

Klaus Teuber's

AGE OF ENLIGHTENMENT™

Rules & Card Index

THE RIVALS FOR™
CATAN
CARD GAME
EXPANSION

Welcome to *Age of Enlightenment!*

The game you are holding in your hands is the second expansion of *The Rivals for Catan*™. You need a copy of *The Rivals for Catan* to be able to use the cards of this expansion. The cards of this expansion allow you to play 3 new Theme Games according to the already established Theme Games rules. *Age of Enlightenment*™ introduces some new card types, which are explained on the following pages. Detailed explanations and rules additions for the Theme Game with one Theme Set can be found in the context of the respective set. Of course, “The Duel of the Princes” can also be played with the new Theme Sets. The corresponding rules additions follow after the explanations regarding the individual sets.

Thematically, the foray into Catanian history is continued. Chronologically, “The Era of Explorers” is located between the sets “The Era of Explorers” and “The Era of Barbarians.” In “The Era of Explorers,” the Catanians explore the islands within reach of their new ships. “The Era of Sages” takes places at roughly the same time as “The Era of Progress” but incorporates other aspects of this era. Catanian history ends with “The Era of Prosperity:” the barbarians are defeated and Catan’s independence is secured—time to attend to the needs of the population and lead it towards an Age of Enlightenment.

You will also find references to another game variant, the “Tournament Game.” The rules of the Tournament Game are not part of this game rules booklet, because this variant differs considerably from the Theme Game and The Duel of the Princes, presenting more challenges for the players. Information about the Tournament Game can be found on p. 32.

Have fun discovering the new Theme Sets!

Contents

Age of Darkness contains 125 cards, consisting of 3 Theme Sets:

50 cards in “*The Era of Explorers*”

41 cards in “*The Era of Sages*”

34 cards in “*The Era of Prosperity*”

(and 6 Explorer Ships card from *The Era of Explorers*)

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EXPANSION RULES

INNOVATIONS

If you have the first printing of *The Rivals for Catan*, you will find that the format of the Age of Enlightenment cards differs in one detail from the cards in *The Rivals for Catan*.

Each expansion card has a second “tab” above the text box. The primary function of this tab is to specify where you can place a card in your principality.

This is especially important for players with color blindness. In the first printing of *The Rivals for Catan*, the settlement/city expansions and city expansions could only be distinguished by means of the colored text box. The new, second tab now also contains this information. For example, previously, a hero could be recognized as a settlement/city expansion via the classification “Unit – Hero” and the green text box; now, the second tab is labeled “Settlement/city.”

The cards in later printings of *The Rivals for Catan* have this tab. The play of the game is not affected by the inclusion or absence of this second tab. So all Rivals cards can be used together, regardless the status of a second tab.



NEW CARD TYPES

There are new locations where cards may be placed. From *The Rivals for Catan*, you are already familiar with “center cards,” “settlement/city expansions,” “city expansions,” and region expansions.” In the German rules, region expansions are introduced in the 2nd edition.

Age of Enlightenment introduces: “road complements,” *Metropolises* (as new center cards), and “marker cards.” In “The Era of Explorers,” each player also receives a set of sea cards in addition to his starting cards.

In *The Rivals for Catan*, you expanded your principality with units and buildings. In addition, there was one extraordinary site: *Gold Cache*. Since the *Gold Cache* is an expansion card, for the purposes of placement it now also received a second tab that classifies it as a “Region” expansion.

The Rivals for Catan featured only 1 region expansion—the *Gold Cache*. *Age of Enlightenment*, however, includes various other region expansions, so let’s first present some information regarding region expansions.

Region Expansions

Region expansions are always placed either above or below a region. However, only 1 region expansion may be placed adjacent to each region. Some region expansions (e. g., the *Gold Cache*) may be placed adjacent to any region; other region expansions must be placed adjacent to a specific region type. For example, you may only place Peter, Sage of the Forest adjacent to a forest region.

In addition, “The Era of Explorers” contains region expansions that are tied to a locality; you may only place them adjacent to certain places.

The new region expansions are either buildings or units. Cards that refer to buildings or units in general may also concern the corresponding region expansions. However, regions are not part of a settlement/city. Therefore, if a card refers, for example, to a “building in a settlement/city,” then region expansions can’t be affected by it. If a region changes its location (e. g., by means of *Relocation*), its region expansion changes its location together with that region. In contrast, if a region expansion changes its location, the region it moves away from is not affected. Placement after a change of location must be compliant with the rules, which may implicate that a region cannot arbitrarily “relocate” because of one of its region expansions.



Extraordinary Sites

“Extraordinary sites” are expansions that are neither units nor buildings. “Extraordinary sites” are characterized by the fact that their essential elements are of natural origin, with only some elements being added by humans. Therefore, they are immune to attack cards and events that refer to buildings, such as *Feud* and *Arsonist*. *The Rivals for Catan* already includes an “extraordinary site:” *Gold Cache*.



Extraordinary Sites: Sea Cards

In “The Era of Explorers” set, the sea cards are also classified as “extraordinary sites.” They are no expansion cards, though; rather, they are related to the center cards, because neither can you remove them nor can your opponent attack them. Unlike center cards, however, sea cards do have functions, and you can interact with them. The special rules for “The Era of Explorers” contain more details about the sea cards.



Road Complements

Road complements can be distinguished by their light blue text box and the word “Road” in the second tab. The function of a “complemented” road remains in effect—it only receives additional functions or properties. Therefore, the illustration of each road complement still depicts a road.

In “Age of Enlightenment,” road complements can either be buildings or units. Cards referring to buildings or units in general may also refer to road complements. However, roads are not part of a settlement/city. So, road complements can’t be affected by a card that refers, for example, to a “building in a settlement/city” or a “unit in a settlement/city.”



New Center Cards: Metropolises

Although the *Metropolises* are part of the draw stacks, in a formal sense they are center cards; that is, you can neither remove them nor can your opponent attack them. A *Metropolis* is a city upgrade, just as a city is a settlement upgrade. *Age of Enlightenment* only includes one *Metropolis*: the *Explorer Metropolis* in “The Era of Explorers” set.

Apart from the above-mentioned characteristic, the *Explorer Metropolis* in many aspects behaves similar to road complements: the city underneath the *Metropolis* retains all its properties. This means that you may continue to place city expansions on its building sites, and you may play all cards that require a “city” even if you upgraded your only city to a *Metropolis*. The *Explorer Metropolis* itself is worth 2 victory points. Since the city underneath is also worth 2 victory points, the *Explorer Metropolis* depicts a total of 4 victory points—2 for the *Metropolis* and 2 for the city.



Marker Cards

The function of marker cards is to indicate a player's status in a certain area. Marker cards aren't expansion cards; they should rather be regarded as “abstract” cards that ‘geographically’ are not part of the principality. Only effects and consequences directly related to them have an impact on them; other effects can't act upon, destroy, or otherwise affect them. For the sake of clarity, marker cards are placed either above or below a region (like region expansions); however, you may move them to another region at any time. If, in exceptional cases, all regions are occupied, you also may (or must) place a marker card adjacent to your principality. A marker card never blocks the building site for a region expansion—meaning that when the opponent, by means of a foreign card (for example, the *Thieves' Hideout*), claims a building site that is occupied by a marker card, you may have to move the marker card.

Age of Enlightenment contains two marker cards, *Public Feeling* in “The Era of Prosperity” and *Manifesto of Humane Conduct* in “The Era of Sages.” Other expansions contain further marker cards.



NEW GAME CONCEPTS

New Symbols

Age of Enlightenment introduces some new symbols:

General



Is the symbol for “any resource of your choice.” Wherever this symbol appears, you receive (or pay) any 1 resource of your choice. In *Age of Enlightenment*, this symbol only appears in “The Era of Explorers.”

The Era of Explorers



Cannon Points: Required to fight pirates; explained in detail in the description of “The Era of Explorers” set (p. 8-12).



Sail Points: Required for determining the movement points of the explorer ships; explained in detail in the description of “The Era of Explorers” set (p. 8-12).

The Era of Sages



Wisdom Points (Owls): The “currency” of the *sages*; explained in detail in the description of “The Era of Sages” set (p. 12-13).

The Era of Prosperity



Contentment Points (Stars): They represent the contentment of the population; explained in detail in the description of “The Era of Prosperity” set (p. 13-14).

Foreign Cards

Foreign cards are cards that are not placed in one’s own principality but in the opponent’s principality. The player who builds the foreign card always remains its “owner.” Therefore, only this player may remove, use, etc. this card. Foreign cards may have positive consequences for their owner or negative consequences for the player whose principality they were placed in. Some foreign cards are removed

automatically if certain requirements are met. Other foreign cards stay in place until the end of the game, unless the owner of a foreign card removes it himself or his opponent successfully plays an *Arsonist* against that card if it is a building in a settlement/city.

Age of Enlightenment contains only 1 foreign card, *Thieves' Hideout* in “The Era of Prosperity.”

Thieves' Hideout: If the opponent pays 3 stars, he removes the *Thieves' Hideout*. It is removed automatically if the opponent has 5 strength points in his principality



THE THEME SETS

Essentially, all rules established in *The Rivals for Catan* continue to apply. Additional rules and special rules are explained below. “The Era of Explorers” introduces a new layer of the game: the discovery of sea cards, which is why the additional rules are a little more comprehensive. There are only a few special rules for “The Era of Sages” and “The Era of Prosperity” sets.

1. The Era of Explorers



Catan is an island not only in the Board Game but also in the Card Game. One of your two starting settlements is directly adjacent to an *Explorer Harbor*, which serves as a starting point for your exploration of nine adjacent sea cards. Pirates, islanders, and *Shipwrecks* are waiting to be discovered by you. You try to be the better explorer when competing with your opponent, thus obtaining additional victory points.

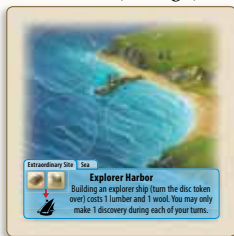
The two draw stacks of the Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Shipwreck* cards. Each player receives 10 sea cards of his shield's color as well as 3 explorer ships (ship tokens—brown discs).

1. Preparation:

Place the *Explorer Harbor* face up next to one of your two starting settlements. Shuffle the remaining 9 sea cards and place them face down on a 3x3 grid beside the *Explorer Harbor*:



It doesn't matter whether you place your *Explorer Harbor*, and the sea cards on the right or left side of your principality. You should bear in mind, though, that you can add new roads and settlements to your principality only on the side without sea cards. (For the sake of clarity, it is also better if you and your opponent place the sea cards in such a way that they face each other—although this is not required.) Place the 3 explorer ships on the spaces marked with circles on the *Explorer Harbor*, 1 explorer ship is already active (ship side faces up), 2 explorer ships must still be built (blank side faces up).



2. Sea Cards

There are three different types of sea cards: islands, pirates, and shipwrecks. Except for their backs, the two sea card sets are identical. During the game, you must first discover the sea cards; afterwards, you can carry out missions to discovered islands and pirates, to obtain advantages in the game and earn victory points.

3. Explorer Ships (Overview)

You need explorer ships to be able to discover sea cards and go on missions to discovered sea cards. On each of your own turns, you may use your explorer ships at any point during your action phase. You may first use an explorer ship, then build something or play an action card, and then use the next explorer ship. However, each explorer ship may only be used once per turn.. You thus have (normally) a maximum of 3 explorer ship actions per turn.

4. Building Explorer Ships

You can build an explorer ship by paying 1 lumber and 1 wool during your action phase. For this purpose, you turn an explorer ship so that the side depicting a ship faces up. If you already have built all 3 explorer ships, you can't build more of them. You can use a newly built explorer ship on the same turn. You may lose explorer ships during the game (meaning that you have to turn them so that their blank side faces up). Lost explorer ships can be built again during a later turn.

5a. Explorer Ship Actions (Overview)

There are two kinds of explorer ship actions: “discovery” and “mission.” An action is considered a “discovery” if the object of the explorer ship action is an unrevealed (undiscovered) sea card. An action is considered a “mission” if the object of the explorer ship action is a revealed (discovered) sea card. To perform an explorer ship action with a particular sea card, this sea card must be “within reach.” **Important:** You may only perform an action with a sea card on which no explorer ship has been placed yet. This means that with each sea card you normally can perform only 1 action per turn.

5b. Range of the Explorer Ships

The range of all your explorer ships is determined by the number of sail points depicted on the buildings of your principality. The sum of sail points is equal to the number of movement points you have available per turn for each of your explorer ships.

The Sailmakers' Shop has 1 sail point.

Starting from your *Explorer Harbor*, per each movement point you can move each of your explorer ships by 1 field in horizontal or vertical direction.



If you only have 1 sail point, you can only reach the sea card directly in front of the *Explorer Harbor*. If you have 2 sail points, you can already reach the three sea cards marked with a “2,” etc. (An explorer ship’s unused movement points are forfeited as soon as the ship has reached its destination.)



Since at the beginning of the game you don’t have buildings with sail points yet, the ships have 0 movement points and thus can’t perform explorer ship actions.

5c. Discovery

If you want to discover an unrevealed sea card, you point at the card, turn it over, and place one of your explorer ships on the card. Then you read the text under “Discovery” aloud and carry out the instructions. The explorer ship remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card. Therefore, you normally cannot go on a mission to the newly discovered sea card until during a later turn.

Important: You may only discover 1 new card per turn!

5d. Mission

You can carry out missions to islands and pirates as soon as you have discovered them. These cards can be rotated and have three levels you can reach. If you want to go on a mission to an island or a pirate, place one of your explorer ships on the card. Then read the text under “Mission” aloud and carry out the instructions. After each successful mission, rotate the card 90°. The explorer ships remains on the sea card until the end of your turn, to indicate that an action has already been performed with this card. **Important:** Only 1 player can reach mission level 3 and obtain the corresponding victory point. If one of the players has reached level 3 of a particular card, the other player may still carry out missions to his corresponding card but is not allowed to rotate the card to level 3 in the process.

6. Fighting Pirates and Lost Ships

Only the cannon points on buildings of your own principality count when fighting the pirates. Strength points are not considered. Each set of sea cards contains 3 pirates of fighting strength 5, 6, and 8. To determine the result of the fight, roll the dice and add the number of cannon points in your own principality to the roll result. If the sum is larger than the pirate’s strength, you are victorious and receive the reward indicated on the card. In case of a tie, repeat the die roll. If the sum is smaller than the pirate’s strength,



your explorer ship is lost. If you are defeated, turn the explorer ship over so that its blank side faces up; it remains on the sea card, to indicate that an action has already been performed with this card. You proceed in exactly the same fashion if your ship runs aground on a reef during a mission to the *Island of the Forgotten Tribe* and you thus lose the ship. (You can't obtain any reward if you go on a mission to a card where you have reached level 2 while your opponent has already reached level 3: although a player normally receives the reward of the newly reached level, you can't reach a new level in this case.)

Hint: Detailed information on the individual sea cards can be found in the Card Index at the end of these game rules.

7. End of the Turn

When you have finished your turn, remove all your ship tokens (explorer ships and ships you might have lost) from the sea cards visited and return them to your *Explorer Harbor*, without changing their status.

2. The Era of Sages



You surely will quickly come to appreciate using the *sage* cards. After all, the wisdom points—the currency of the *sages*—give you the opportunity to influence the occurrence of events. Your access to the cards of the draw stacks also improves, and you can take the sting out of your opponent's attacks. You also should show a little bit of wisdom, though,

The Theme Set's two draw stacks contain 17 and 18 cards, respectively. The face-up expansion card stack consists of 2 *Manifesto of Humane Conduct* cards.

The following rules changes and additions apply:

1. The set introduces wisdom points—in short, “owls.” To receive wisdom points, you first must place *sages* in your principality.
2. All *sages* are “region expansions.” The set contains a total of 8 *sage* cards—1 *sage* for each region and 2 *sages* that can be placed adjacent to any region.
3. If the number of the region adjacent to which you have placed a *sage* comes up when you roll for production at the beginning of your turn, then this *sage* receives 1 owl. Production boosters (e.g., *Grain Mill*) do not generate additional owls.



4. Owls are required for the players to be able to use certain expansion cards and action cards. For example, each time you want to use the *Grove of Peace*, you must pay 1 owl.

To play action cards in “The Era of Sages,” in most cases you have to pay in addition to meeting the requirements they might have. If you want to play the *Wise Compensation* action card, for example, you must pay 3 owls. Owls are also required to build certain buildings and units and to rotate the *Manifesto of Humane Conduct* to the next higher level.

5. Owls are not resources. You can’t obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs.
6. *Manifesto of Humane Conduct* marker card: There are no building costs for the *Manifesto*. When you build your first city, you also take the marker card and place it above or below any region of your choice. You can place the marker card adjacent to another region at any time. (The latter only makes sense if you need the region’s building site.)



3. The Era of Prosperity



You want to be a good prince and govern wisely? You have the opportunity to do so when you play this set. Make your Catanian subjects happy: build *Village Schools*, construct a *Hospital*, and promote the arts. All this raises your people’s spirits and spurs the expansion of your principality. But if you allow the level of contentment to drop, riots will soon end the Age of Enlightenment and your untroubled existence as a prince.

The two draw stacks of the Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Builders’ Hut* cards, the *Prince* card, and the *Princess* card. In addition, each player receives 1 *Public Feeling* card, which he places adjacent to any region of his choice. (Since *Public Feeling* is a marker card, it can be moved to another region at any time.)

The following rules changes and additions apply:



1. The set introduces contentment points—in short, “stars.” The degree of the population’s contentment is recorded on the marker card, similar to the resources on the regions. The more content with you your people are, the more likely it is to serve you.
2. Stars can be used to take advantage of the effects described on the *Public Feeling* card. Stars are also required to build some buildings and units.
3. Stars are not resources. You can’t obtain them in exchange for resources, and they do not count when a *Brigand Attack* occurs. However, once during your turn you may pay 2 stars and take any 1 resource of your choice (see *Public Feeling* card).
4. Assembling the event card stack: To assemble the event card stack for the first time, momentarily set aside the 2 *Insurrection* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Taxation* event cards and place 3 cards face-down. Place the *Yule* card on top. Shuffle the other 7 event cards together with the 2 *Insurrection* cards and place them face down on the remaining stack—that is, on top of the *Yule* card. If an *Insurrection* is drawn during the game, place the card under the 4 topmost cards of the event card stack instead of returning it to the bottom of the event card stack as usual. In this context, please also note the instructions on the card. If the *Yule* card is drawn during the game, the event card stack is reassembled as described above.

THE DUEL OF THE PRINCES

“The Duel of the Princes” is played according to the already known rules; only the event card stack is assembled differently. Each player chooses 1 Theme Set from the available Theme Sets (the starting player chooses first). The third Theme Set is chosen by lot: take 1 event card from each of the Theme Sets that have not been chosen yet, shuffle them face down, and draw one card at random. The card drawn determines the third set to be included in the Duel. Alternatively, you may want to leave things entirely to chance: take one card from each available Theme Set, shuffle them, and draw 3 cards at random; to play, use the 3 sets these cards belong to. Either way, put the Theme Sets you don’t use back into the box until you start a new game.

If the Duel includes “The Era of Explorers,” each player places a smaller sea area, consisting of a total of 6 sea cards, and the *Explorer Harbor*, (the cards without half moon). If the Duel includes “The Era of Prosperity,” each player places a *Public Feeling* card adjacent to any one of his regions, as in the Theme Game.

Assembling the Event Card Stack

To assemble the event card stack, choose only cards that belong to the Theme Sets you are actually using in the game. The event card stack always contains the cards of the Basic Set that are not marked with a half moon: *Yule*, *Invention*, *Year of Plenty*, and *Traveling Merchant*. From the 3 chosen sets, you now add the cards that do not depict a half moon symbol:

“The Era of Gold:”none
“The Era of Turmoil:”1x <i>Riots</i>
“The Era of Progress:” 1x <i>Plague</i>
“The Era of Explorers:” 1x <i>Most Successful Explorer</i> , 1x <i>Friendship Between Peoples</i>
“The Era of Sages:” 1x <i>Famine</i> , 1x <i>Council of the Sages</i>
“The Era of Prosperity:”1x <i>Insurrection</i> , 1x <i>Taxation</i>

If using “The Era of Prosperity,” at the beginning of the game shuffle the *Insurrection* event card into the stack as you would normally do.

Needless to say that you can also play the Duel with Age of Darkness sets:

“The Era of Intrigue:” 1x <i>Good Neighbors</i> , 1x <i>Religious Dispute</i>
“The Era of Merchant Princes:” 1x <i>Fortunate Trade Voyage</i> , 1x <i>Capricious Sea</i>
“The Era of Barbarians:”2x <i>Barbarian Attack</i>

Depending on which sets you chose, you now have a set of event cards containing 6-10 cards. Shuffle the remaining event cards of the Basic Set and the chosen sets. Add cards to the set of event cards until it contains a total of 12. Put the rest of the cards back into the box. You shouldn't view the randomly added event cards (and the discarded event cards either). Afterwards, assemble the event card stack according to the normal rules.

Goal of the Game

“The Duel of the Princes” always ends when a player reaches 13 victory points.

CARD INDEX



THE ERA OF EXPLORERS 50 Cards

ACTION CARDS

(10 CARDS)

Ambassador (2): If you haven't rotated at least one of the three islands named on the card to level 1, you can't play the *Ambassador*. If you can't use at least one of the available advantages for discovery, you can't play the *Ambassador* either. If you have rotated various of these islands to level 1 or higher, you must choose 1 of the advantages.

Broadside (2): If you don't have at least 2 cannon points, you can't play the *Broadside*. If your opponent neither has an explorer ship nor an island of level 1 or higher, you can't play the *Broadside* either. You may only rotate an opponent's island to the next lower level, not an opponent's pirate card.

Cartographer (2): If you don't have a sail point, you can't play the *Cartographer*. You may also play the *Cartographer* if you don't have unrevealed sea cards; in this case, however, you must swap 2 sea cards. If you have viewed an unrevealed sea card, you don't have to swap sea cards afterwards.

Lars the Naval Hero (2): You can play *Lars* only if you are fighting against a pirate. If you don't have at least 1 cannon point, you can't play *Lars*. You may play *Lars* even if you would win the fight for sure. You are not allowed to play *Lars* after you have lost a fight.



Navigator (2): If you don't have 2 sail points, you can't play the *Navigator*. If you can't (or don't want to) perform another action, you can't play the *Navigator* either. You may only return explorer ships; if an explorer ship was sunk due to a fight (i.e., turned over so that its blank side faces up), you can't return this ship token via the *Navigator*. **Attention:** The *Navigator* doesn't allow you to make a second discovery during the same turn. The second action of an explorer ship can be a discovery, but only if no new sea card was discovered during this turn! (However, you may go on a second mission to a card.) **Exception:** In combination with the *Astronomer*, the explorer ship you returned via the *Navigator* can also make a second discovery.



REGION EXPANSIONS

(4 CARDS)

BUILDINGS

Landing Stage (2): You may only build 1 *Landing Stage* in your principality. If you don't have a free region directly adjacent to your *Explorer Harbor*, you can't build the *Landing Stage*.



Shipyards (2): You may only build 1 *Shipyards* in your principality. If you don't have a free region directly adjacent to your *Explorer Harbor*, you can't build the *Shipyards*.



SEA CARDS

(20 CARDS)

Explorer Harbor (2x1): The *Explorer Harbor*, is always placed on the right or left side of the principality, instead of a road. At the beginning of the game, 1 *explorer ship* (ship token with its ship side face up) and 2 ship tokens with their blank sides face up are placed there. It costs 1 lumber and 1 wool to build an explorer ship. A *Ship Builder* (*Age of Darkness*: "The Era of Master Merchants") doesn't lower the building costs of an explorer ship. *Explorer ships* are not units and are not affected by cards that refer to units. They are also not considered as units with regard to the *Barbarian Attack* (*Age of Darkness*: "The Era of Barbarians").



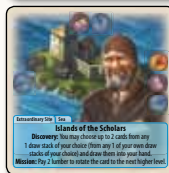
ISLANDS (2 x 4 CARDS)

Island of the Bards (2x1): If your opponent doesn't have (corresponding) cards in his hand, the advantage is forfeited. The grain you give to the *Bards* may come from different fields.

Island of the Forgotten Tribe (2x1): After discovering the island, you may immediately carry out a mission. If you do so, you can choose the *Island of the Forgotten Tribe* as the mission's destination again. If your die roll result is 2 - 4: The event rolled applies to both players.

Island of the Merchants (2x1): If you don't have a resource, you can't use the advantage. If you only have room for 1 resource, the second resource is forfeited. The wool you give to the *Merchants* may come from different pastures.

Island of the Scholars (2x1): If you choose a stack that contains only 1 card, you only receive this card. The lumber you give to the *Scholars* may come from different forests.



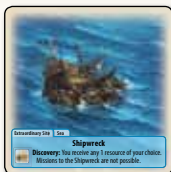
PIRATES (2 x 3 CARDS)

Cimmarone (2x1), Haidao Chang (2x1), Jean (2x1): The pirates differ in their fighting strengths and in their demands (either resources or gold).

If you don't have gold or resources or you don't want to pay your gold or resources, you must fight. For this purpose, you add up all cannons on your *Cannon Foundry*, *Armory*, and *Shipyard* cards and roll the production die. Then you add the die roll result to the number of your cannons. If the sum is greater than the pirate's number of cannons, you win and rotate the pirate card to the next higher level. In case of a tie, you must roll the die again. If the sum is smaller, you must turn over the demand token. Once you are defeated, you no longer can decide to comply with the demand for resources or gold.



Shipwreck (2x2): After you have discovered a *Shipwreck*, for the remaining part of the game you are not allowed to perform further actions with this card.



METROPOLISES (CENTER CARDS)

(2 CARDS)

Explorer Metropolis (2): If you don't have a city adjacent to your *Explorer Harbor*, you can't build the *Explorer Metropolis*. If you neither have 6 discovered sea cards nor 2 or more level 2 islands, you can't build the *Explorer Metropolis* either. The *Explorer Metropolis* is worth a total of 4 victory points; this includes the upgraded city. All effects and consequences that refer to cities also refer to the *Explorer Metropolis*. Like settlements, roads, and cities, the *Explorer Metropolis* can't be removed or affected by effects other than those directly referring to cities.



SETTLEMENT/CITY EXPANSIONS

(6 CARDS)

BUILDINGS

Armory (3): Gives 1 strength point and 1 cannon point.

Sailmakers' Shop (3): Gives 1 commerce point and 1 sail point.



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CITY EXPANSIONS

(4 CARDS)

BUILDINGS (2 CARDS)

Cannon Foundry (2): You may only build 1 *Cannon Foundry* in your principality.

UNITS (2 CARDS)

Astronomer (2): You may only build 1 *Astronomer* in your principality. The *Astronomer* is the only possibility to discover more than 1 sea card during a turn—provided that you have at least 2 *explorer ships* (or also make use of the *Navigator*).



EVENT CARDS (4 CARDS)

Friendship Between Peoples (2): If you receive more resources than you can store, the excess resources are lost.

Most Successful Explorer (2): In case of a tie, both players may also draw from the same stack. The player whose turn it is decides first from which stack he wants to draw, then, his opponent must make his choice.





THE ERA OF SAGES

47
Cards

ACTION CARDS

(12 CARDS)

Age of Enlightenment (2): It costs 1 owl to play the *Age of Enlightenment*—if you don't have an owl, you can't play the *Age of Enlightenment*. If you haven't reached at least level 1 of your *Manifesto of Humane Conduct*, you can't play the *Age of Enlightenment* either.

Dispute of the Sages (2): If you do not have a *sage*, you can't play the *Dispute*. If your opponent does not have a *sage*, you can't play the *Dispute*. It costs 1 owl to play the *Dispute*—if you don't have an owl, you can't play the *Dispute* either.

Great Foresight (2): It costs 1 owl to play the *Great Foresight*—if you don't have an owl, you can't play the *Great Foresight*. You don't have to show your opponent the card you removed (it's best to return it face-down to the box).

Power of the Groves (2): If you don't have a grove, you can't play the *Power of the Groves*. If you don't have at least 2 *sages*, you can't play the *Power of the Groves*. If you don't have room for at least 1 owl on your *sages*, you can't play the *Power of the Groves* either.

Wise Protection (2): It costs 1 owl to play the *Wise Protection*—if you don't have an owl, you can't play the *Wise Protection*. If your opponent has no cards in his hand, you can't play the *Wise Protection* either. If your opponent has at least 1 action attack card in his hand, he must place all cards in his hand under matching stacks. Your opponent decides which stack(s) he wants to place the cards under.



Wise Compensation (2): It costs 3 owls to play the *Wise Compensation*—if you don't have 3 owls, you can't play the *Wise Compensation*. If you have as many cities as—or more cities than—your opponent, you can play the *Wise Compensation* only if you have fewer victory points. If you have as many—or more—victory points than your opponent, you can play the *Wise Compensation* only if you have fewer cities. If you don't have a settlement you could upgrade to a city, you can't play the *Wise Compensation*.



REGION EXPANSIONS

(8 CARDS)

Sages in general: All *sages* have 0 owls when they come into play. *Sages* are considered as units and region expansions and can be affected by all effects that refer to either of the two categories. *Sages* are not heroes and cannot be affected by effects that refer to heroes.

Principal Sage Woman (2): You may only build 1 *Principal Sage Woman* in your principality. The only way a *Principal Sage Woman* differs from a specialized *sage* is that she can be placed adjacent to any region. If you don't have a free region, you can't place the *Principal Sage Woman*.



Specialized Sages (6): *Barbara, Sage of the Fields*; *Frederich, Sage of the Hills*; *Michaela, Sage of the Pasture*; *Peter, Sage of the Forest*; *Piet, Sage of the Mountains*; *Walther, Sage of the Gold Field*: Specialized *sages* only differ

regarding the type of region they can be placed adjacent to. Each *sage* can only be placed adjacent to “his” or “her” region. If you don't have a matching free region, you can't place the respective *sage*.



SETTLEMENT/CITY EXPANSIONS (7 CARDS)

EXTRAORDINARY SITES

Groves in General: All groves are extraordinary sites, and as such, they are not buildings. Cards that don't refer to buildings can't affect the *groves*.

Grove of Courage (1): *"Only when the courageous have become wise and the wise courageous will we feel that which has often been mistakenly claimed before: mankind is making progress."* (Erich Kästner) You may also use the *grove* during your opponent's turn.

Grove of Fraternity (1): *"Fraternity is innate to man. Not being fraternal—being separate—is tenaciously instilled into man."* (Leo N. Tolstoy) If possible, you may immediately use the cards you have drawn. You don't have to place excess cards (if you have them) under matching stacks until the end of your turn. As usual, afterwards you still may exchange a card. Your opponent doesn't have to place excess cards in his hand (if he has them) under matching stacks until the end of his next turn. [The parenthesis "(from any 1 or more of your own draw stacks)" and "(from any 1 of his own draw stacks)", respectively, refers to the Tournament Game.]

Grove of Freedom (1): *"Man's freedom does not reside in the fact that he can do what he wants, but that he does not have to do what he does not want."* (Jean-Jacques Rousseau) When choosing the card, you may not change the order of the cards in the stack. If possible, you may immediately use the card you have drawn. You don't have to place an excess card (if you have one) under a matching stack until the end of your turn. As usual, afterwards you still may exchange a card. [The parenthesis "(from one of your own draw stacks)" refers to the Tournament Game.]

Grove of Great Foresight (1): *"The strangest thing about the future is that they will be referring to our time as 'the good old days.'"* (John Steinbeck) You may decide in which order you want to place the cards under the stack. However, you may not alter the order of the cards you leave on top of the stack.



Grove of Justice (1): “Temper justice with the weight of mercy, not the weight of money.” (Miguel de Cervantes y Saavedra) You may also use the *Grove of Justice* in combination with *Brigitta the Wise Woman* (Basic Set)—in this case, no die is rolled at all.

Grove of Peace (1): “Peace and freedom have something in common: just as freedom is also the freedom of others, peace is also the peace of others.” (Franz Alt) If your opponent has to pay for playing his action attack card (e.g., *Wise Protection*), he must pay these costs before you decide to play the *Grove of Peace*. If you also placed *Robert, Herald of the Sages* in your principality, rolling a “3” is sufficient to fend off the action attack card played by your opponent.

Grove of Vigilance (1): “Caution and distrust are good things, but one must use caution and distrust with them.” (Christian Morgenstern) If you use the *Grove of Vigilance*, you declare the event rolled void. Instead, the event “Event Card” event applies. Rotate the event die so that a side depicting a “?” faces up. If you use the grove when the *Brigand Attack* event occurs, first both players receive their respective resources, and then you draw the event card.



CITY EXPANSIONS

(8 CARDS)

UNITS (2 CARDS)

Cole, Paladin of the Sages (1): Duel of the Princes and Tournament Game: If you have built a *Drill Ground* (“The Era of Turmoil”), you may pay 1 ore or 1 grain less when building *Cole*, but you still have to pay 3 owls. Owls aren’t resources and must always be paid in their entirety.

Robert, Herald of the Sages (1): Duel of the Princes and Tournament Game: If you have built a *Drill Ground* (“The Era of Turmoil”), you may pay 1 ore or 1 grain less when building *Robert*, but you still have to pay 2 owls. Owls aren’t resources and must always be paid in their entirety.



BUILDINGS (6 CARDS)

Academy of Sages (2): If you have built both *Academies*, you also may use both of them to provide 1 or 2 *sages* with a total of 2 owls during a turn.

Courthouse (2): You may only build 1 *Courthouse* in your principality.

Granary (2): You may only build 1 *Granary* in your principality. If your opponent doesn't have a resource other than grain, you can't use the *Granary's* function.



MARKER CARDS

(2 CARDS)

Manifesto of Humane Conduct (2): When you build your first city, the *Manifesto* automatically comes into play. **Duel of the Princes and Tournament Game:** You must have the *Manifesto* in your hand and may place it as soon as you have built a city. Place the *Manifesto* above or below any region of your choice. If you later need the building site adjacent to this region, you may place the *Manifesto* adjacent to any other region of your choice, at any time (see also p. 6, "Marker Cards").



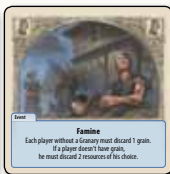
EVENT CARDS

(4 CARDS)

Council of the Sages (2): You receive either (up to) 2 owls or (up to) 2 resources at regions adjacent to which you have placed *sages*. However, you cannot receive 1 owl and 1 resource.

If you choose resources and only have room for 1 resource, the other resource is forfeited. If you choose owls and only have room for 1 owl, the other owl is forfeited.

Famine (2): If you have grain, you must discard grain, even though you would rather discard 2 different resources.





THE ERA OF PROSPERITY

34
Cards

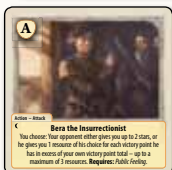
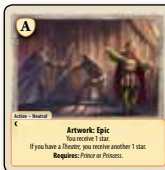
ACTION CARDS (9 CARDS)

Artworks (4): *Epic* (1), *Fountain* (1), *Relief* (1), *Sculpture* (1): If you have placed neither the *Prince* nor the *Princess* in your principality, you can't play any of the *Artworks*. If your *Public Feeling* card doesn't have room for at least 1 star, you can't play any of the *Artworks* either. If your *Public Feeling* card only has room for 1 star, the 2nd star is forfeited. (Tournament Game: You can also distribute the stars you received among both *Public Feeling* cards if you have placed both.)

Bera the Insurgent (1): If your opponent has neither stars nor resources, you can't play *Bera*. If you have as many victory points as—or more victory points than—your opponent, you can play *Bera* only if your opponent has at least 1 star. If you haven't placed a *Public Feeling* marker card in your principality, you can't play *Bera* either. (Primarily, this requirement is relevant in the Tournament Game, but it is also important because of the function of the *City Palace*, for example.)

Court Astrologer (1): If you have neither the *Prince* nor the *Princess* in your principality, you can't play the *Court Astrologer*. The chosen event applies to both players.

Feeding the Poor (2): If you can't pay grain, you can't play *Feeding the Poor*. If your *Public Feeling* card only has room for 1 star, the 2nd star is forfeited. (Tournament Game: You can also distribute the stars received among both if you have placed both *Public Feeling* cards.)



Prosperity (1): If you don't have an *Aqueduct*, you can't play the *Prosperity* card. If you don't have a settlement you can upgrade to a city, you can't play the *Prosperity* card either.



REGION EXPANSIONS

(1 CARD)

Thieves' Hideout (1): The *Thieves' Hideout* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Thieves' Hideout*. The *Thieves' Hideout* is a foreign card you build in your opponent's principality. If your opponent doesn't have a free region, you can't build the *Thieves' Hideout*. If, later in the game, your opponent doesn't have another free region with at least 1 resource, you can't move the *Thieves' Hideout*. If you want to build the *Thieves' Hideout* at a region adjacent to which a marker card has been placed, or if you want to move it there, then your opponent must place the marker card adjacent to another region (see also p. 6, "Marker Cards"). If your opponent has 5 or more strength points (or pays 3 stars), the *Thieves' Hideout* is immediately removed and placed on the discard pile (Tournament Game: on the discard pile of the owner of the *Thieves' Hideout*). If your opponent already has 5 or more strength points, you can't build the *Thieves' Hideout*.



SETTLEMENT/CITY EXPANSIONS (3 CARDS)

BUILDINGS

Common Land (1): The *Common Land* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Common Land*.

Village School (2): You may only build 1 *Village School* in your principality. If you are building the *Village School* and your *Public Feeling* card only has room for 1 star or no room at all, the star or stars are forfeited. If your *Public Feeling* card doesn't have room for the star when the *Trade* event occurs, the star is forfeited.



CITY EXPANSIONS (12 CARDS)

UNITS (2 CARDS)

Prince (1): You may only build 1 *Prince* in your principality. If you have built the *Princess*, you can't play the *Prince*. The *Prince* can never be taken over directly or enticed away by the opponent. The *Prince* is a unit required for some action cards. If you use the *Prince* to retrieve an *Artwork* from the discard pile, the order of the cards in the discard pile remains unchanged. You must show your opponent the retrieved card. [The parenthesis “(from your own discard pile)” refers to the Tournament Game.]



Princess (1): You may only build 1 *Princess* in your principality. If you have built the *Prince*, you can't play the *Princess*. The *Princess* can never be taken over directly or enticed away by the opponent. The *Princess* is a unit that serves as requirement for some action cards. If you use the *Princess* to retrieve an *Artwork* from the discard pile, the order of the cards in the discard pile remains unchanged. You must show your opponent the retrieved card. [The parenthesis “(from your own discard pile)” refers to the Tournament Game.]



BUILDINGS (10 CARDS)

Aqueduct (2): You may only build 1 *Aqueduct* in your principality. The *Aqueduct* has an effect on all 4 regions adjacent to the city. The *Aqueduct* is a building required for other city expansions and certain action cards.



Builders' Hut (2): You may only build 1 *Builders' Hut* in your principality. Stars (and owls) are not resources and thus are not taken into account to pay for buildings you can build at a reduced cost by means of the *Builders' Hut*. The *Builders' Hut* only makes it cheaper to build buildings—it does not lower the cost of other cards with similarly high building costs. The *Builders' Hut* can be combined with the Building Crane (“The Era of Progress”); in this case, the corresponding buildings for city expansion become 2 resources cheaper.



City Palace (1): You may only build 1 *City Palace* in your principality. You may choose a unit that has a requirement. *Duel of the Princes* and *Tournament Game*: In the 2nd edition of *The Rivals for Catan*, the *Doctor* card (“The Era of Progress”) and *Gudrun, Terror of the Seas* (“The Era of Gold”) have requirements and thus cannot be chosen via the *City Palace* [or, if there is no 2nd edition before launching “Age of Enlightenment”]: Since the *Doctor* card (“The Era of Progress”) and *Gudrun, Terror of the Seas* (“The Era of Gold”) can only be played if there is a *Bath House* (“The Era of Progress”) or *Pirate Ship* (“The Era of Gold”), regarding the *City Palace* the *Doctor* and *Gudrun* must be considered as cards with requirements]. [The parenthesis “(from your own discard pile)” refers to the *Tournament Game*.]



Hospital (2): You may only build 1 *Hospital* in your principality. If you don't have an *Aqueduct*, you can't build the *Hospital*.

Monument to the Prince (2): You may also build the *Monument to the Prince* if your opponent doesn't have any units. If your opponent has only 1 unit, you receive this unit. Your opponent is not allowed to choose units you can't include in your hand (e.g., *Prince* and *Princess*). If your opponent has only this type of units, you do not receive any unit.

Theater (1): If you don't have room for the star on the *Public Feeling* when building the *Theater*, this star is forfeited.

ROAD COMPLEMENTS

(3 CARDS)

Mercenaries (1): If you don't have a free road (without road complement), you can't build the *Mercenaries*.

Small Market Town (1): If you don't have a free road (without road complement), you can't build the *Small Market Town*.



Traveling Theater (1): If you don't have room for the star on the *Public Feeling* when building the *Traveling Theater*, this star is forfeited. If you don't have a free road (without road complement), you can't build the *Traveling Theater*. If, later in the game, you don't have another free road with at least 1 resource on an adjacent region, you can't move the *Traveling Theater*. You are not allowed to move the *Traveling Theater* during the turn you play this card.



MARKER CARDS

(2 CARDS)

Public Feeling (2): In the Theme Game and in the Duel, each player receives 1 *Public Feeling* card at the beginning of the game. (Tournament Game: You must incorporate the *Public Feeling* in your deck and may place it as soon as you have it in your hand. In the Tournament Game, you may also place both *Public Feeling* cards.) Place the *Public Feeling* above or below any region of your choice. If you later need the building site adjacent to this region, you may place the *Public Feeling* adjacent to any other region of your choice, at any time. However, the *Public Feeling* can never be removed! (See also p. 3, “Marker Cards” and p. 13-14, “The Era of Prosperity.”)



EVENT CARDS

(4 CARDS)

Insurrection (2): Mind the special rule for assembling the event card stack at the beginning of the Theme Game and for returning the *Insurrection* to the event card stack. [The parenthesis “(under one of his own matching draw stacks)” refers to the Tournament Game.]

Taxation (2): If a player has only room for 1 gold or 1 resource, he only receives 1.



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The Tournament Game

The Tournament Game is the most challenging variant of *The Rivals for Catan*. To be able to play the Tournament Game, each player needs one copy of *The Rivals for Catan* and (if possible) all game expansions. In the Tournament Game, each player assembles his own “deck” from his cards. During the game, each player only has access to his own card stacks. Therefore, each player determines which cards he wants to build or play during the game.

A PDF of the Tournament Game rules can be found at catan.com.

Please note: Most of the differences between the card texts of the Theme Game and, respectively, The Duel of the Princes stem from the fact that in the Theme Game and in the Duel shared draw stacks and a shared discard pile are used. In the Tournament Game, each player has his own draw stacks and discard pile. To determine which discard pile or draw stack a player must access in the Tournament Game, a respective reference in parenthesis is included. The reference on the *Bailiwick*, for example, looks like this: “You may draw the top card from a draw stack (from your own draw stack).” The bracketed texts have no bearing on the Theme Game and the Duel.

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