



Module: Development. Rules F A Q. Last update: 2004-05-31

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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.

Note: Questions & Answers relating to specific development cards that are used only in combination with another module are found in the Rules F A Q for *that* module.

1. Free Development (Alien Benefit) and Development

Gaining Investment Cards With Free Development (new 2004-05-10)

Q: If I buy a development card with *Free Development* and, consequently, pay only one ore for the card, can I take an investment card as a result?

A: No. You can gain an investment card only when buying a development card at the normal rate/ full price.

2. Free Settlements (Alien Benefit) and Development

Gaining Investment Cards through the Building of Free Settlements (new 2004-05-10)

Q: Can I take an investment card when building a *free settlement* in an alien sector?

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.

3. Development Cards in General

Using Development Cards (new 2004-05-10)

Q: When can I use a development card? The rules state that a player may play a development card in his own turn in the *trade-and-building phase*. Furthermore, he may not play a card that has been bought in the same turn. At the same time, when I buy a new card and look at the text, it reads "this turn" (e.g. "you may... this turn"). Does this mean that I can use the card immediately after buying it after all?

A: No, you cannot play a card that has been bought in the same turn. If you select the instant benefit/ instant privilege when you play the card, the text on the card takes effect (and applies) *at that time*, not when the card is bought.

4. Instant Benefits of The Green Folk

Buildings Adjacent to Several Hexes of Same Type (new 2004-05-10)

Q: If I have a building that is adjacent to two or three resource hexes of the relevant type (e.g. wood in case of instant benefit *Wood +*), may I take two resources for *each* of these hexes?

A: No. You cannot take more than two resources for any one building.

Cities and Settlements (new 2004-05-10)

Q: Does a city count as two buildings, i.e. may I take four resources for a city adjacent to a hex of the relevant type?

A: No. A city counts as one building.

5. Free Development (Instant Benefit)

Alien Races, Clarification (new 2004-05-10)

Q: Please clarify the following: “[*Module: Development*]: You can buy only one card in this way for each alien race.”

A: If you play with *Module: Development* and use instant benefit *Free Development*, you cannot buy more than one development card that is affiliated to the same alien race.

6. Free Settlements (Instant Benefit)

Free Settlements: Instant Benefit and Alien Benefit (new 2004-05-10)

Q: If I use this instant benefit, I am able to build a *free settlement* “for free”. At the same time, the rules refer to the standard rules for alien benefit *Free Settlements*. According to the *standard rules*, a *free settlement* costs one grain. Is there a contradiction here and what rule actually applies? Must I pay a grain or not?

A: The reference to the standard rules only applies for the instant benefit *with the exception* of what is stated in the rules for the instant benefit. So you shall not pay any additional resource but must otherwise abide by the rules for the alien benefit.

7. Short Distance (Instant Benefit)

Short Distance: Instant Benefit and Alien Benefit (new 2004-05-10)

Q: Must I pay an additional resource when building a settlement using instant benefit *Short Distance*?

A: No, you must not pay. See *Free Settlements: Instant Benefit and Alien Benefit*, above for further clarifications on an issue of a similar type.

8. Anti-Pirate (Instant Benefit)

Double Movement Rule (new 2004-05-10)

Q: Does the *Double Movement Rule* apply? For instance, if both the robber and the infiltrator are located on the board when I play the card and I choose to move only the robber, is the infiltrator removed from the board as a result?

A: No, the *Double Movement Rule* does not apply.

Moving One First, Another Later (new 2004-05-10)

Q: Can I move the robber or infiltrator, then do something else in my turn, and then move the other (robber or infiltrator)?

A: No. All parts of the instant benefit must be carried out “at the same time” or at least immediately following each other.

Removal of Pirates (new 2004-05-10)

Q: Can I remove the robber and/or infiltrator from the board using instant benefit *Anti-Pirate*?

A: No. You can only use the instant benefit to move the robber and/or infiltrator to another location on the board.

9. Points for Sale (Instant Benefit)

Indication of Victory Point (new 2004-05-10)

Q: If I cannot take a special Victory Point card of The Diplomats, how can I indicate that I have an additional Victory Point?

A: Use the development card face up before you as an indication.

10. Relative Development (Instant Privilege)

Losing A Certificate I (new 2004-05-10)

Q: Suppose that I have two alien advice tokens and hold the certificate for the alien race. If a player subjects me to *Relative Development* and I give him one of these two tokens, do I lose the certificate as a result?

A: Yes. You cannot hold a certificate if you have fewer than two advice tokens.

Losing A Certificate II (new 2004-05-10)

Q: (*Note: this is a follow-up to the previous question.*) If an opponent now has two advice tokens of this type and if no other opponent has two or more such tokens, shall I give the certificate to him?

A: Yes. Note that the rules are clear on this point: "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." This applies at any given time.

Losing A Certificate III (new 2004-05-10)

Q: (*Note: this is a follow-up to the previous question.*) Suppose, when I lose my certificate, that there are two opponents that have two advice tokens of this type each, and that no other opponent has two or more such tokens. Can I choose which of the players that will receive the certificate?

A: No. The certificate must, in this case, be returned to the general supply and cannot be taken by a player until he is the *only player* who meets the criteria for holding the certificate. Note that the rules state that the certificate "changes hands between players in the same way as does e.g. the card *Longest Road*." The procedure explained here is identical to the procedure described in the *Settlers of Catan F A Q for Longest Road*, which could be applicable in some situations where a player's longest road has been broken by an opponent's settlement.

Previous Versions:

2004-05-10

Changes in New Versions:

2004-05-31: Error correction in the header only.