

# RIVALS FOR CATAN™ AGE OF DARKNESS

## WELCOME TO AGE OF DARKNESS!

The game you are holding in your hands is *Age of Darkness*™—the first expansion for *Rivals for Catan*™. You can play 3 new Theme Games using this expansion and the *Rivals for Catan* rules. You need a copy of *Rivals for Catan* (Standard or Deluxe) to be able to use this expansion.

*Age of Darkness* introduces some new card types, rules, and terminology. The rules explanations and additions that apply specifically to each Theme Game are also detailed. And, of course, “The Duel of the Princes” guidelines allow you to use each new Theme Set with the other Theme Sets. A detailed card index is also included.

Thematically, the foray into Catanian history is continued. In “The Era of Intrigue,” a clash occurs between the followers of the newer Christian and the older Odinist religion—the beginning of which was already foreshadowed in *The Settlers of Catan*™ novel. “The Era of Barbarians” incorporates motifs of the *Catan: Cities & Knights*—the *Catan* board game expansion.

Chronologically, “The Era of Merchant Princes” comes before “The Era of Progress,” while “The Era of Barbarians” comes afterwards. “The Era of Intrigue” follows “The Era of Gold.”

*Age of Darkness* also provides rules for another game variant, the “Tournament Game.” These rules are presented separately because they differ considerably from the Theme Game and “The Duel of the Princes” rules, presenting different challenges for the players.

Have fun discovering the new Theme Sets!

# EXPANSION RULES

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- 28 cards in *The Era of Intrigue* ..... pages 8-11
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- 32 cards in *The Era of Barbarians* ..... 16-18

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## INNOVATIONS

If you have the first printing of *The Rivals for Catan* (©2010), you will find that the format of the *Age of Darkness* cards differs in one detail from the cards in that edition. In the newer editions, each card has a second “tab” above the text box. The 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. Now the new, second tab 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*, and *Rivals for Catan* (regular and deluxe) have this tab. Game play is not affected by the inclusion or absence of this second tab. So all Rivals cards can be used together, regardless of the status of a second tab.

## NEW CARD TYPES

There are new locations where cards may be placed. From *Rivals for Catan*, you are already familiar with “center cards,” “settlement/city expansions,” and “city expansions.” *Age of Darkness* introduces: “region expansions,” “road complements,” *Metropolises* (as new center cards), and “marker cards.”

In *Rivals for Catan*, you expanded your principality with units and buildings. In addition, there was one extraordinary site: *Gold Cache*.

*Age of Darkness* includes various other extraordinary sites. Let's first present some information regarding one type of extraordinary sites: region expansions.

### Region Expansions

For the purposes of specifying placement as designated on the second tab (see page 4), some cards are classified as being 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 the Border Fortress adjacent to a hills region.

*Rivals for Catan* includes a *Gold Cache* card, identified as an “Extraordinary Site” (see page 6). It is now also classified as a “Region Expansion” for the purposes of placement on the second tab (see page 4).

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*), a region expansion changes its location together with the region. In contrast, if a region expansion changes its location, the corresponding region is not affected.



## 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*. *Rivals for Catan* already includes an “extraordinary site:” *Gold Cache*.

## Road Complements

Road complements can be distinguished by their light blue text box and the word “Road” in the second tab. A road complement does not remove any of the innate functions of the road it is covering—it only adds functions or properties. Therefore, the illustration of each road complement still depicts a road.

In *Age of Darkness*, all road complements are buildings. This doesn’t exclude the possibility that in subsequent *Rivals* expansions will include units as well. Cards referring to buildings 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.”

## New Center Cards: Metropolises

Although the *Metropolises* are part of the draw stacks, in a formal sense they are center cards; that is, they may neither be removed nor attacked by the opponent. A *Metropolis* is a city upgrade, just as a city is a settlement upgrade. *Age of Darkness* only includes one *Metropolis*: the *Commercial Metropolis* in *The Era of Merchant Princes* set.

Apart from the above-mentioned characteristic, the *Commercial Metropolis* in many respects 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 *Commercial Metropolis* itself is worth 2 victory points. Since the city underneath is also worth 2 victory points, the *Commercial 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. In *Age of Darkness*, the only marker cards are the *Triumph Cards* in *The Era of Barbarians*. There will be more marker cards in future expansions.



## NEW GAME CONCEPTS

### 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 their opponent successfully plays an *Arsonist* against that card if it is a building in a settlement/city.

**Trading Station:** Is removed only if its owner removes it or the opponent successfully plays an *Arsonist* against it.

**Barbarian Stronghold:** In addition, it is removed automatically if the requirement for "Removal" is met.



# THE THEME SETS

Essentially, all rules established in *The Rivals for Catan* continue to apply. Additional rules and special rules are explained below.

## 1. The Era of Intrigue



*Religious Dispute* on Catan! When this event occurs, each player loses their hand of cards. *Churches* and *Temples* minimize losses. A *Temple* and the cards that require a *Temple* strengthen your access to your own draw stacks. A *Church* gives you the opportunity to lure away opposing heroes and earn additional gold. And if you built a *Church* as well as a *Temple*, you may build the *Great Thingstead* and end the *Religious Dispute*.

## 2. The Era of Merchant Princes



This set focuses on the *Commercial Harbor* and the *Merchant's Residences*. These buildings play a decisive role in the struggle for the trade advantage and improve the trading options. In combination with *Maritime Trade Monopolies* and the master merchants *Hergild* and *Gero*, trade ships gain more importance. The *Ship Builder*, reducing the building costs of ships, comes in quite handy here. The two draw stacks of this Theme Set each contain 12 cards. The face-up expansion card stack consists of the two *Commercial Harbor* cards. All rules and victory conditions of *Rivals for Catan* Theme Games apply.

## 3. The Era of Barbarians



Barbarians land on Catan! Now it's important for both players to muster as many units as possible against the barbarians and fend off their attacks. *Castles* and *Border Fortresses* are built. *Arnd the Strategist* and the *Caravel* back up the units, and heroes with new, exciting properties reinforce the ranks. If you lose, you are ransacked by the barbarians. If you win, you obtain resources or victory points.

The two draw stacks of this Theme Set each contain 12 cards. The face-up expansion card stack consists of 2 *Castle* cards and 2 *Triumph Cards*

**The following rules changes and additions apply to *The Era of Barbarians*:**

1. You need **13 victory points** to win *The Era of Barbarians*.
2. **Assembling the event card stack:** To assemble the event card stack for the first time, momentarily set aside the 3 *Barbarian Attack* event cards and the *Yule* card. Then shuffle the other event cards of the Basic Set together with the *Retreat of the Barbarians* event card and place 3 cards face down. Place the *Yule* card on top. Shuffle the other 6 event cards together with

## RULES

the 3 *Barbarian Attack* cards and place them face down on the remaining stack—that is, on top of the *Yule* card. If a *Barbarian Attack* 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.

3. **Marker card** (*Triumph Card*): There are no building costs for the *Triumph Card*. When you build your first city, you also take the counter card and place it adjacent to any region of your choice, either above or below. You may place the marker card adjacent to a different region at any time. (The latter only makes sense if you need the region's building site.)

## THE DUEL OF THE PRINCES

*The Duel of the Princes* is played according to the existing *Rivals* 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 yet been chosen, shuffle them face down, and draw one card at random. This card 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.

### 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 Intrigue . . . . .	1x <i>Good Neighbors</i> ,
The Era of Turmoil . . . . .	1x <i>Riots</i>		1x <i>Religious Dispute</i>
The Era of Barbarians . . . . .	1x <i>Barbarian Attack</i>	The Era of Merchant Princes . . . . .	1x <i>Capricious Sea</i> ,
			1x <i>Fortunate Trade Voyage</i>
		The Era of Prosperity . . .	1x <i>Insurrection</i> , 1x <i>Taxation</i>

Depending on which sets you chose, you now have an event card set containing 6-10 cards. Shuffle the remaining event cards from the Basic Set and the chosen sets. Add cards to the event card set until it contains a total of 12. Put the remaining cards back into the box. **Important:** Do not look at the randomly added event cards (or the discarded event cards). Afterwards, assemble the event card stack according to the normal rules. If you are including *The Era of Barbarians*, at the beginning of the game shuffle the *Barbarian Attack* event cards into the stack like you would normally do.

## Goal of the Game

Even if *The Era of Barbarians* is included, *The Duel of the Princes* always ends when a player reaches 13 victory points.

# CARD INDEX



## The Era of Intrigue

(28 Cards)

### ACTION CARDS

(7 CARDS)

**Bishop (2):** If you neither have a Church nor a Bishop's See, you can't play the Bishop. Your opponent determines which gold fields to take the gold from (he may also take it from the Gold Cache). If your opponent doesn't have gold, you can't play the Bishop either.

**Michael the Master Builder (1):** You only may use Michael to build exactly 1 building.

**Missionary (1):** If you neither have a Church nor a Bishop's See, you can't play the Missionary. If your opponent doesn't have a hero, you can't play the Missionary either. If there is no room in your principality to place the hero chosen, you must place the hero on the discard pile. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.] If there is room in your principality to place the hero chosen, you nevertheless may place the hero on the discard pile (or, respectively, on your discard pile).



**Odin's Priest (1):** If you don't have Odin's Temple, you can't play Odin's Priest. If your opponent has no cards in their hand, you can't play Odin's Priest either. Your opponent doesn't draw replacement for the lost cards until the end of their next turn—unless they use the function of a card that allows them to draw immediately (e. g., the Pilgrimage Site). If your opponent has neither action cards nor units in their hand, you nevertheless must place your Odin's Priest on the discard pile. Your opponent doesn't have to show you which cards they place under which stacks or in which order they discard the cards. [The parenthesis "(under their own matching stacks)" refers to the Tournament Game.]



**Priestess of the Norns (2):** If you neither have Odin's Fountain nor Odin's Temple, you can't play the Priestess of the Norns. In the Tournament Game, you must take the cards from one of your own draw stacks. You may use the received cards during the same turn.



## ROAD COMPLIMENTS

(1 CARD)

**Red Light Tavern (1):** The *Red Light Tavern* is a foreign card you build in your opponent's principality. You can't build the *Tavern* if your opponent doesn't have a free road (without road complement).

If your opponent has 3 heroines (*Inga*, *Siglind*, and *Judith*); in the Duel/Tournament currently also *Irmgard* and *Marie* if applicable), you must immediately remove the *Tavern* and place it on the discard pile (Tournament Game: on your discard pile). If your opponent already has 3 heroines, you can't build the *Tavern*.



## REGION EXPANSIONS

(2 CARDS)

### BUILDINGS

**Abbey Brewery (1):** The *Abbey Brewery* is placed either above or below a fields region.

If you don't have a city or a free fields region, you can't play the *Abbey Brewery*. If it is possible in terms of resources and if it seems reasonable to you, you also may rotate the *Abbey Brewery* repeatedly during your turn—also immediately after you have placed it.



### UNITS

**Reiner the Miller (1):** *Reiner* is placed either above or below a fields region. If you don't have a free fields region, you can't play *Reiner*. You may use *Reiner* repeatedly to trade grain, but you may use him only 1x per turn to trade grain at a 1:1 rate, provided that you have a *Grain Mill* adjacent to the fields region where *Reiner* is placed.



## SETTLEMENT/CITY EXPANSIONS

(5 CARDS)

### EXTRAORDINARY SITES

**Great Thingstead (1):** If you don't have both the *Church* and *Odin's Temple*, you can't play the *Great Thingstead*. The *Great Thingstead* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Great Thingstead*. The *Great Thingstead* only prevents action-attack cards from being played. Cards that trigger hostile actions (such as the *Pirate Ship*, *Gottfried the Intriguer*, etc.) may still be played or used.



**Odin's Fountain (1):** You may have only 1 *Odin's Fountain* in your principality. *Odin's Fountain* is an extraordinary site and thus not a building.

Cards that refer to buildings can't affect *Odin's Fountain*. If you exchange cards, you may first exchange 1 card and then decide whether or not to exchange 1 more card and how you would want to exchange it.



**Pilgrimage Site (1):** You may have only 1 *Pilgrimage Site* in your principality.

The *Pilgrimage Site* is an extraordinary site and thus not a building. Cards that refer to buildings can't affect the *Pilgrimage Site*. If for some reason you are forced to discard cards from your hand, replenish your hand immediately afterwards until you reach the allowed hand limit. You are not allowed to voluntarily draw fewer cards. If your opponent also has to discard cards from



their hand, hold off on replenishing your hand until your opponent has discarded their cards. [The parenthesis “(from any of your own draw stacks)” refers to the Tournament Game.] The *Pilgrimage Site* is activated only by events and by the opponent’s action cards and effects. If you lose or discard cards from your hand by means of your own action cards or activities, the *Pilgrimage Site* is not activated.

## UNITS

### Godfrey the Intriguer (1):

*Godfrey* is a hero who, in addition to his strength point, has a special effect. During each of your turns, you may pay 1 gold and view the cards in your opponent’s hand. Once you decide to take one of the cards, you must discard *Godfrey*.



### Master of the Brotherhood (1):

If you have an *Abbey*, you can’t play the *Master of the Brotherhood*. If you have the *Master*, you can’t build an *Abbey*. You may build only 1 *Master of the Brotherhood* in your principality. The *Master* is a unit who, in addition to his progress point and skill point, has a special effect. No matter how much gold your opponent pays to play an action card, you still receive only 1 gold, provided that you are able to store it. You receive the gold independently from the result of the action. When the event “*Invention*” occurs, you don’t receive a resource for the *Master*, because the *Master* is not a building.



## CITY EXPANSIONS

(4 CARDS)

### BUILDINGS

**Bishop’s See (2):** If you neither have a *Church* nor a *Chapel*, you can’t build the *Bishop’s See*. If your opponent has fewer than 3 units, you choose correspondingly fewer units. [The parenthesis “(on their own discard pile)” refers to the Tournament Game.] If your opponent didn’t place any units in their principality, you may nevertheless build the *Bishop’s See*.



**Church (2):** You may build only 1 *Church* in your principality. The *Church* is a building required for other expansions and for action cards. If you remove the *Church* from your principality, all buildings in your principality that require the *Church* remain. If you don’t have storage space for the gold, you may nevertheless build the *Church*.



**Odin’s Temple (2):** You may build only 1 *Odin’s Temple* in your principality. You may use the received card during the same turn. [The parenthesis “(from any of your own draw stacks)” refers to the Tournament Game.] *Odin’s Temple* is a building required for other expansions and for action cards. If you remove *Odin’s Temple* from your principality, all buildings in your principality that require *Odin’s Temple* remain.



**Sacrificial Site (1):** If you neither have the *Temple* nor *Odin's Fountain*, you can't build the *Sacrificial Site*. Wool on pasture regions adjacent to a *Sacrificial Site* is not stolen when a *Brigand Attack* occurs, not even if you have more than 7 resources in your unprotected regions.



## UNITS

**Bran, Defender of the Temple (1):**

*Bran* is a hero who, in addition to their strength points and victory points, has a special effect. If you don't have *Odin's Temple*, you can't play *Bran*.



*Bran* is placed on top of the *Temple*. The *Temple* is protected from all effects mentioned on the card; *Bran* himself is not protected and can be affected by all effects that refer to heroes/units. You may use the cards received via *Bran* during the same turn. Together with the *Temple*, *Bran* is worth 2 victory points. All functions of the *Temple* remain in effect.

**Judith, Guardian of the Church (1):**

*Judith* is a heroine who, in addition to her skill points and victory points, has a special effect. If you don't have a *Church*, you can't play *Judith*. *Judith* is placed on top of the *Church*. The *Church* is protected from all effects mentioned on the card; *Judith* herself is not protected and can be affected by all effects that refer to heroes/units. Together with the *Church* underneath, *Judith* is worth 2 victory points. All functions of the *Church* remain in effect.



## EVENT CARDS

(4 CARDS)

**Good Neighbors (2):** If there is already a face-up card on top of a draw stack, it stays there, and no further card is revealed. It isn't until all cards are revealed that the owner of *Odin's Fountain* or the *Pilgrimage Site* decides whether or not to draw a card into their hand and which card it would be, or respectively, which resource to take. [The parenthesis "(from 1 of their own draw stacks)" refers to the Tournament Game.] Tournament: If both players have *Odin's Fountain* or a *Pilgrimage Site*, the player who takes their turn is the first one to decide whether or not to draw a card into their hand and which card it would be, or respectively, which resource to take.



**Religious Dispute (2):**

If you have both the *Church* and *Odin's Temple*, you may keep up to 4 cards in your hand. [The parenthesis "(under their own matching expansion card stacks)" refers to the Tournament Game.] Wool or gold that you can't accommodate is lost





## The Era of Master Merchants

(30 Cards)

### ACTION CARDS

(8 CARDS)

#### *Gero the Master Merchant (1):*

If you don't have at least 2 *trade ships*, you can't play *Gero*.



*Guild Master (1):* If you don't have a *Craft Guild*, you can't play the *Guild Master*.



#### *Hergild the Master Merchant (1):*

If you neither have a *Commercial Harbor* nor 2 *trade ships*, you can't play *Hergild*. If you have a *Commercial Harbor* but don't have at least 1 *common trade ship*, you can't play *Hergild* either.



#### *Maritime Trade Monopoly (2):*

If you don't have at least 1 *trade ship* more than your opponent, you can't play the *Maritime Trade Monopoly*. If you play the *Maritime Trade Monopoly*, you determine 1 (or, respectively, 2) resource(s) your opponent must give you. The opponent determines which region(s) they want to take this resource / these resources from. If your opponent doesn't have any resources, you can't play the *Maritime Trade Monopoly*.



*Mendicants (1):* If your opponent does not have the *trade advantage*, you can't play the *Mendicants*. If you play the *Mendicants*, you determine 1 or, respectively, 2 resources that your opponent must give you. Your opponent determines the region(s) they want to take these resource(s) from. If your opponent doesn't have any resources, you can't play the *Mendicants*.



*Tactical Retreat (1):* If you didn't build buildings in your opponent's principality, you can't play the *Tactical Retreat*. If you play the *Tactical Retreat*, you determine 1 resource your opponent must give you. Your opponent determines which region they want to take this resource from. If your opponent doesn't have any resources, you can't play the *Tactical Retreat*.



*Trade Monopoly (1):* If you don't have a *Commercial Harbor*, you can't play the *Trade Monopoly*. If you play the *Trade Monopoly*, you determine 1-3 resources of one type that your opponent must give you. Your opponent determines which region(s) they want to take this resource / these resources from. If your opponent doesn't have any resources, you can't play the *Trade Monopoly*. You may also give back one of the received resources.



## METROPOLISES (CENTER CARDS) (1 CARD)

### Commercial Metropolis (1):

If you don't have a city, you can't build the *Commercial Metropolis*. If you neither have a level 3 *Residence* nor 6 commerce points, you can't build the *Commercial Metropolis* either. Including the upgraded city, the *Commercial Metropolis* is worth a total of 4 victory points. All effects and consequences that refer to cities also refer to the *Commercial Metropolis*. Like settlements, roads, and cities, the *Commercial Metropolis* can't be removed or affected by effects other than those directly referring to cities.



the *Trading Post* 1x per your turn to convert 1 grain from this fields region into 1 wool in this pasture region (or vice versa). You may place both *Trading Posts* in your principality—on different roads. Each *Trading Post* may be used exactly 1x per turn.

## REGION EXPANSIONS (2 CARDS)

### Cloth Merchant's Residence (1):

The *Cloth Merchant's Residence* is placed either above or below a pasture region. If you don't have a city or, respectively, a free pasture region, you can't build the *Cloth Merchant's Residence*.

You may also rotate the *Residence* on the same turn you built it—provided that you have at least 2 wool in the adjacent pasture. If you restock your pasture with wool by means of trade actions or action cards, you also may rotate the *Residence* repeatedly during your turn.



## ROAD COMPLEMENTS (3 CARDS)

### Brigand Camp (1):

The *Brigand Camp* is a foreign card you build in your opponent's principality. If your opponent doesn't have a free road (without road complement), you can't build the *Brigand Camp*. Each time your opponent receives 1 resource via their *Marketplace* and stores it, you receive 1 gold. If your opponent is supposed to receive 1 resource but can't store it, you don't receive gold either. If you don't have storage space for the gold, it is lost. The opponent's commerce points cannot fall below 0.



### Paper Merchant's Residence (1):

The *Paper Merchant's Residence* is placed either above or below a forest region. If you don't have a city or, respectively, a free forest region, you can't build the *Paper Merchant's Residence*. You may also rotate the *Residence* on the same turn you built it—provided that you have at least 2 lumber in the adjacent forest. If you restock your forest with lumber by means of trade actions or action cards, you also may rotate the *Residence* repeatedly during your turn.



*Trading Post* (2): If you don't have a free road (without road complement), you can't build the *Trading Post*. If, for example, the *Trading Post* is located between a pasture region and a fields region, you may use



## SETTLEMENT/CITY EXPANSIONS (7 CARDS)

### BUILDINGS

**Wainwright (1):** You may move resources only between regions of the same type. Moving resources between a gold field and a *Gold Cache* is thus not allowed. You may immediately use a newly built *Wainwright*. During your turn, you may only use one of the two alternative functions.



### UNITS

**Olaf the Merchant Ship Captain (1):** *Olaf* is a hero who, in addition to their trade point and their skill point, has a special effect. If you use *Olaf's* effect, you determine 1 or 2 resources your opponent must give you. The opponent determines which region(s) they want to take this resource / these resources from. Afterwards, you must give them any 1 resource of your choice in return. This resource may also be one you just received from them. If your opponent doesn't have any resources, you can't use *Olaf's* special effect. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.]



**Pirate Ship (1):** See the *Rivals for Catan* rules for *The Era of Gold*.



**Ship Builder (1):** You may build only 1 *Ship Builder* in your principality. The *Ship Builder* is a unit who, in addition to his skill point, has a special effect.

You may use this effect for each ship you build, also several times per turn. In addition, for 1 gold you may retrieve 1 *trade ship* from the discard pile. Add retrieved *trade ships* to your hand. You may retrieve various *trade ships* from the discard pile per turn; however, for each ship you must pay 1 gold. [The parenthesis "(from your own discard pile)" refers to the Tournament Game.]



## CITY EXPANSIONS (8 CARDS)

**Commercial Harbor (2):**

You may build only 1 *Commercial Harbor* in your principality. Even if you have various *Residences*, during your turn you may downgrade only 1 of them by 1 level. You also may downgrade a *Residence* you just rotated to the next higher level—provided that it is the first time you downgrade during your turn. The *Commercial Harbor* is a building required for other expansions and action cards. If you remove the *Commercial Harbor* from your principality, all buildings requiring the *Commercial Harbor* remain.



**Craft Guild (2):** You may build only 1 *Craft Guild* in your principality. You must rotate all your *Residences* to the next higher level. If you don't have a *Residence*, or you only have level 3 *Residences*, take 2 resources of your choice. In this case, you also must first pay in full for the *Craft Guild*; only then do you receive the 2 resources.



**Lighthouse (2):** If you neither have a *Commercial Harbor* nor 2 trade ships, you can't build the *Lighthouse*. The *Lighthouse* also affects the *Large Trade Ship*. If you play the *Lighthouse*, 1x during your turn you may trade a resource of the region adjacent to the left or right side of the *Large Trade Ship* at a 1:1 rate.



**Master Merchants' Alliance (1):** The *Master Merchants' Alliance* allows you to profit from your opponent's trades. If you receive a resource you can't store, that resource is lost.



**Trading Station (1):** The *Trading Station* is a foreign card you build in your opponent's principality. If you don't have a *Commercial Harbor*, you can't build the *Trading Station*. If your opponent doesn't have a free building site in a city, you can't build the *Trading Station* either.



## EVENT CARDS

(4 CARDS)

**Capricious Sea (1):** The number rolled with the production die applies, that is, the die is not rolled again. *Resources* you can't store are lost. [The parenthesis "(under a matching stack of their own)" refers to the Tournament Game.]



**Fortunate Trade Voyage (2):** Resources you can't store are lost. You receive up to 2 resources for exactly 1 trade ship only, even if you have the *Large Trade Ship* and other *trade ships*. The reference to the *Large Trade Ship* only explains which resources you receive if you determine the *Large Trade Ship* to be the affected trade ship.



**Hour of the Master Merchants (1):** If you have various *Residences*, rotate each of them to the next higher level. For each *Residence* that already reached the highest level, you receive 1 resource in the region adjacent to it.





## The Era of Barbarians

(32 Cards)

### ACTION CARDS

(9 CARDS)

#### *Alliance Against the Barbarians (2):*

If you don't have at least 1 unit and your *Triumph Card* doesn't indicate at least 1 victory point, you can't play the *Alliance*. If neither you nor your opponent can accommodate resources, you can't play the *Alliance* either.



**Castellan (2):** If you don't have a *Castle*, you can't play the *Castellan*. If you can't accommodate any resources in the adjacent regions, you can't play the *Castellan* either.



#### *Contest of the Heroes (2):*

If you or your opponent don't have room for at least 1 resource, you can't play *Contest of the Heroes*. If you don't have a hero, you can't play the *Contest of the Heroes* either. If your opponent doesn't have a hero, you may play the *Contest of the Heroes*, in which case only the die roll result counts for the opponent.



**Relocation (1):** See the *Rivals for Catan* rules for *Basic Cards*.



#### *Siegfried, Vanquisher of the Barbarians (1):*

If you don't have a *Castle* and (at the same time) at least 2 heroes, you can't play *Siegfried*.



### ROAD COMPLEMENTS

(1 CARD)

#### *Barbarian Stronghold (1):*

The *Barbarian Stronghold* is a foreign card you build in your opponent's principality. If your opponent has neither a free road (without road complement) nor a city adjacent to such a road, you can't build the *Barbarian Stronghold*. If your opponent's *Triumph Card* indicates 3 victory points, you must immediately remove the *Barbarian Stronghold* and place it on the discard pile (*Tournament*: on your discard pile). If your opponent's *Triumph Card* already indicates 3 victory points, you can't build the *Barbarian Stronghold*.



### REGION EXPANSIONS

(2 CARD)

#### *Border Fortress (2):*

You may build only 1 *Border Fortress* in your principality. The *Border Fortress* is placed either above or below a hills region. If you don't have a free hills region containing at least 1 brick, you can't build the *Border Fortress*. You may rotate the *Border Fortress* on the same turn you built it if you have the required resources. If you want to and your resources allow it, you may also rotate the *Border Fortress* repeatedly.



## SETTLEMENT/CITY EXPANSIONS (7 CARDS)

### BUILDINGS

#### *White Raven Tavern (1):*

Happy gambling! If you win resources, you also may take gold if you consider it useful.



### UNITS

#### *Arnd the Strategist (1):*

*Arnd* is a hero who, in addition to his strength point and his skill point, has a special effect. Each additional hero in the same settlement/city *Arnd* is placed counts as 2 units—but only for calculating one's own strength when a *Barbarian Attack* occurs.



#### *Baroc the Barbarian (1):*

*Baroc* is a hero who, in addition to his strength point, has a special effect. Ore you can't accommodate is lost.



#### *Caravel (1):*

If you don't have a city, you can't build the *Caravel*. If you have a city, you may build the *Caravel* also in a settlement. Each additional ship in the same settlement/city the *Caravel* is placed counts as 2 units—but only for calculating one's own strength when a *Barbarian Attack* occurs.



#### *Marie the Shieldmaiden (1):*

If your opponent has only 1 hero, you take them over. Tournament Game and Duel: your opponent may not choose heroes that can't be placed on *Marie's* building site



(e. g., *Judith, Bran, Reiner*). If your opponent doesn't have heroes that could be placed on *Marie's* building site, you can't use *Marie's* function. [The parenthesis "(on your own discard pile)" refers to the Tournament Game.]

#### *Siward the Scout (1):*

*Siward* is a hero who, in addition to his strength point, has a special effect. If you view the topmost cards of a stack, you may not change the order of those cards. During your turn, you may use only 1 of the 3 possibilities, and that exactly 1x. You may use *Siward* only during your action phase, meaning that you may not use him when replenishing your hand of cards or when exchanging cards. [The parenthesis "(of any of your own draw stacks)" refers to the Tournament Game.]



#### *Wolfgang the Street Performer (1):*

*Wolfgang* is a hero who, in addition to his skill point, has a special effect. When the event *Celebration* occurs, you may decide whether to take 1 or 2 resources. If you don't take a resource, your opponent may not take over *Wolfgang*. If you take 1 or 2 resources, your opponent may pay 2 gold and place *Wolfgang* in their principality. A previously placed *Drill Ground* has an effect when *Wolfgang* is built but not when he is taken over after a *Celebration*. *Irmgard* does not have any effect when *Wolfgang* is taken over; the reason for this is that *Wolfgang* doesn't leave the principality due to the event *Celebration* but because *Wolfgang's* owner decided to make use of *Wolfgang's* effect.



## CITY EXPANSIONS

(8 CARDS)

**Arsenal (2):** No matter what regions are adjacent to an *Arsenal*, their resources are not stolen when a *Brigand Attack* occurs. Not even if you have more than 7 resources in your unprotected regions.



**Bailiwick (2):** You may build only 1 *Bailiwick* in your principality. You may use the card immediately—provided that you can use it according to the rules. If, after drawing a card via the *Bailiwick*, the cards in your hand exceed the allowed limit, you don't have to discard the excess cards until the end of your turn—that is, if your hand still contains too many cards at that point. [The parenthesis “(from your own draw stack)” refers to the Tournament Game.]



**Castle (2):** You may build only 1 *Castle* in your principality. Only for the purpose of calculating one's own strength, the strength points of the *Border Fortress* count as units when a *Barbarian Attack* occurs. The *Castle* is a building required for some action cards and has an effect on other expansion cards.



**Secret Brotherhood (2):** You may build only 1 *Secret Brotherhood* in your principality. You may use the second function of the *Secret Brotherhood* only 1x during your turn, to discard cards. The selling of an action card doesn't mean it is being “played.” Therefore, you also can sell action cards or units you wouldn't be able to play because you don't meet the requirements.



## MARKER CARDS

(2 CARDS)

**Triumph Card (2):** The *Triumph Card* automatically comes into play when you build your first city. (Tournament Game and Duel: here you must have the *Triumph Card* in your hand and actively place it as soon as you have built a city.) Place the *Triumph Card* adjacent to any region of your choice, either above or below. If later you need the building site of this region, you may place the *Triumph Card* adjacent to any other region of your choice at any time.



## EVENT CARDS

(4 CARDS)

**Barbarian Attack (3):** As long as you only have settlements, the barbarians are unable to harm you, but you can't earn anything either. Each player counts only their own victory points from cities, city expansions, and *Metropolises*. Only the direct victory points on these cards count. Indirect victory points—for example, a trade advantage you received by means of commerce points on city expansions—do not count. Please observe the special rule for assembling the event card stack at the beginning of the Theme Game.



**Retreat of the Barbarians (1):** In the Theme Game and in the Duel, the player whose turn it is is the first one to decide which stack they want to choose. The opponent must choose a different stack. [The parenthesis “(from 1 of their own draw stacks)” refers to the Tournament Game.]



## THE TOURNAMENT GAME

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

A PDF of the Tournament Game rules can be found at [catan.com](http://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 their 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 text in parentheses have no bearing on the *Theme Game* and the *Duel of the Princes*. They only apply to Tournament Game play.

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Want more character in your game? With the Rivals card editor, it is easy to create cards with your own text and images. You can even add yourself to the world of *Rivals for Catan*.



<http://rivalseditor.catan.com/>

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