Attack* cards are randomly shuffled into the event card stack; the rule for returning these cards to the event card stack (as printed on the cards) continues to apply.

After the game is finished, the players get their event cards back. It is suggested that each player write down which cards he contributed.

Assembling Your Own Deck

Each player assembles his own deck as follows:

- Choose 35 cards you want to use for the game, without revealing them to your opponent. This is your deck.
- Your deck may only contain cards that don't have symbols on their backs - that is, action cards, settlement/city expansions, city expansions, region expansions, road complements, metropolises, and marker cards.
- You may choose from all cards included "The Rivals for Catan" or an expansion that have the aforementioned characteristic. Each player may use only the cards from 1 copy, meaning that it is not allowed to add, for example, a third *Merchant Caravan* card from a second "The Rivals for Catan" copy to your deck.
- **Important:** You may include only 1 of each action-attack card in your deck.
- After making your selection, you choose 3 cards from your deck and draw them into your hand. These are the cards you start the game with.
- Then you shuffle the remaining 32 cards of your deck and assemble them into 4 stacks of 8 cards each.
- Place these 4 personal expansion card stacks face down to the left or right of your principality. During the game, (normally) you may replenish your hand only from your 4 stacks.
- If a stack is depleted, you may "re-establish" it by placing discarded cards in the same spot where the depleted stack was before.

Gameplay

Each player starts the game with 6 resources, 1 per each region (that is, also with 1 gold in the gold field).

Preparatory Round

Before the actual game starts, a preparatory round is played. Both players take turns and each time may use their starting resources to build either 1 of their starting cards or a center card (in combination with a Trading Post you may build a road already in the preparatory round).

No dice are rolled in the preparatory round. You may neither build expansion cards in your opponent's principality nor play action cards.

Cards that would have a direct effect on the cards in your opponent's hand or on his resources, points, or expansion cards may not be built or used in the preparatory round. However, you may immediately make use of benefits that result from your own expansions.

Examples: If you build a Drill Ground, during your following turns you may already build heroes more favorably. If you build Siward the Scout, you may use his functions immediately – except for looking at the cards in your opponent's hand, because this constitutes an effect on your opponent. If you build Marie the Shieldmaiden or Olaf the Merchant Ship Captain, you can use their respective function only after the preparatory round. You may build a Pirate Ship only if your opponent didn't build a trade ship yet.

The preparatory round ends as soon as both players have played all their cards or have passed. The player who passes is eliminated from the preparatory round. After both players have finished the preparatory round, each of them replenishes his hand according to the normal rules. That is, they may also use their remaining resources to look for specific cards and, in the process, make use of the benefits of a previously built *Parish Hall* or *Odin's Fountain* if need be. The player who was the second to build in the preparatory round starts the actual game by rolling both dice (or, as the case may be, by using *Brigitta the Wise Woman* and/or *Reiner the Herald*). Afterwards, the game is played according to the customary rules.

Miscellaneous

- During the course of the game, you establish your own (personal) discard pile for the action cards you played and for your own cards that you removed or sold to the *Secret Brotherhood*, for example, or that were removed from your opponent's principality.
- If you have to discard cards or place cards under a stack during a Tournament Game, it refers to your own (personal) stacks. Your opponent's stacks are usually off-limits.
- If you steal a card from your opponent (for example, by means of a *Traitor* or *Guido the Ambassador*), you must write down the name of the card. After the game is finished, the players get their listed cards back. If you remove a stolen card, place it on your discard pile; if you must place a stolen card under a stack, place it under one of your own stacks.
- All units that have proper names are unique. In "The Rivals for Catan" and "Age of Darkness," this applies to all heroes but to none of the other cards. It is not allowed to place units that have the same proper name in both principalities at the same time.
 - o Example: If your opponent placed *Candamir* in his principality, you are not allowed to place *Candamir* in your principality.

If, however, a unique unit is removed via an action or event, both players once again have the possibility to build this unit.

The fact that your opponent's cards are 'usually off-limits' means that you have access to your opponent's cards only if the effect of a card explicitly allows it.

End of the Game

The Tournament Game is played until a player reaches 15 (or more) victory points on his turn. This player wins, no matter how many victory points his opponent may have at that moment. If a player already has 15 victory points before his dice roll, he doesn't have to roll the dice anymore and immediately wins the game.