

4 Trading Ingredients

Domestic trade: All players are allowed to trade their Resources and Ingredients following the already familiar rules.

Maritime trade: Ingredients can be traded 4:1 into other Ingredients. With a 3:1 harbor you can trade Ingredients 3:1.

Important to note: Resources cannot be traded for Ingredients and vice versa by maritime trading.

5 Rolling a 7: Hand limits, Robber and Knights

At the start of the game it will often be the case that you do not get the right ingredient cards together in order to be able to make a chocolate. So you might have a lot of different cards in your hand. Therefore, the ingredient cards are kept strictly separate from the resource cards. If a 7 is rolled, the ingredients and resources are counted separately: If a player has more than 7 resource cards, he gives up (only) half of his resource cards as usual. If a player has more than 7 ingredients, he gives up (only) half of his ingredients. Again, it is rounded in favor of the player.

Then, as usual, the robber is relocated. The robber blocks the entire production of the field, so there are neither resources nor ingredients from this field.

The player who rolled the 7 may then draw either 1 ingredient or 1 resource from the face-down hand of a player who has a settlement / city adjacent to the new robber field. The affected player must divide his hand cards into resources and ingredients, the player who is allowed to draw the card decides from which cards he wants to draw. This also applies if the player has played a knight card and, because of this, has moved the robber and is allowed to move.

END OF GAME

The game ends when any player either has or reaches 13 victory points on their turn.

Impressum

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Production Costs at the Market:



	→ 2 Victory Points
	→ 1 Victory Point + 1 Development Card
	→ 1 Victory Point + 1 Resource Card
	→ 1 Victory Point
	→ 1 Development Card
	→ 1 Road
	→ 1 Resource Card

Klaus Teuber
**DIE SIEDLER VON
CATAN**

The Chocolate Market

A Mini-Expansion for "The Settlers of Catan"

INTRODUCTION

This expansion, "The Chocolate Market", was developed by Klaus Teuber exclusively for the cooperation between Ritter Sport and KOSMOS. The selection of the 5 types of chocolate contained in the game was based on considerations of the mechanics of the game. To play the complete material from "The Settlers of Catan" as well as the following materials from this expansion are required.

GAME COMPONENTS

- 60 Ingredient Cards
 - 18 cocoa cards, 14 sugar cards, 10 milk and hazelnut cards each, 8 grapes cards
- 3 punching tables with
 - 2 frame parts
 - 5 jungle fields
 - 5 "Ritter Sport" boards
 - 28 victory point chips
 - 29 production sites, divided into
 - 9 cocoa (jungle)
 - 7 sugars (fields)
 - 5 milk (pasture)
 - 5 hazelnuts (forest)
 - 3 grapes (hill country)
- 1 "Chocolate Market" tray,
- 5 Plastic feet
- 1 set of instructions



A very UNOFFICIAL translation using Google

GAME SETUP

The frame is set up as shown here. The landscape fields including the new jungle fields are shuffled and laid out randomly. (The structure shown is a possibility, not a specification for the structure.) The red number chips are placed first. These should not be next to each other and, if possible, on different types of landscape. Then the black number chips are randomly placed on the remaining landscape spaces. As usual, the desert does not receive a number chip, nor does the new jungle fields with the numbers printed on them.

ADDITIONAL SETUP

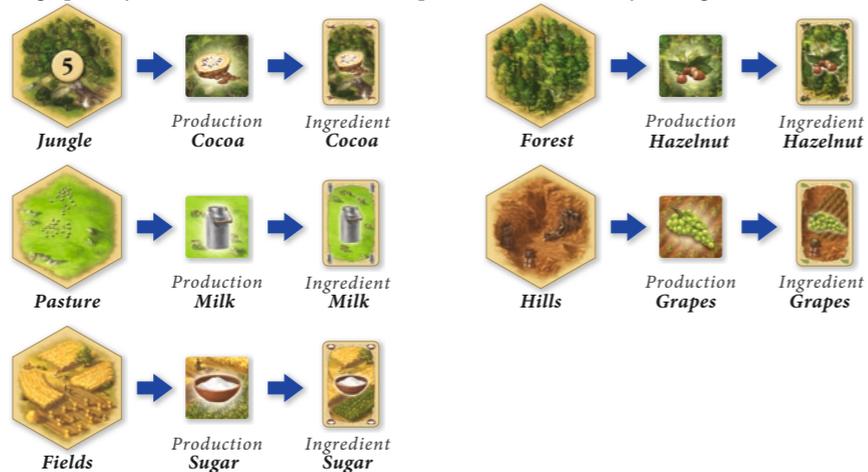
Each player receives the streets, settlements and cities of their choice. The robber is placed on the desert. The resource cards and development cards are prepared as usual. In addition, the ingredient cards are placed by type.

The "Chocolate Market" tableau is placed next to the playing field. The 5 "Ritter Sport" bars are placed in the feet and placed on the highlighted field in the respective column of the "Chocolate Market". The production facilities and the victory point chips are laid out next to the playing field.



PRODUCTION SITES AND THE ASSOCIATED INGREDIENTS

Manufacturing facilities are required to produce ingredients. Both production sites and ingredients are graphically based on the associated landscape and are therefore easy to assign.



THE STARTING PHASE

Each player founds 2 settlements according to the usual rules and receives the starting resources for their second settlement. Then, beginning with the starting player of the first betting round, each player establishes a third settlement. In addition, after building the third settlement, each player takes 2 more production sites and places them on 2 suitable landscape spaces, anywhere on his 3 settlements. (See also below: "Setting up new production facilities".)

NEW RULES AND RULE CHANGES

Basically all rules from "Catan" apply. In the following we only describe the new rules or changes to the known rules.

OVERVIEW

- 1) Raw material and Ingredient Production
- 2) Construction of new Production Facilities
- 3) Making Chocolate
- 4) Ingredients Trading
- 5) "7 rolled, hand limits, robber and knight"

1 Resource and Ingredient Production

At the beginning of each turn you roll the dice as usual. Each player receives the resources he is entitled to. In addition, each player who owns a production site on a landscape field with the number rolled receives 1 corresponding ingredient. Even if the production facility is in a city, the player only receives 1 ingredient per production facility.

Note: Jungle fields do not produce any raw materials. Only when a settlement/town is next to a jungle field can it produce "cocoa" (assuming the right production facility) - the basis for every chocolate!

2 Building new Production Facilities

A new production facility costs 1 ore and 1 wood. If a player wants to set up a new production facility, he takes the desired production facility from the general supply and places it on a suitable landscape space next to his own settlement or city. If there are no more production facilities of a variety, this production facility can no longer be built.

3 Production of Chocolate

On his turn a player can make chocolate. He selects a variety and returns the number of ingredient cards indicated on the chocolate market to the supply. For this he receives the reward displayed in the left column of the chocolate market, which corresponds to the position of the corresponding "Ritter Sport" board. Once a player has made a chocolate, the need for this type of chocolate decreases. Therefore, the "Ritter Sport" board is moved 1 space down on the chocolate market. At the same time, the production also creates a new need for chocolate. For which variety the demand increases is determined by throwing the dice. With a number from 1 - 5, the variety marked with this number on the chocolate market increases by 1 space. (This can also be the variety that has just been manufactured and has fallen.) If a 6 is rolled, the player's turn decides which variety should increase in value.

Important: A player can produce any amount of chocolate in his turn, if his ingredient cards allow this. However, the chocolate is produced individually and brought onto the market. I. E. after each production, the produced variety decreases and it is rolled out which variety increases in value.

Special cases:

If a variety falls into the bottom row, this variety can no longer be produced until it has risen by at least 1 space upwards.

If the number of a type that is already in the top row is rolled, the player increases the value of any (other) type by 1 instead.

Example: Player A has 2 cocoa, 1 sugar and 1 hazelnut in hand. He can use it to produce either 1x fine bitter or 1x dark whole nut. Since no other player has ever produced chocolate before, all "Ritter Sport" boards are in their starting positions. For the "Edel-Bitter" player A would receive 1 development card, for the "Dark Whole Nut" 1 victory point. Since it is still early in the game, player A chooses the "fine bitters" and keeps his hazelnut ingredient card in hand. The value of the "noble bitter" falls by 1. Then player A rolls a 4: the value of the "dark whole nut" increases. If the next chocolate produced is a "noble bitter", the producing player only receives 1 street. For the "Dark Whole Nut" you would receive 1 victory point and 1 resource card (see also page 4).