



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. About the Rules in General (also Rules of Modules, etc.)

Contradictions Between Rules (new 2004-05-10)

Q: How should I play when the rules contradict each other? For instance, in *Settlers of Catan* (the original game), a settlement must always be placed two intersections away from other buildings, but in *Settlers of New Catan* it is possible to do it otherwise using alien benefit *Short Distance*. Or, the standard rules state that the development cards should be used normally, but in *Module: Development* it says otherwise.

A: When you play the game with more than one set of rules (e.g. with a module that also refers to the standard rules of the game), all rules in all sets apply so long as they don't contradict each. If/when they do contradict each other, however, some rules take precedence of others, which means that only these rules apply and the others should be ignored. In such cases, as a general rule, rules that are more "distant" from the original rules of *Settlers of Catan* take precedence of those that are "closer" to these rules. For example, the rules of a module take precedence of the standard rules. Likewise, the standard rules take precedence of the original rules for *Settlers of Catan*. In addition, if you use *Module: Development*, the rules of a development card always take precedence of other rules if there is a contradiction (e.g. the development cards for *Module: Frontiers* take precedence of the rules for *Module: Frontiers*). In summary, when there are contradictions, rules precede each other in the following descending order of priority:

- x [Module: Development]: Instant benefits and other rules stated on development cards of any kind (including those for each other module)
- x Rules for a module
- x Standard rules for *Settlers of New Catan*
- x Original rules for *Settlers of Catan*

Contradictions Between Rules of Different Modules (new 2004-05-10)

Q: What if the rules of different modules contradict each other?

A: This should not occur. If you find such a contradiction, please report it so that it may be clarified in the Rules F A Q and be updated in the next version of the rules.

References to Modules in Rules/ Brackets (new 2004-05-10)

Q: What does a reference in the rules to a module mean, e.g. like this: "[Module: Development]"?

A: This means that the rule text that follows applies only if you play the game with the module that is referred to in the brackets. If you don't use this module, the text shall be ignored.

2. Playing with Modules

Requirements (new 2004-05-10)

Q: Is it required to play Settlers of New Catan with one or several modules?

A: No. All modules are optional.

Limitations (new 2004-05-10)

Q: Is there a limit as to the number of modules that can be used at the same time? Are there certain combinations of modules that must be used in order to play with them?

A: No. Settlers of New Catan can be played with no, any, or all modules. The standard game is compatible with each of the modules and each module is compatible with each other module.

Whether or not you should actually use the modules is a different question and is ultimately a matter of individual taste and preference. The game becomes, of course, more complex if you include many modules and this may or may not be consistent with your and your fellow players' preferences.

3. Alien Benefits and Initial Placement of Settlements

Placing Starting Settlements (new 2004-05-10)

Q: Can I place one or both of my starting settlements at an alien intersection?

A: Yes, you may place any or all of your starting settlements at an alien intersection, subject to the normal rules.

Using Alien Benefits During Initial Placement (new 2004-05-10)

Q: If I place a starting settlement at an alien intersection, can I use the related alien benefit immediately? For instance, if I place my first starting settlement at alien benefit *Short Distance*, can I use *Short Distance* when placing my second settlement? Or, if I place my first starting settlement at The Green Folk's outpost, can I then take extra resources after placing my second settlement before starting the game?

A: No. Alien benefits cannot be used during the placement of starting settlements.

Using Alien Benefits After Initial Placement (new 2004-05-10)

Q: If I have gained access to an alien benefit by building a starting settlement at an alien intersection, when will I be able to use this benefit?

A: You may start using the benefit when the first player begins his first turn (by rolling for production), subject to the normal rules.

4. Alien Benefits in General

Alien Benefits and Benefit Tokens – I (new 2004-05-10)

Q: How many alien benefits can I use after building a settlement at an alien intersection?

A: Each building at an alien intersection permits access to only *one* alien benefit.

Alien Benefits and Benefit Tokens – II (new 2004-05-10)

Q: When building a settlement at an alien intersection, can I choose which benefit to use?

A: No. You will only have access to the specific alien benefit that is related to this alien intersection.

Location of Benefit Tokens (new 2004-05-10)

Q: When building a settlement at an alien intersection, do I take the related benefit token and place it before me?

A: No. The benefit token remains at the outpost.

5. Production +1 (Alien Benefits of The Green Folk)

Calculating Extra Resources (new 2004-05-10)

Q: When using a benefit of The Green Folk (relating to one resource type) during production, can I take one additional resource for *each resource* that I produce of this type?

A: No. During production, if (and only if) you produce one or more resources of this type, you may take *one* additional resource of the same type. In other words, if you produce one resource, you will take a total of 1+1; if you produce two resources, you will take 2+1, and if you produce three resources, you will take 3+1, etc. You cannot take more than one extra resource of any type at any one time.

When Resources Are Short In Supply (new 2004-05-10)

Q: After production, what happens if there are not enough resources left in the general supply?

A: According to the official rules (FAQ) of Settlers of Catan, if there are not enough resource cards left of a resource type to pay all of the players all of the resources that they are due, then no player gets any resource (of this type). This, however, applies *independently* to additional resources that are due through the use of an alien benefit. Consequently, if, for instance, there are enough resources left in the supply to pay all of the players what they produce of a resource type, but not enough to pay players what they produce plus additional resources that are given through the use of the alien benefit, then *all players* get what they produce and *no player* can take the additional resources.

6. Free Settlements (Alien Benefit)

Reusing Free Settlements (new 2004-05-10)

Q: If I wish to build a new normal settlement, or a *free settlement*, but don't have any settlement units in my supply, can I move a *free settlement*, which has already been built elsewhere, to the new location? Or, can I remove a *free settlement* from the board and return it to my supply?

A: No. Alien benefit *Free Settlements* does not as such permit the movement or removal of a *free settlement* that has been built.

Infiltrator and Free Settlements (new 2004-05-10)

Q: If I place the infiltrator at an alien intersection that is occupied by a *free settlement*, can I take a resource from the owner of the *free settlement*?

A: No. You may only take a card from the owner of a *building*. A *free settlement* functions as a normal settlement/ building only in the cases that are listed in the rules for *Free Settlements*. This case is not listed.

Infiltrator and Free Settlements II (new 2004-05-10)

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

A: No. According to the rules, a *free settlement* functions like a settlement with respect to conditions for placement anywhere on the board.

Relocation During Conversion (new 2004-05-10)

Q: If I convert a *free settlement* to a normal settlement, must the normal settlement remain in the same location?

A: Yes, it must remain.

Conversion Permitting Upgrade to City (new 2004-05-10)

Q: Can I upgrade a settlement to a city if that settlement was created through the conversion of a *free settlement* earlier in the game?

A: Yes. A settlement is considered "built" also when it is converted from a *free settlement*. The functions of a normal settlement are the same regardless how it was built.

Roads (Open-Ended) and Free Settlements (new 2004-05-10)

Q: Can an open-ended road cease to be open-ended as a result of the building of a *free settlement*?

A: Yes. A *free settlement* can "close" an open-ended road in the same way as a normal settlement can.

Road Building and Free Settlements (new 2004-05-10)

Q: Is it possible to build a road that is connected only to a *free settlement*?

A: Yes. A road may connect to a *free settlement* as it would to a normal settlement.

7. Short Distance (Alien Benefit)

Building Limitations - Hexes (new 2004-05-10)

Q: What exactly is implied by a “hex”? Does this also refer to a double-hex (e.g. an outpost), or to one of the two constituent hexes of a frontier area?

A: The reference to a “hex” applies only to any hex in the settlers’ area (including, therefore, the desert and the lake), and not to an outpost or a frontier area.

Building Limitations - Frontier Areas (new 2004-05-10)

Q: Using *Short Distance*, can I build a settlement at a *frontier area* that is already occupied by three or more settlements?

A: Yes, you can. The limitation applies only to individual hexes and to outposts, not to frontier areas.

Building Limitations – General (new 2004-05-10)

Q: The rules refer to “three (or more) settlements”. What does “or more” mean – it seems redundant. How could a hex or outpost be occupied by more than three settlements if it is illegal to build a 4th settlement?

A: This is mainly a safe-guard against any rule modifications that could result from game modules. The important thing to remember is that you cannot build a settlement at a hex or outpost that already has more than two settlements, *if you must use the benefit Short Distance when building it*. If you would find a legal way to do it without using the benefit *Short Distance*, it would not be a violation of the rules.

8. Anti-Pirate (Alien Benefit)

Movement of Robber/Infiltrator (new 2004-05-10)

Q: How many times am I allowed to move the robber and/or infiltrator during my turn? If I roll a ‘7’ and move it, can I then use *Anti-Pirate* in the same turn? Can I play a soldier card before or after using *Anti-Pirate*?

A: Each action permitting the movement of the robber or infiltrator is independent of other actions with a similar effect. There is no specified limit as such as to the number of times that the robber or infiltrator can be moved in the same turn, although restrictions set by other rules (e.g. the number of development cards that can be played) may imply that such a limit exists in practice.

Infiltrator and Anti-Pirate I (new 2004-05-10)

Q: Suppose that I have a settlement at the alien intersection of *Anti-Pirate*, and that the infiltrator is also located there. Can I remove the infiltrator using *Anti-Pirate*?

A: No. You do not have access to *Anti-Pirate* in this case since the infiltrator is presently blocking this benefit.

Infiltrator and Anti-Pirate II (new 2004-05-10)

Q: (*Note: this is a follow-up to the previous question.*) If I roll a ‘7’ or use a soldier card in my turn and then move or remove the infiltrator, can I then *afterwards* use *Anti-Pirate* in the same turn?

A: No. According to *Rule 9* in the *General Rules for Alien Benefits*, you cannot, after regaining access to an alien benefit, use the benefit until the present turn has expired. In this case, this means that you cannot use the benefit until your turn has expired, which with respect to *Anti-Pirate* implies that you cannot use it until your next turn (since *Anti-Pirate* cannot be used on other players’ turns).

9. Immunity (Alien Benefit)

Immunity and Infiltrator (new 2004-05-10)

Q: If I have access to *Immunity* and an opponent moves the infiltrator to one of my buildings at an alien intersection, is it legal for the opponent to take a card from me?

A: Yes. *Immunity* does not protect you from the infiltrator, only from the robber.

10. A Helping Hand (Alien Benefit)

The Meaning of "More Victory Points" (new 2004-05-10)

Q: Can I take a card from each of two opponents if these opponents *together* have more Victory Points than do I?

A: *Each player* from which you take a card must have more Victory Points than you.

11. Relief Fund (Alien Benefit)

The Effect of the Robber, etc. (new 2004-05-10)

Q: Suppose that I have access to *Relief Fund*. Then one of the hexes which normally produces resources for me does not produce anything due to the effect of the robber. Suppose, as a result, that I produce no resources at all. Will I be able to use *Relief Fund*?

A: Yes. If, *for any reason*, you do not produce any resources, you may use *Relief Fund*. The only exception is on a roll of '7', in which case *Relief Fund* can never be used.

12. Points for Sale (Alien Benefit)

Taking Victory Point Cards of The Diplomats (new 2004-05-10)

Q: Suppose that I am about to buy a Victory Point card of The Diplomats and another player already has such a card. Can I take his card?

A: No. Victory Point cards of The Diplomats cannot be taken from other players. They must be taken from the general supply.

13. Persuasion (Alien Benefit)

Conditions for Second Attempt To Trade (new 2004-05-10)

Q: When I ask an opponent a second time for a resource trade in the same turn (because he could not trade the resource that I wanted the first time), what are the rules and conditions for this second trade?

A: The second attempt to trade must also be 1:1 (i.e. one of your resources is traded for one of the opponent's), but the resource types involved can be any of your choice, regardless of which resources that you attempted to trade the first time.

If Trading Implies Forcing (new 2004-05-10)

Q: If I fail to perform a successful trade with an opponent after one or two attempts using *Persuasion*, can I use *Persuasion* on the same opponent on my next turn?

A: Yes. The rules state that you cannot force an opponent that was forced on your previous turn, but you are only considered "forcing" an opponent if the trade is successful.

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