

CATAN

GEOGRAPHIES

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GERMANY

GAME OVERVIEW

Germany in the late Middle Ages: the cities thrive and prosper. People are furiously building. Magnificent churches and town halls emerge, and you are in the thick of the action!

The map of Germany is composed of five different terrain hexes.

The hexes produce the resources lumber, wool, brick, ore, and grain, which you and your game partners hold in your hands, in the form of resource cards.

You need these resources to build roads and to construct landmarks and other buildings in the cities.

And how do you get resources? Quite easily: at the beginning of each turn, two dice are rolled to determine which terrain hexes produce resources. That's why each terrain hex has a production number. If, for example, a "3" is rolled, all hexes with a "3" produce resources.

To benefit from resource production, you must have at least one town hall adjacent to a terrain hex marked by the number rolled.

At the beginning of the game you already own 3 town halls—so you will have resource yields. And, if you still need a resource or two, it's not a problem. You can trade resources with your game partners to your heart's content.

Each town hall you own is worth 1 victory point. So you already have 3 victory points when the game starts. You win the game if you manage to be the first player to reach 12 victory points in a game with 3 players, or 10 victory points in a game with 4 players.



GAME RULES

GAME COMPONENTS

- ♦ game board
- ♦ 120 cards
 - ❖ 90 Resource Cards
 - ❖ 26 Development Cards
 - ❖ 4 Building Cost Cards (*card backs*: starting set-ups)
- ♦ 2 card holders
- ♦ 141 game pieces
 - ❖ 80 roads
 - ❖ 48 town halls
 - ❖ 12 landmarks
- ♦ 1 game piece for “Götz von Berlichingen”
- ♦ 2 dice

SPECIAL PREPARATION

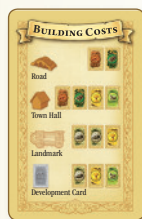
- ♦ Lay out the **game board**.
- ♦ Each player chooses a color and receives 12 **town halls** and 20 **roads**.
- ♦ Arrange the Resource Cards, Development Cards, and Building Costs Cards in separate stacks.



Card Back
Development Cards



Card Back
Resource Cards



Building Costs
Cards

- ♦ Sort the **Resource Cards** by the 5 resource types and place each face up into one of the 5 compartments of the card holders. These cards form the “supply” of Resource Cards. Place the card holders beside the game board.
- ♦ Shuffle the **Development Cards** and place them face down into the empty compartment of one of the card holders.
- ♦ Shuffle the **Building Costs Cards**, with the building costs view facing up. Each player receives one Building Costs Card. The back of each Building Costs Card depicts 3 unique *starting positions* for your town halls, along with the corresponding *starting resources*. Then each player puts his Building Costs Card down in front of him, with the building costs side showing.
- ♦ Each player places one of his **town halls** on each of the three starting positions (cities) listed on his Building Costs Card and takes the starting Resource Cards displayed on the card. (During the game, don’t reveal the Resource Cards you are holding in your hand to the other players.)
Important: *You do not start with any roads!*

Note: *After one or two matches, once all players have become familiar with the game mechanics, the starting town halls should be built at the players’ discretion. You can find the rule for variable set-up on the last page.*

- ♦ The **landmarks** of large German cities are portrayed in the outer area of the game board. It’s corresponding ground plan is shown under each landmark’s illustration. Place the landmarks on these matching ground plans.
- ♦ Place the game piece of the rogue poet-adventurer “Götz von Berlichingen” on the mountains hex with the “12” east of Nürnberg.

TURN OVERVIEW

The oldest player takes the first turn. On your turn, you perform the following actions in the order given below.

1. **Production phase:** You roll the dice for the turn’s **resource production**. (The result applies to all players.)
2. **Trade and build phase:** You can trade and build in any order—repeating and alternating trades and builds as desired. At any point during your **trade and build** phase, you may additionally play one **Development Card**. For example, you may build, trade, build again and then play a Development Card.

After you are done, pass the dice to the player on your left, who then continues the game with step 1.

THE TURN IN DETAIL

1. PRODUCTION PHASE

- ♦ You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.
- ♦ Each player with a town hall adjacent to a terrain hex marked with the number rolled takes one Resource Card of the hex’s type. If you have several town halls adjacent to producing hexes, you receive one Resource Card for each such town hall.

2. TRADE AND BUILD PHASE

2a. Trade

- ♦ On your turn, you can trade Resource Cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. You can also listen to the proposals of the other players and make counteroffers.

Important: *Players may only trade with the player whose turn it is. The other players may not trade among themselves.*

- ♦ On your turn, you can also trade cards from the resource supply, without the other players! You can trade at 3:1 as often as you wish by putting 3 identical Resource Cards back in their respective stack and taking your choice of 1 Resource Card of a different type in return.
If you play a “Trade” Development Card, you may trade at 2:1 on your turn—that is, take any 1 different Resource Card in exchange for 2 identical Resource Cards from your hand. You may do this as often as you have 2 identical Resource Cards for trade.

2b. Build

- ♦ Starting from the 3 intersections with your starting town halls, you may **build roads**. Once your roads reach an intersection with a empty city intersection, you can **build a town hall** there. If your roads reach an intersection with a empty landmark intersection, you can **build a landmark** there. To build or buy a Development Card you must hand in (i.e., pay) a particular combination of Resource Cards.

Building roads

You build a road on a empty path between 2 intersections. Building a road costs you 1 lumber and 1 brick. Only one road may be built on any given path.

- ♦ You can always build a road on any empty path adjacent to at least one of your town halls.
- ♦ You can also build a road on certain empty paths adjacent to roads you have already built.



If you want to build a road adjacent to one of your own roads, the next step depends on the type of intervening intersection:

- ♦ If there is an **open intersection** between the existing road and the new road, you may place the new road without restrictions.
- ♦ If there is a **city intersection** between the existing road and the new road, you may only place the new road if you have already built a town hall on that city intersection. You may not place the road if another player has built a town hall on that intersection or the city intersection is still empty.

Example: The red player may build a road beyond Heidelberg because he has a town hall on that intersection. The blue player may not build a road beyond Heidelberg because that town hall belongs to the red player, and he may not build beyond Stuttgart because he has no town hall in Stuttgart.



- ♦ If there is a **landmark intersection** between the existing road and the new road, you may place the new road only if a landmark has already been built on that intersection. Since landmarks are neutral, it doesn't matter who built it.

Example: A landmark was built in Trier. Therefore, the red player may build a road beyond Trier. He may not build a road beyond Frankfurt, however, because the corresponding landmark has not been built yet.



Building a town hall

- ♦ You may build a town hall only on an empty city intersection that is adjacent to one of your own roads.
- ♦ To build a town hall, you must pay 1 lumber, 1 brick, 1 grain, and 1 wool. Then you may place one of your town halls on the city intersection.
- ♦ Only one town hall may be built on any city intersection.
- ♦ Each town hall built (i.e., placed on the board) is worth 1 victory point.



Building a landmark

- ♦ You can build a landmark only on a landmark intersection that borders on one of your roads.
- ♦ For each landmark there is only one particular intersection on which it can be built. For example, the Porta Nigra ("Black Gate") must always be built on the landmark intersection "Trier."
- ♦ To build a landmark, you must pay 2 ore and 1 grain. Then you may take the corresponding landmark from the outer area of the game board and place it on the associated intersection.
- ♦ A landmark is a neutral building. It doesn't belong to any particular player after it has been built. However, if you build a landmark, you receive a reward: you place a town hall on the corresponding landmark intersection



that has become vacant in the outer area of the game board (a victory point!) and may either build a road for free, take Resource Cards, or take 1 Development Card (or 2, for the Freiburg Cathedral), as indicated in the respective illustration.

Buying a Development Card

To buy a Development Card, you must pay 1 wool, 1 ore, and 1 grain. Then you take the top card from the Development Card stack.

Place the acquired card face down in front of you. Don't reveal the cards to the other players until you use them.

Playing a Development Card

At any point during your turn, you may play (reveal) one of your Development Cards. However, this cannot be a card you bought on this turn!

There are three different types of Development Cards:

♦ Mercenary Cards

When you play a Mercenary Card, you move the game piece "Götz" to another terrain hex. Then you draw a random Resource Card from the hand of a player with a town hall adjacent to this hex (for this purpose, the player holds his Resource Cards face down). Mercenary cards that have been played remain face up in front of their respective owners.



♦ Progress Cards

When you play a **Road Building** card, you may immediately place 2 roads for free, obeying the normal building rules.

When you play a **Banking** card, you may immediately take 2 Resource Cards from the supply.

When you play a **Trade** card, you may, on your turn, trade 2 identical Resource Cards for any 1 other Resource Card, as often as you like. For example, you may use this card to trade 4 brick for 1 grain and 1 lumber, and then trade 2 wool for 1 lumber.



Once a Progress Card has been played, remove it from the game.

♦ Victory Point Cards

Always keep Victory Point Cards secret. Only reveal them when you reach 10 victory points (in a 4-player game) or 12 victory points (in a 3-player game)—so you can declare victory. Of course, you can reveal them when someone else wins. You may play any number of Victory Point cards during your turn, even during the turn you buy them.



SPECIAL RULES

a) A "7" was rolled

- ♦ If you roll a "7" on your turn, none of the players receive resources. Each player having more than 7 Resource Cards selects half (rounded down) of his Resource Cards and returns them to the respective supply stacks. (For example, a player with 9 cards must discard 4.)
- ♦ You then move the "Götz" piece to any other terrain hex of your choice. **Important:** As long as Götz remains on this hex, the owners of adjacent town halls do not receive resources when this hex's number is rolled.
- ♦ Finally, you steal 1 random Resource Card from the hand of a player who has one or more town halls adjacent to this hex (for this purpose, the player holds his Resource Cards face down). If several players have town halls adjacent to this hex, you may select which player to steal a card from.



b) Longest Road

If you are the first player to have a *continuous road* of at least 5 individual pieces (branches do not count), place one of your town halls on the “Longest Road” victory point field. Like all other town halls placed on the board, this town hall is worth 1 victory point.

Important: A continuous road is considered continuous only if none of its road pieces are separated by another player's town hall. However, landmarks and your own town halls do not interfere.

If another player succeeds in building a longer continuous road, he places one of his town halls on the victory point field and the previous owner of the Longest Road must remove his town hall.



Example: The blue player's longest continuous road is 5 road pieces long (white frame). The road pieces in the red frame do not count because the red town hall separates them. The road piece in the black frame doesn't count either because it is the shorter branch.

c) Largest Army

The first player to have 3 Mercenary Cards face up in front of him (cards he has actually played) places one of his town halls on the “Largest Army” victory point field. Like all other town halls placed on the board, this town hall is worth 1 victory point.

If another player later has more Mercenary Cards than the current holder of the Largest Army card, he places one of his town halls on the victory point field and the previous owner of the Largest Army removes his town hall.



END OF THE GAME

During your turn, the game ends and you are the winner if:

- ♦ You have at least 12 victory points in a 3-player game, **or**
- ♦ You have at least 10 victory points in a 4-player game.

VARIABLE SET-UP

First Player: Roll the dice to determine who starts the game.

Starting Positions for Town Halls: The first player places one of his town halls on a empty city intersection of his choice. Proceeding in a clockwise direction, each of the other players places his first town hall.

Then the last player to place his first town hall places his second town hall. Again, the other players place their second town halls, but now proceeding in a counterclockwise direction.

The last player to place his second town hall now places his third town hall, and the other players place their third town halls—this time in a clockwise direction.

Starting Resources: For each terrain hex adjacent to your third town hall, you take a corresponding Resource Card from the supply.

Important: As in the basic set-up, no one starts with any roads.

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