

“The Rivals for Catan” Tournament Game - Rules

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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 – only has access to his own card stacks. Therefore, each player determines which cards he wants to build/play during the game.

Essentially, the rules of the “Theme Game” and “The Duel of the Princes” also apply to 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.
 - Example: There are 2 *Fraternal Feuds* cards. Both cards depict a half-moon, which is why 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.
- Each player may only add 1 *Insurrection* card to his deck.
- Each player may only contribute 2 cards, which - after revealing them - are placed under the top 4 cards of the event card stack. Currently, this applies to the *Insurrection* card and the *Barbarian Attack* card. You are thus not allowed to choose 1 *Insurrection* and 2 *Barbarian Attacks*.
- If you are not the host, you 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, *Insurrection* cards and *Barbarian Attack* cards are randomly shuffled into the event card stack.
- If besides the *Yule* card only 3 event cards are left in the event card stack during the game - due to repeated use of the *Great Foresight* action card - then the *Yule* card is removed. From now on, when the “Event Card” event is rolled, the revealed event card is placed face up (instead of under the stack). After the last event card is revealed, the stack is shuffled.
- 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 whose backs are not marked with symbols other than those indicating the respective set the cards belong to – that is, it may contain action cards, settlement/city expansions, city expansions, region expansions, road complements, metropolises, and marker cards.
- You may choose from all cards included in “The Rivals for Catan” or in an expansion that have the aforementioned characteristic. You may only use the cards from 1 copy, meaning that you are 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 and only 1 *Great Foresight* card in your deck.
- Without previous agreement between the players, no special cards (e.g., annual special cards such as *Axel the Innovator*) may be used. If the players agree to allow some or all special cards, only 1 of each of these cards may be added to the deck.
- The rules for using the Theme Set “The Era of Explorers” in the Tournament Game are described in a special section (see page 4).

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 only may replenish your hand from your 4 stacks. If a stack is depleted, you may “reestablish” it by placing discarded cards in the same spot where the depleted stack was before.

Sequence of Play

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. In the preparatory round, you are not allowed to build or use cards that would have a direct effect on the cards in your opponent's hand or on his resources, points, or expansion cards. However, you may immediately make use of benefits that result from your own expansions or marker card.

Examples: If you build a *Drill Ground*, during your following turns of the preparatory round you may 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 would have an effect on your opponent. If you build *Marie the Shieldmaiden* or *Olaf the Merchant Ship Captain*, you can't use their respective function until after the preparatory round. You may only build a *Pirate Ship* if your opponent hasn't built 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, you may also use your 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 second to build in the preparatory round is the first to

replenish his hand and then 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* or that were removed from your opponent's principality.
- Whenever 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," "Age of Darkness," and "Age of Enlightenment," this applies to all heroes and sages 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.
 - 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.
- You may only place up to 3 sages in your principality.
- The fact that your opponent's cards are 'usually off-limits' means that you only have access to your opponent's cards 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.

Tournament Game with "The Era of Explorers"

If the players have the cards of the "Age of Enlightenment" expansion on hand, they can play the Tournament Game with "The Era of Explorers" cards.

If the players agree to play a "Tournament Game with Explorers," each player adds 1 *Explorer Harbor* and the 6 sea cards without half-moon to the starting set-up of his principality. These additional cards are placed on one side of each principality. (They do not belong to the 35 cards of the deck!)

In a "Tournament Game with Explorers," you decide how many cards from "The Era of Explorers" Theme Set you want to include in your deck. Furthermore, your deck may only contain 1 copy of each action-attack card. You are allowed to not include any card from "The Era of Explorers" set in your deck. Your principality's starting set-up containing the *Explorer Harbor* and sea cards remains unchanged, even though there are no "The Era of Explorers" cards in your deck.

During the preparatory round, you can also use the available resources to build another explorer ship. You are not allowed, though, to discover a sea card during the preparatory round.

Other than that, the same rules as for the regular Tournament Game apply.

Sample Decks

For all those of you who don't dare to assemble their own Tournament deck yet, in the [downloads area of catan.com](#) we are providing a couple of sample decks by Dr. Reiner Dürren:

- [Expansions](#)
- [Hunger for Wisdom](#)
- [Maritime Trade](#)
- [Heroes](#)
- [University](#)
- [Prosperity for the Poor](#)
- [Heading for New Shores](#)

Have lots of fun with your first attempts as a Tournament player!