

### Rivals of Catan



### Rivals - Setup

Shuffle the region stack and the Basic Set

Remove the *Yule* card from the event cards and shuffle the remaining event cards face down

Place 3 event cards face down. Place the *Yule* card face down on top of these 3 cards, then place the remaining event cards on top of the stack

Place the 4 stacks containing roads, settlements, regions, and cities face down between the players

Divide the Basic Set cards into 4 stacks of 9 cards each and place them next to the city card stack

Pick your starting cards (the cards with the blue or red shields) and place your *principality* aligned towards you

### Event Die



**Brigand Attack:** If you have more than 7 resources, you lose all your gold and wool supplies.



**Trade:** If you have the trade advantage, you receive 1 resource of your choice from your opponent.



**Celebration:** If you have the most skill points, you alone receive 1 resource of your choice. Otherwise, each player receives 1 resource of his choice.



**Plentiful Harvest:** Each player receives 1 resource of his choice.



**Event Card:** The player who rolled the dice draws the topmost event card and reads the event aloud. All players affected by the event—which can be none, one, or both players—resolve the event.

### The Turn

#### Part 1: Roll the Dice

The active player rolls both the event die and the production die

Each region with a number matching the production die's roll produces 1 resource

Increase a region's resources by rotating the card CCW once, displaying the number of resources stored at the bottom closest the player

Resolve the event die result<sup>1</sup>

#### Part 2: Take Your Action Phase

Play cards from your hand

Play center cards (roads, settlements, cities, and regions)

Trade 3 resources of the same type for 1 resource of a different type<sup>2</sup>

#### Part 3: Replenish Your Hand

Draw up to or discard down to 3 cards

Hand-size may increase 1 card per *Progress Point*

#### Part 4: Exchange a Card from Your Hand

You may exchange 1 card by placing it under a draw stack and then:

Draw a random card *OR*

Pay 2 resources to search 1 draw stack for a card of your choice. Do not shuffle stack

Cards you exchange cannot be used immediately

<sup>1</sup>*Brigand Attack* will resolve before players receive resources

<sup>2</sup>Players may only trade with the bank or by using a trade ship (rate of 2:1 for specific resources), and not with other players unless indicated by an event card, action or event die roll

### Play Cards from Your Hand

Actions cards may be played during your turn for no cost

Add an expansion from your hand to a empty building site above or below a settlement/ city and pay building costs

2 types of expansion cards: Building and Units

### Play Cards from Your Hand (cont)

2 types of units: Heroes and Ships

Cards marked (1x): You may only have 1 of this type of card in your principality

### Advantage

Strength Point	Blue Axe	3 or more points gives a player the <i>Strength Advantage</i> and 1 VP
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Commerce Point	Yellow Scales	3 or more points gives a player the <i>Trade Advantage</i> and 1 VP
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Skill Point	Green Harp	Player with the majority receives 1 resource of their choice when the <i>Celebration</i> event is rolled
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Progress Point	Purple Book	Increase hand size by 1 per progress point
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If a player has the strength/trade advantage and their strength/commerce point fall below 3 or below your opponent's, they remove the token from their principality

### Expanding - Play the Center Cards

Building a settlement automatically gains a player 2 regions (drawn from the top of the region deck)

New regions are positioned diagonally on each corner of the new settlement

The space above & space below a settlement are reserved for Buildings & Units

Spaces directly left or right are for building additional roads

Cities are placed over existing settlements

Cities have 4 building sites for expansion cards (2 above & 2 below)

Settlement are worth 1 VP

Cities are worth 2 VP (Do not count the settlement beneath)

Settlements must be separated by at least 1 road