



Module: Capitol. Rules F A Q. Last update: 2004-05-10

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Note: This F A Q (Frequently Asked Questions) may be updated frequently. Please refer to the website for the latest update. Information about previous versions is provided at the end of the F A Q.

1. Building at the Desert

Building Close to the Desert (new 2004-05-10)

Q: May I build a road or settlement at the borders or intersections of the desert?

A: No, never. This is only permitted when the capitol has been established, in which case the desert no longer exists since it has been replaced by the capitol.

Building Roads Connected to the Desert (new 2004-05-10)

Q: May I build a road that is connected to the desert but not built on its border, i.e. if only one of the ends of the road touches upon the desert?

A: Yes, this is permitted.

2. The Capitol Distance Rule in General

Distance Rule to Buildings near the Capitol (new 2004-05-10)

Q: Can I build a settlement at the capitol that is only one intersection away from a building that is located one intersection away from the capitol?

A: No, not unless this action is legal according to another rule that you are permitted to use (e.g. *Short Distance*). The *Capitol Distance Rule* does not apply between a building at the capitol and a building outside of the capitol.

Number of Buildings at the Capitol (new 2004-05-10)

Q: Can I build a settlement which is the fourth building at the capitol? Is there a limit?

A: There is no formal limit as the number of buildings that can be built at the capitol. The *Capitol Distance Rule* does not as such prohibit the building of a fourth settlement at the capitol and if you can build it without breaking any other rule in the game, the action is permitted.

3. Agreements at the Capitol

Using Benefits through General Access (new 2004-05-10)

Q: If I announce an agreement with *General Access* for a particular alien benefit, may I use this benefit in the same turn?

A: No. According to *Rule 9* in the *General Rules for Alien Benefits* (which applies also to this case), you cannot, after gaining access to an alien benefit, use the benefit *until the present turn has expired*. So, the benefit may be used by you (and by your opponents) when your turn has expired, but not before.

Placing Access Tokens at the Same Alien Intersection (new 2004-05-10)

Q: Can I place an access token at an intersection that is already occupied by another access token?

A: No. The new access token must be placed at an *unoccupied* alien intersection and all intersections with access tokens are considered *occupied*.

Right of Announcement in Relation to Building – Clarification (new 2004-05-10)

Q: Suppose that I have built a settlement at the capitol but have not yet announced an agreement. What happens if my opponents announce a total of three agreements before I announce my own?

A: Only the first three settlements that are built at the Capitol are entitled to an agreement. If, when you built your settlement, there were fewer than three buildings already at the capitol, there is no legal way in which the opponents may have already announced three agreements before you announce yours. Your right to announce an agreement will not be cancelled. On the other hand, if there were already three or more buildings at the capitol when you built your settlement, you have never been permitted to announce an agreement in the first place and therefore cannot do it now either.

4. General Access (and No Access) to Alien Benefits

Placing the Infiltrator on an Access Token (new 2004-05-10)

Q: If I place the Infiltrator at an alien intersection that is occupied by an access token, may I then take a card from *any* opponent?

A: No. The access token does not as such permit you to take a card from a player. If, however, an opponent has built a building at the same intersection, you may take a card from this player.

5. Free Settlements (Alien Benefit) and Capitol

Building Free Settlements at the Capitol (new 2004-05-10)

Q: Can I build a *free settlement* at the capitol. What rules apply?

A: Yes. A *free settlement* can be built at the capitol, also with the *Capitol Distance Rule*. The rules for *Module: Capitol* refer explicitly also to *free settlements* on this point.

Using Free Settlements for Capitol Agreements (new 2004-05-10)

Q: Can I use a *free settlement* to announce an agreement at the capitol?

A: No. A *free settlement* does not function like a normal settlement in this respect. If and when, however, the *free settlement* is converted to a normal settlement, this equals, for all intent and purpose, the building of a new settlement at the same intersection.

Using Free Settlements in Relation to Capitol Agreements I (new 2004-05-10)

Q: Can I reserve the right to announce a capitol agreement by building a *free settlement* at the capitol? Suppose that I build a *free settlement* at the capitol. There are only two buildings (of other players) at the capitol at the time. Then one opponent builds a normal settlement at the capitol. Can he announce an agreement at this time?

A: Yes, he can. He has built the third building at the capitol, since your *free settlement* does not count as a building in this case (see also the previous question).

Using Free Settlements in Relation to Capitol Agreements II (new 2004-05-10)

Q: (Note: this is a follow-up to the previous question.) What if I, after the opponent has built his settlement, convert my *free settlement* to a normal settlement and then announce an agreement before him? Is this legal?

A: No. When you converted your *free settlement* to a normal settlement, this action constituted the *fourth building of a settlement* at the capitol. You are not entitled to announce an agreement on the basis of this settlement.

Access Token and Free Settlements (new 2004-05-10)

Q: Can I place an access token at an alien intersection that is occupied by a *free settlement*?

A: No. A *free settlement* makes an alien intersection occupied and the access token must be placed at an *unoccupied* alien intersection.

6. Short Distance (Alien Benefit) and Capitol

Short Distance and the Capitol Distance Rule I (new 2004-05-10)

Q: What if the rules of *Short Distance* and the rules of the *Capitol Distance Rule* contradict each other? I will provide some examples in my next questions!

A: These rules cannot contradict each other. Try me!

Short Distance and the Capitol Distance Rule II (new 2004-05-10)

Q: Suppose that I have access to alien benefit *Short Distance*. I am about to build a settlement at the capitol that is only one intersection away from a building (owned by another player) that is located *one intersection away from the capitol*. Is this legal or not?

A: This is resolved according to the rules of *Short Distance*. The *Capitol Distance Rule* only applies between buildings if *both* are located at the capitol.

Short Distance and the Capitol Distance Rule III (new 2004-05-10)

Q: Suppose that I am about to build a settlement at the capitol that will be the *fourth* building at the capitol. Is this legal or not and which rule set applies?

A: Building a fourth building at a hex (including the capitol) is only illegal if you build it using *Short Distance*, not if you can build it using the *Capitol Distance Rule*. So if it is legal to build the settlement according to the *Capitol Distance Rule* without using *Short Distance*, you may build it.

Short Distance and the Capitol Distance Rule IV (new 2004-05-10)

Q: Suppose that I am about to build a settlement at the capitol in a way that requires of me to use the *Capitol Distance Rule*. I also have access to *Short Distance*, but the neighbouring resource hex that will be adjacent to the settlement already has three adjacent buildings. It seems that I would then be permitted to build the settlement according to the *Capitol Distance Rule*, but be forbidden to build it according to the rules of *Short Distance*. So I have found a situation whereby the rules contradict each other!

A. No. The *Capitol Distance Rule* makes an exemption to the distance rule that only concerns the relation between two buildings (of different players) at the capitol. It does not make an exemption to any other rule in the game. An action using the *Capitol Distance Rule* is only permitted if all other rules in the game are observed and since *Short Distance* explicitly forbids the building of a fourth building around a hex, your action is not legal.

Short Distance and the Capitol Distance Rule V (new 2004-05-10)

Q: Suppose that I have access to *Short Distance* and wish to build a settlement at the capitol that is only one intersection away from another building at the capitol *that is owned by me*. Is this legal or not? Can I also announce an agreement at the capitol for this new settlement?

A: Yes, if legal according to all other rules. The *Capitol Distance Rule* does not as such permit the building of a settlement adjacent to another building owned by the same player, *but it does not explicitly prohibit this either*. Instead, this action is prohibited by the normal distance rule. But since alien benefit *Short Distance* allows you to overrule the normal distance rule, your action might be legal if you have access to this benefit.

7. [Module: Development]: Enlarged Agreement (Development Card)

Shortage of Access Tokens (new 2004-05-10)

Q: If, when announcing an agreement, I am not able to use the type of access token that I want because it is no longer available in the general supply, what shall I do?

A: You can only use an access token that is available in the supply. You must select a token that is available in the supply or, if this is not possible, not place an access token at all.

8. [Module: Development]: No Access (Development Card)

Shortage of Access Tokens (new 2004-05-10)
(See topic with the same title, above)

Note: This is the first published version of this F A Q.