



### **Module: Capitol. Rules. Version 1.00 (2004)**

*Settlers of New Catan. Game Design and Copyright: Ferenda, D.L.*  
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**Summary:** The desert hex is replaced by a special capitol hex. Players who build settlements at the capitol may block access, or provide general access, to some alien benefits for all players.

## **Story**

Soon after, and partly in response to, the arrival of human settlers on New Catan, the alien races decide to establish a common area in order to facilitate regular communication and co-operation between them regarding the planet's affairs and other issues. Shortly a permanent location is established in the Settlers' area – the capitol of New Catan. While each alien race has its own districts in the capitol, a common facility is built in the centre for decision-making – The Council of New Catan. Human settlers are not invited to take part in decisions since this is reserved to members of the Galactic Council, but they can establish a permanent presence, in the form of settlements and cities, at the boundaries of the capitol. By observing inter-species interaction at the capitol, humans improve their skills in galactic political culture. These skills are used in order to negotiate agreements with aliens that have direct and sometimes dramatic effects on human access to the precious benefits.

## **Setup**

Use all components for *Settlers of New Catan*. Additional components:

- Capitol hex
- Access tokens for *General Access* (3)
- Access tokens for *No Access* (6)
- Capitol agreement tokens (3)
- [Module: Development]: Development cards (4)

When a '7' is rolled for the first time in the game, the player who is in turn immediately replaces the desert hex with the capitol hex. The rotation of the hex is then determined at random. It remains fixed through the end of the game.

## **Rules**

The standard rules for *Settlers of New Catan* apply except for as stated below.

As soon as the capitol is established (see *Setup*, above), *but not before*, players may build roads, settlements and cities as normal at the borders and intersections of the capitol.

**Capitol Distance Rule:** A player may build a settlement (including a *free settlement*) at the capitol that is only one intersection apart from another building at the capitol, provided that the other building is owned by another player.

For each settlement at the capitol, its owner may, immediately after building it or at any time later during one of his turns (also if the settlement has been upgraded to a city), announce one agreement with the alien races. The player then chooses one of the following two types of agreement:

(1) *General Access*

One alien benefit of the player's choice is activated for use by all players.

*Note:* The benefit may be blocked by the infiltrator as usual.

(2) *No Access*

One alien benefit, or two benefits of two different alien races, of the player's choice, are blocked and cannot be used by any player.

Any agreement that is announced by the player is bound by the following restrictions:

- The benefit(s) must relate to alien races that have a capitol district adjacent to the player's settlement at the capitol.
- The benefit(s) must be unoccupied at the time of announcement.

Access tokens (green for *General Access* and red for *No Access*) are placed at the related alien intersection(s), which are immediately considered occupied. This, however, does not prevent the building of a new settlement at the intersection. A *Capitol Agreement token* is placed underneath the building indicating that an agreement has been announced there.

*Notes:*

Only the first three settlements built at the capitol are entitled to an agreement.

If a player builds a settlement at an alien intersection that is already occupied by an access token, the player's access to the benefit does not change.

Benefits that are used through an agreement at the capitol are subject to the same *General Rules for Alien Benefits* (see the standard rules).