



# CARD ALMANAC



Some of the cards in *Artisans & Benefactors* have special rules:

## Action Cards

### Feeding of the Poor (2x, Action, Neutral)

**Card Text:** You may pay 1 gold to receive up to 2 stars.

- You only receive 2 stars if you have room for both of them on your Public Feeling card. If you only have room for 1 star, then the second star is lost.

### Courage the Meddler (1x, Action, Attack)

**Card Text:** Your opponent either gives you 2 stars **or** discards 1 card to the bottom of a stack for each victory point he has in excess of your total. **Requires: House of the Benefactor**

- You may only play this card if you have already built the House of the Benefactor.
- The player playing the card gets to choose whether his opponent has to give up 2 stars or discard 1 card to the bottom of a stack for each victory point he has in excess.
- You may still choose to have your opponent give up 2 stars even if you don't have room for them (either because your Public Feeling card is full or because you don't have one yet). In that case, the 2 stars are lost.
- Your opponent doesn't have to give up more stars than he has.
- Your opponent doesn't have to discard more cards than he has.

- If your opponent has to discard multiple cards, he may discard them to the bottom of different stacks.
- You may only play Courage if you can legally choose at least one of the two options.  
(If you and your opponent are tied or you have more victory points, you may not play Courage if your opponent has no stars.)

## **Guido the Great Diplomat**

(1x, Action, Attack)

**Card Text:** If your opponent has more victory points than you, retrieve the top most Attack Action card in the discard pile (opponent's discard pile in the "Tournament Game"). It may not be targeted by the Spy.

- You may only play this card when you have fewer victory points than your opponent.
- In the "Expanded Basic Game," immediately retrieve the topmost Attack Action card in the discard pile.
- In the "Tournament Game," immediately retrieve the topmost Attack Action card in your opponent's discard pile. Go through the pile, card by card, until you find the first card that Guido's function allows you to take. Add the card to your hand. You may play it on the same turn. You may not change the discard pile's card order while searching for a card.
- Tournament Game: You may use Guido to search through your opponent's discard pile even if you've used Excommunication (*P&I*) on him.

**Work of Art** (4x, Action, Neutral)

**Card Text:** Receive 1 star. Receive 2 stars instead if you control a House of the Benefactor **or** 3 stars instead if you control its associated companion building.

There are four different Works of Art: Bronze Sculpture, Epic, Relief, Fountain. The companion buildings for the Works of Art are:

Bronze Sculpture partners with Mint

Epic partners with Library

Relief partners with Town Hall

Fountain partners with Aqueduct

- If you play a Work of Art, you may increase your Public Feeling card by 1 star. If you control a House of the Benefactor, you may increase your Public Feeling card by 2 stars instead. If you control the Work of Art's companion building, you may increase your Public Feeling card by 3 stars instead.
- You may not receive extra stars for fulfilling more than one of the prerequisites above. For example, even if you control both a House of the Benefactor and a Town Hall, you would still receive only 3 stars for playing the Relief.
- You may only play a Work of Art if you have room for at least 1 star on your Public Feeling card(s).
- Tournament Game: If you control 2 Public Feelings cards, you may freely distribute between them any stars you gain.
- Tournament Game: You may not choose to retrieve a Work of Art if your opponent has banned it with Excommunication (P&I).

**Joust** (2x, Action, Attack)

**Card Text:** Choose one of your knights and one of your opponent's. Each player rolls and adds up his tournament points. **Victor:** Receives 1 resource from his opponent and 1 from the bank.

- You may only play a Joust if you control at least 1 knight. Your opponent does not have to control a knight.
- Choose one of your knights as well as one of your opponent's knights. These knights will compete against each other for tournament points. If your opponent controls at least 1 knight, you must choose one of these knights to compete against. Only when your opponent has no knights does he enter the Joust without a knight.
- The players take turns rolling the dice. Each player adds his dice roll total to the tournament point value of his knight taking part in the Joust. If a player controls a Tournament Field (*K&M*), the bonus it provides is added to his total as well. If your opponent has no knight, only his dice roll is counted.

The player with the highest total wins the Joust. If there is a tie, the players roll again, continuing to do so until there is a winner.

- The winner immediately receives 1 resource of his choice from the loser, along with 1 resource of his choice from the bank. If the loser has no resources, then the winner receives only the resource from the bank.

**Growth** (2x, Action, Neutral)

**Card Text:** Building a city costs you only 2 ore and 1 grain. **Requires:** Aqueduct

**Regional Expansions****Common Land** (1x, Building)

**Card Text:** Once per turn, you may pay 1 star to trade 1 resource of your choice for another.

**Village School** (1x, Building)

**Card Text:** When you build the Village School, you immediately receive 2 stars. Whenever the Trade Advantage event (Mill) is rolled, you receive 1 additional star.

- If the Trade Advantage event is rolled and you don't have room for the star, it is lost.
- You do not need to control the Mill playing piece to receive the bonus star from the Village School when Trade Advantage is rolled.

**St. Agatha's Chapel** (1x, Building)

**Card Text:** If you have fewer victory points than your opponent **and** he plays Merchant, Spice Caravan or a successful Brigands, you receive 1 resource of your choice.

- You may build the Chapel at any time, even if you currently have more victory points than your opponent. However, you may only use the Chapel's function if you are tied with or have fewer victory points than your opponent.
- Spice Caravan is a card from the "Knights & Merchants" Theme Set.

- You do not receive a resource if your own Brigands are unsuccessful.
- Tournament Game: A Mission (*P&I*) does not reduce the cost of building the Chapel.

## Osmund the People's Favorite

(1x, Unit, Knight)

**Card Text:** Osmund's tournament strength is equal to the number of stars you have.

## City Expansions

### House of the Benefactor (2x, Building)

**Card Text:** Building an Aqueduct costs you 1 resource of your choice less. You may, once per turn, pay 1 gold when replenishing your hand to retrieve one Work of Art from the (or your) discard pile.

- The House of the Benefactor lets you, at the end of your turn, pay 1 gold to retrieve a Work of Art from either the discard pile ("Expanded Basic Game") or your personal discard pile ("Tournament Game").
- You may not change the discard pile's card order while searching for a card.
- You must show the card you retrieve to your opponent.
- You may not attempt to retrieve more than 1 Work of Art per turn by paying more than 1 gold.
- If your hand is full at the end of your turn, then you do not have an opportunity to refill your hand and therefore also lose the opportunity to retrieve a Work of Art from the discard pile. You

may not exchange a card with the discard pile. If you wish to exchange a card in your hand, you may only do so with the Expansion card Stacks, as usual.

- If you control a House of the Benefactor, building an Aqueduct costs you 1 resource of your choice less.
- Tournament Game: If you also control a Building Crane (*S&P*), building an Aqueduct costs you 2 resources of your choice less.
- Tournament Game: Controlling 2 House of the Benefactor does not give you any further benefits. Building an Aqueduct is not any cheaper and you may still only pay 1 gold to retrieve a single Work of Art per turn.

### **Hospital** (1x, Building)

**Card Text:** Once per turn, you either gain 1 star **or** pay 1 star to receive 1 resource of your choice. **Requires: Aqueduct**

- Before you may build a Hospital, you must have an Aqueduct in one of your cities.

### **“Beloved Prince” Statue** (2x, Building)

**Card Text:** After you build the Statue, your opponent must choose 2 of the Knights, Cannons, or Fleets he has in hand. Choose one of them and add it to your hand.

- Your opponent must choose 2 of the units listed in the card text immediately after you build the Statue. Choose one of these units and add it to your hand. If your opponent only has a single unit in hand, then you must take that unit.

- To build the Statue, you must pay 1 clay, 2 gold and 3 stars.
- Your opponent may choose a Knight, Cannon, or Fleet that he cannot currently build because the card's prerequisites cannot be met. You may of course only build such cards once you meet the prerequisites yourself.
- The Cannon is a card from the "Science & Progress" Theme Set.

## Event Cards

### **Golden Times** (2x, Event)

**Card Text:** Each player may, once only, pay 1 star in exchange for 2 resources of his choice.

- The active player goes first and may pay 1 star to receive 2 resources of his choice. After the active player has finished the action, the passive player carries it out.
- The exchange is not mandatory. In other words, both players may freely decide if they wish to exchange 1 star for 2 resources or not.

### **Riots** (2x, Event)

**Card Text:** No resources are obtained from the Production die roll. Each player must pay 1 resource for each Garrison, Abbey, and Trade Fleet he controls, up to a maximum of 3 cards.

- You never have to pay more than 3 cards, no matter how many named cards you control.
- If you have fewer resources than you have to pay, you only pay the resources you have, with no additional penalties.

## Road Improvements

### Lancer (1x, Unit)

**Card Text:** Whenever the Brigand Attack event is rolled, you may pay 1 star to avoid losing any resources.

- To build the Lancer, you must pay 1 ore and 1 star.
- You may use the Lancer's ability even if the event occurs on your opponent's turn.
- Tournament Game: You may not place the Lancer on a Metropolis building site (*P&I*), as it is a Road Improvement.

### Small Market Town (1x, Building)

**Card Text:** If a region number is rolled for which you already own 3 resources, you receive 1 resource of your choice instead.

- First, resolve the outcome of the Event Die as usual. Then, produce resources according to outcome of the Production Die.
- If one of your regions whose number was rolled is already full with 3 resources—and thus has no room for another resource—then you receive a different resource of your choice instead.
- If you have more than one full region whose number was rolled, then you receive a different resource of your choice for each such region.

## Traveling Theater (1x, Unit)

**Card Text:** Once per turn, you may move the Traveling Theater onto one of your own, unoccupied roads. Exchange 1 resource from an adjacent region for 1 star.

- You must also exchange 1 resource from an adjacent region for 1 star the first time you place the Traveling Theater after building it.
- Thereafter, you must first move the Traveling Theater if you wish to exchange a resource for a star. You may only move the Traveling Theater if you can exchange a resource for a star immediately after moving it.
- Tournament Game: You may not place the Traveling Theater on a Metropolis building site (*P&I*), as it is a Road Improvement.

## Special

### Public Feeling

(2x, Development Card, Abstract)

**Card Text:**

- ★ – Riots or Civil War has no effect on you.
- ★★ – A road or settlement costs you 1 resource less of your choice.
- ★★★ – Retrieve one neutral or defense Action card from the discard pile.

For additional explanation of this card, refer to “Special function of Public Feeling” on pages 5-9 of the *A&B* card deck.

## ACKNOWLEDGEMENTS

A new Set isn't about simply collecting a series of boring card ideas and releasing them as a Set. Each Set has a theme—a basic idea, as it were. This theme should make the “Expanded Basic Game” feel new and different as well as offer new strategic possibilities (and modify existing ones) for the “Tournament Game.” If the concept is clear, then many of the cards develop themselves, while others come about over time.

The Theme of this Set is the happiness level of the residents in the players' principalities. The idea is, happy citizens have higher morale which makes faster expansion of the principality possible, not to mention better protection against events like riots or civil wars. With “Artists & Benefactors,” it's possible to expand constructively and also lessen the luck of the dice a little.

Over time, developing a new Set has become a major task for me. After all, there's more to do than just put a Set together with consistent internal logic. A new Set's cards must also be compatible with the roughly two hundred Action cards, units and buildings from the basic game as well as the other six Theme Sets produced to date. The new cards shouldn't make an unbeatable strategy possible, thereby reducing the strategic options of the game.

As with the previously-released “Barbarians & Traders” Set, it was obvious to me right from the start that the challenge, while exciting, was too much for me alone. And so I once again asked the experienced members of the “Barbarians &

Traders” development team—Dr. Reiner Düren, Dr. Katharina Fenner, Thilo Knoblich, Mario Ludwig, Jochen Schellenberger and Peter Steinert—to assist with the development of the new Set. Additionally, I asked two others to help: Andreas Beuchtel, the winner of the official 2002 Card Game Tournament, and Peter Gustav Bartschat who, along with Dr. Reiner Düren, created the definitive reference for all rules questions related to the Card Game: the Encyclopedia Catanica, Volume 2.

As was the case 2 years ago, it was my great pleasure to discuss, discard and invent new cards with this team, eventually creating a Set that we were all very happy with—not to mention a little bit proud of as well.

I would like to thank all members of the development team, their playtesters and my two sons, Guido and Benjamin, for their constructive effort and am already looking forward to developing new Sets with them in future.

I would also like to thank Franz Vohwinkel for the excellent illustrations in “Artists & Benefactors,” as well as Sebastian Rapp, who not only helped the Sets along as an excellent and competent editor but was always ready with an answer to even the most challenging questions.

*Klaus Teuber*

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