



**Module: Frontiers. Rules F A Q. Last update: 2004-05-10**  
*Settlers of New Catan. Game Design and Copyright: Ferenda, D.L.*  
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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. Effects of Frontier Events in General**

*End of Effects (new 2004-05-10)*

Q: When do the effects of a frontier event cease to apply to a settlement or city?

A: The effects remain through the end of the game provided that both the building (regardless whether a settlement or city) and the frontier card remain in their locations.

## **2. Alien Outcasts: The Scientists/ The Diplomats (Frontier Events)**

*Victory Points and Alien Outcasts of The Scientists/ The Diplomats (new 2004-05-10)*

Q: When does the number of a player's Victory Points change as a result of the frontier events *Alien Outcasts: The Scientists* and *Alien Outcasts: The Diplomats*? Suppose that I have a total of nine Victory Points and then build a new frontier settlement that is affected by *Alien Outcasts: The Diplomats*. Will I be able to claim victory through 10 Victory Points briefly before the *frontier event* takes effect? Or, suppose that I have nine Victory Points and I have a settlement that is affected by *Alien Outcasts: The Scientists*. Will I win the game if upgrading the settlement to a city?

A: No. Since a building adjacent to an event (and the player who owns it) is affected by the event from the moment it is built you cannot claim an additional Victory Point before the event takes effect.

## **3. Alien Benefit Free Settlements and Frontiers**

*Free Settlements and Discovery of Frontier Events (new 2004-05-10)*

Q: When a *free settlement* is built at the frontiers, will the adjacent frontier event(s) be discovered?

A: No, there will be no new discovery. 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.

*Free Settlements and Effects of Frontier Events (new 2004-05-10)*

Q: Is a *free settlement* affected by frontier events as is a normal settlement?

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.

## **4. [Module: Development]: Insulation (Development Card)**

*End of Effects With Insulation I (new 2004-05-10)*

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Q: When a frontier card is removed with *Insulation*, when do the effects of the frontier event cease to apply to adjacent buildings?

A: Immediately.

*End of Effects With Insulation II (new 2004-05-10)*

Q: (Note: this is a follow-up to the previous question.) Suppose that I use *Insulation* to remove the frontier event *Alien Outcast: The Diplomats*. Does this mean that all adjacent settlements immediately receive a Victory Point and that any player who owns such a settlement and who previously had a total of nine Victory Points wins the game?

A: The extra Victory Points will be received immediately. Bear in mind, however, that a player can only win the game during his own turn.

*Consequences for Buildings Adjacent to Two Frontier Events (new 2004-05-10)*

Q: When a frontier card is removed with *Insulation*, what happens to a building that was previously affected by this event but that is also adjacent to another event?

A: This building will instead be affected by the other adjacent event, effective immediately.

## 5. [Module: Development]: Extended Reach (Development Card)

*Partial Discovery of Frontier Events (new: 2004-05-10)*

Q: Can I discover only one or a few of the events but leave some areas undiscovered?

A: No. According to the *General Rules for Instant Benefits* (see rules for *Module: Development*), which apply also to *Extended Reach*, you must use all parts of an action listed on the card, if any (you may choose, of course, not to use the action at all).

*Selection of Buildings (new: 2004-05-10)*

Q: If I have discovered the frontier events in accordance with the instructions, am I required to select buildings in accordance with the instructions for the second action?

A: No, the second action is optional, but cannot be carried out unless you have first carried out the first action.

*Effects on Adjacent Buildings (new: 2004-05-10)*

Q: Suppose that I have one building that is located at one of the frontier areas. This building is presently not affected by a frontier event (e.g. since the frontier card was previously removed by a player using the development card *Insulation*). What happens when a new frontier card is placed adjacent to this building?

A: The building, and any other building(s) adjacent to the new event, is affected by this event as normal, effective immediately.

## 6. [Module: Development]: Special Intelligence (Development Card)

*Effects on Adjacent Buildings (new: 2004-05-10)*

(See topic with the same title, above).

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