



Rivals for CATAN



Part 15 - Acknowledgment

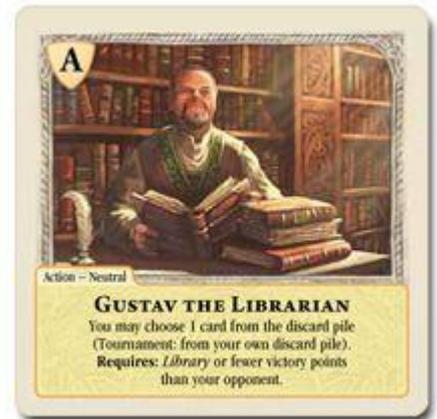
October 10, 2012

In the previous blog posts, the members of the editorial team shed light on certain aspects of the development of “The Rivals for Catan.” I don’t want to add any more to it at this point. On a final note, however, I would like to express my gratitude to all those who contributed to the successful development of “The Rivals for Catan” game and its two expansions, “Age of Darkness” and “Age of Enlightenment.” Nearly all of the people I want to thank are depicted on “The Rivals for Catan” cards – some with their first name, others with their middle name or a medieval version of their first name.

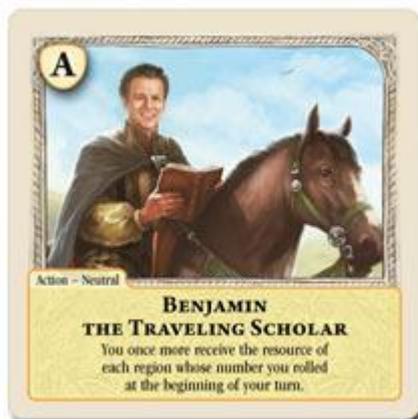
First of all, my thanks go to Axel Meffert, the longtime General Manager of Kosmos, who unfortunately passed away far too soon in spring of this year. He encouraged me to begin the revision of the old Card Game and cleared the way for us to develop The Rivals for Catan.



I would like to thank the members of the editorial team, Dr. Reiner Düren, Sebastian Rapp, and Peter Gustav Bartschat, for the constructive collaboration and the many clever and oftentimes humorous contributions, all of which had a large share in the game’s successful outcome. Together with Gustav, Sebastian, and Reiner, working on a game wasn’t just fun – it became an exciting treat.



Should anybody wonder who the herald with the curly black hair is supposed to portray – the answer is that there was a time when Reiner was younger and his hair fuller.



Developing a game requires many tests, to detect weaknesses and flaws. I want to thank my family, who patiently participated in many games with me on the PC and sitting around the table, Barbara and Walther, who were Peter Gustav Bartschat's and Reiner Dürren's most important test game opponents, and many other testers who played with us on the PC or sitting around the table.

Even though the game mechanics of “The Rivals for Catan” turned out well, it was only through the atmospheric, detailed illustrations by Michael Menzel that the game became an evocative and well-rounded experience. I thank Michael Menzel for the impressive presentation of the characters, buildings, and events of the Catanian world of cards, and I thank Michaela Kienle for the well-realized graphic design.



The Rivals for Catan has also been programmed for PlayCatan. Here, my thanks go to Arnd Beenen for managing the project, Gero Zahn for providing the content for the Rivals on our website, and Alexander Zbiek and Sebastian Mellin – the team of programmers – for the smooth electronic implementation.



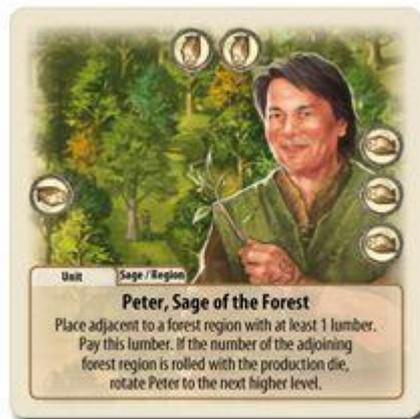
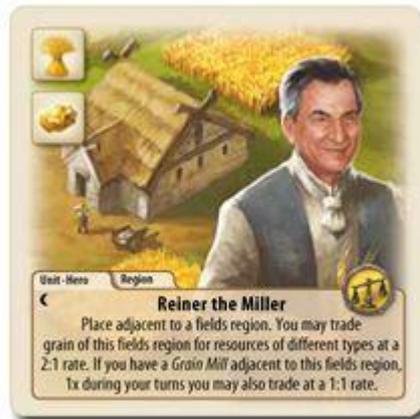
Gavin Allister translated the texts of the cards and game rules from German into English. He often surprised us when – due to his conscientious and painstaking work – he still caught an occasional error that had artfully concealed itself from us. Unfortunately, Gavin does not yet appear on a special card that I could thank him with. But his day will come ...



Mayfair Games is in charge of the production and distribution of “The Rivals for Catan” in English-speaking countries. I’d like to thank Coleman Charlton, Pete Fenlon, Larry Roznai, and Bob Carty for good transatlantic collaboration.



Without the old Card Game, the Rivals for Catan would never have existed. In 1996, the editorial work concerning the old Card Game was in the hands of TM-Spiele – and it was in good hands. For this, I thank Reiner Müller, Wolfgang Lüdtkke, Peter Neugebauer, and Fritz Gruber, my friends and partners at TM-Spiele.



So here I am, assuming the role of Heinrich the Sentinel. Why “Heinrich”? Well, due to the fact that I was born at the beginning of the 50s of last century, when it still was a common thing to add the first names of both grandfathers to a boy’s name, my name is actually Klaus Heinrich Wilhelm. Heinrich goes well with the Middle Ages, which is why I keep watch as Heinrich. Watch over what? Over the princes, of course. They shouldn’t do stupid things, and they should preferably enjoy a long life. And who knows, maybe one day I’ll send the princes to a time where they have to prove themselves again.

Klaus Teuber

