



Module: Development. Rules. Version 1.00 (2004)
Settlers of New Catan. Game Design and Copyright: Ferenda, D.L.
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Summary: New development cards replace the standard cards that are used in the original game.

Story

In their quest of development on New Catan, humans make great efforts to building friendly relations with the alien races. The aliens respond favourably and give special rewards in return. Each race is also especially prone to give rewards to human settlers who make development investments in close collaboration with that race. By giving useful benefits and privileges to the settlers, and by providing special advice that is beneficial both to long-term human development and to human protection against hostile pirates, the alien races provide invaluable support to the survival and growth of the human race on New Catan.

Setup

Use all components for *Settlers of New Catan* except for the following:

- Development cards (standard deck)
- The Victory Point card *Largest Army*

Additional components:

- Development cards (new) in four sets (52 cards; 13 for each alien race)
- Alien investment cards (4; one for each alien race)
- Alien advice tokens (32 tokens; 8 for each alien race)
- Alien certificates (4; one for each alien race)

Shuffle each set of development cards in a separate stack and place it face down next to the related alien outpost. The back side of all development cards should be identical regardless of affiliation. Place each alien investment card next to the related alien outpost.

Rules

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

Buying Cards

When a player wishes to buy a development card he pays the normal rate of ore, sheep and grain (unless he uses an *alien investment card*, see below). He then selects one of the four alien outposts and takes the top card from its stack. If the stack is empty the player must select another outpost and take a card from its stack instead. A player may buy any number of development cards.

Alien Investment Cards

A player may gain an *alien investment card* in two different ways: When building a building (including each of the starting settlements) and when buying a development card *only* at the normal rate/ full price. With respect to buildings, the investment card must relate to the alien race in whose sector the building has been built (see *sector* in *Glossary* in the standard rules). With respect to development cards, the investment card must relate to the alien race affiliated to the development card that has been bought. The player may take an investment card regardless whether this card is located next to the outpost or is held by another player. If, however, he already has the card, there is no effect.

A player may use an alien investment card when buying a development card provided that the two cards are related to the same alien race. When using the card, he may supplant one of the resources that are required as payment for the development card, for any one resource of ore, sheep or grain (see clarification below). The investment card is then returned to its outpost. A player may not use an investment card that he received in the same turn.

Clarification: A player using an investment card may buy a development card of the same alien race for any one of the six following sets of resources: ore-ore-sheep; ore-ore-grain; sheep-sheep-ore; sheep-sheep-grain; grain-grain-sheep; grain-grain-ore.

Playing Cards

A player plays a development card by placing it face-up before him (the card remains there). A player can only play a development card on his own turn in the trade-and-building phase. He may not play a card that has been bought in the same turn. He may play up to two cards per turn. After play, the card is used in accordance with the rules for the card (see *Card Functions*).

Card Functions

Each development card has one or two (alternative) functions. In case of two, this is stated on the card and the player selects only one of these.

One of the functions is *alien advice*. It exists in four different categories, depending on the alien affiliation of the card: *Production* (The Green Folk); *Trade* (The Merchants); *Science* (The Scientists), and; *Diplomacy* (The Diplomats). If the player wishes to use this function he must do it immediately when playing the card. He first moves the robber or infiltrator in accordance with the standard rules (as if the card were a *soldier card*). After this, he takes one alien advice token of the related alien race (see also *Alien Certificates* below for more information). A player may not use *alien advice* more than once per turn. Each player's alien advice tokens should be kept visible to other players at all times.

The other function is an *instant benefit* or *instant privilege* listed on the development card. There are two identical development cards in the stack for each instant benefit and one card for each instant privilege. Cards with *instant privileges* do not have *alien advice* as a second option. See *Appendix 1* and *Appendix 2* for additional rules and full lists of the *instant benefits* and *instant privileges*.

Alien Certificates

A player who has more alien advice tokens of an alien race than any other player, and a minimum of two such tokens, holds the *alien certificate* for this alien race. The certificate rewards one Victory Point. It changes hands between players in the same way as does e.g. the card *Longest Road*.

Additional Cards

Other modules and expansions to the game include additional development cards. Such cards are added to the stacks of development cards when the game is played with *Module: Development* and the other module/ expansion in combination. The cards are subject to the *General Rules for Instant Benefits* (see *Appendix 1*). They may (or may not) have alien advice as an option.

General Rules for Instant Benefits

Instant benefits are subject to the *General Rules for Alien Benefits* (see the standard rules) with the following modifications/ additions that apply *unless otherwise stated*:

- A player may use an instant benefit at any time through the end of his turn, but not after.
- When using an instant benefit, all parts of it must be carried out, and at the same time, except for when the rules refer to “up to” (e.g. “up to four times”) in which case these limitations do not apply.
- The *General Rules for Alien Benefits* that refer to a player’s access to a benefit do not apply.
- The rules/ use/ effects of normal *alien benefits* do not apply to *instant benefits*, and vice versa, despite similar names.



The Green Folk

◆ Wood +

You may take two wood resources this turn for each of your buildings adjacent to a wood hex.

◆ Sheep +

You may take two sheep resources this turn for each of your buildings adjacent to a sheep hex.

◆ Grain +

You may take two grain resources this turn for each of your buildings adjacent to a grain hex.

◆ Brick +

You may take two brick resources this turn for each of your buildings adjacent to a brick hex.

◆ Ore +

You may take two ore resources this turn for each of your buildings adjacent to an ore hex.



The Merchants

◆ Wood 1:1

You may trade one wood resource for one resource of any type this turn (up to four times).

◆ Sheep 1:1

You may trade one sheep resource for one resource of any type this turn (up to four times).

◆ Grain 1:1

You may trade one grain resource for one resource of any type this turn (up to four times).

◆ Brick 1:1

You may trade one brick resource for one resource of any type this turn (up to four times).

◆ Ore 1:1

You may trade one ore resource for one resource of any type this turn (up to four times).



The Scientists

◆ Free Roads

You may build up to two roads for free this turn.

◆ Free Development

You may buy up to three development cards for a special price this turn. The first two cards cost one ore or two sheep each. The third costs two ore or three sheep.
[Module: Development]: You can buy only one card in this way for each alien race.

◆ Free Settlements

You may build one *free settlement* for free this turn. The standard rules for Alien Benefit *Free Settlements* apply.

◆ Short Distance

If you build one or more settlements this turn you may build one of these only one intersection away from other buildings for no additional cost. The standard rules for Alien Benefit *Short Distance* apply.

◆ Anti-Pirate

You may move the robber *and/ or* the infiltrator to a new location this turn.

You may take a resource from an opponent for each such movement, if possible in accordance with the standard rules.



The Diplomats

◆ Immunity

You may select one resource hex that is not occupied by the robber. The robber cannot be placed on this hex for the remainder of the game.

◆ A Helping Hand

You may select up to two opponents this turn that have more Victory Points than you. You may take two resources at random from each of these opponents.

◆ Relief Fund

You may take up to two resources this turn, each of which can be of any type.

◆ Points for Sale

If you pay two sheep this turn, you get one Victory Point to keep for the remainder of the game. Or, if you instead pay six sheep this turn, you get one VP and may also take any two resources. Any action that makes you win this turn is illegal. You may not take a special Victory Point card of The Diplomats.

◆ Persuasion

You may select up to three opponents this turn and then expose each of these to the power of persuasion in accordance with the standard rule for Alien Benefit *Persuasion*.

Appendix 2

Instant Privileges

Note: Instant privileges are subject to the same rules as instant benefits (see Appendix 1).



The Green Folk

● Production Re-Organisation

You may change places of two number markers this turn. Neither of the markers must be numbered 2, 6, 8 or 12.

● Resource Re-Organisation

You may change places of two resource hexes this turn. The number markers remain at their present locations/ co-ordinates on the board. Neither of the hexes must have a number marker numbered 5, 6, 8 or 9.

● Special Production

You may take one identical resource this turn for each resource that you produced on your most recent production roll.



The Merchants

● Benefit Re-Organisation

You may change places of two unoccupied alien benefits of the same alien race this turn (benefit tokens are switched).

● Unequal Trade

You may select one resource type this turn. Each of the first three opponents to your left must give you two resources of this type (if possible).

● Special Trade

You may trade resources (1+1):1 this turn, i.e. trade two resources, each of which can be of any type, for one resource of any type (up to as many times as you wish).



The Scientists

● Large Infiltration

You may move the infiltrator to a new alien intersection at any alien outpost this turn and draw a resource from the owner of each building at this outpost. The infiltrator blocks all alien intersections at the outpost until it is moved.

● Road Building at Gap

You may (if legal) build up to three roads for free this turn. All of the roads except for one must be built at a gap.

● Deconstruction

You may remove up to three open-ended roads from the board this turn (max. one per player). The roads are returned to their owners' supplies.



The Diplomats

● Special Tribute

Each opponent who has more than seven resources on his hand must give resources of his choice to you until he has seven resources on his hand.

● Relative Development

Select one opponent this turn. He must select one of his alien advice tokens and give it to you.

● Galactic Summit

You may select up to three opponents this turn. Each of these must give you two resources of his choice and may then take a resource of his choice from the general supply. If he has fewer resources than required, he must give you one resource if he can but may not take any resource.