trader may make a special trade on the same turn in which it is built. special table to choose from. (1) The trader may make a migle one-tor-one trade between the two regions adjacent to it. (2) The trader may trade two resources from one of the adjacent regions for any other resource. A The active player may use each of their traders to make one special trade per turn. There are two possible

opponent. The trader also allows a player to use a Trade Advantage event if they have at least as many traders as their

have been purchased, no additional traders may be hired. previously purchased, whether or not a tile is still there to represent the road (see Roads). Once all four pawns placed adjacent to entrier village. Also, a trader may only be placed on locations were a road has been both. For example, if a trader is placed between two villages, then no additional traders or knights may be Note that the trader with offen be adjacent to two villages of towns. The trader counts against the unit infinit for

stugina

A knight is placed directly above or below a village or town and is worth 1 VP.

halt (rounded down) of all the player's resources, including guarded ones, must be discarded. regions are guarded, and therefore not counted. However, if there are more than five unguarded resources, then A knight guards the two regions adjacent to it. When resolving the Raiders event, the resources in these two

ineve insmemuol of the loumament event. Additionally, if you have at least one knight, and at least as many knights as your opponent, you can take

Once all tour pawns nave been purchased, no additional knights may be nited.

Smg of the Game

who will rule the Island of Vatick. wins. If the players have the same number VPs , the player with the most resources wins. If both players have an equal number of resources, the game is a draw and another plecepack game should be played to determine turn, the second player has one turn to match their feat. The player with the most VPs at the end of the game end after the second player completes their turn. Thus, if the first player reaches 7 or more VPs during their Once a player has a combination of villages, towns, traders, and knights that equals at least 7 VP, the game will

A trader is placed on a road for 1 VP.

Traders

tiles and freely choose which one to add. Reshuffle the region stack afterwards. (There is no physical

representation of the scout in the game since its effect is immediate.)

A scout may be hired each time a new region is to be added to a player's colony: when building a new village, town, or road. The scout costs one grain (crown) resource and allows the player to search the stack of region

Scouts

placed in the empty location. A town also has a unit limit of 2, allowing a second trader or knight to be placed adjacent to it



resources already on it



Rich Harvest -- Place one resource of your choice on any matching region with less than three

Fournament -- If you have one or more knights and at least as many knights as your opponent, you may take any one resource from your opponent. You must have a region with room for the resource.

Raider Attack -- If you have six or more unguarded resources, you must discard half of your

ndation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license UNU FIEG DOCUMENTATION LICENSE, VERSION 1.2 OF ANY LAREY VERSION PUBLISHED BY THE FIEL SOTIVARE Copyright © 2006 Permission is granted to copy, distribute and/or modify this document under the terms of the

the increase in production is more gradual. The limited number of village tiles also helps to prevent a

I ura ueiba to bievent the perceived need to rocus on settlements in the original to maximize production. Here, Another change from the original is that a new village (settlement) only adds a single new region to the colony

only do so if they get the set containing that die. The passive player is often able to give themself good income,

commercial strength. Thus, very often both players are able to take advantage of an event. However, they may The most significant addition to the game is the "divide and choose" mechanism for resource generation and event resolution. The limited number of pieces makes it difficult to have any strong advantage in military or event resolution.

card game will immediately recognize the basic structure. It is universitie to represent all the dozens of cards in the game, but many common elements remain. The brights are a combination of the knights and garrisons from the game, the reduce resemble the relate and commerce buildings.

playing time and the many different types of cards to learn can be a turn-off for some. My goal was to make a

Klaus Teuber's The Setters of Catan Card Game is one of my favorite two-player games. However, the long

vinnongin me bottom piayer sun nas enough resources to purchase anomer vinage, an rour vinage tries are in

Now assume that the figure above shows the game state during the 11ade and fullid Phase. The boltom player

may spend 2 grain and 2 wood to hire a trader. The trader may be placed on either side of the yellow village

However, it would only have taken effect if the offending player ended up with the set containing that event

If either of the players had six or more unguarded resources, the Raiders Attack event would have remained

It the bottom player takes the 4, she will still get more resources than her opponent. The bottom player has a

that if the bottom player takes the tournament event, she will be able to produce in all three of her "4" regions.

sepack, more portable port of this great game. Those familiar with the

imm.ibr/seenson/gro.ung.www/.quin is bruot so niso

Version History

blind of must wait a turn to build.

faster, easier-to-learn, and, thanks to piec

sotoN ngiesoU

. settlement race.

7# restriction of the submitted for piecepack context #7

Perhaps I'll develop an expansion set using a four seasons piecepack. =)

the original. The traders resemble the trade tleets and commerce buildings.

use. Thus, he must wait until one of the existing villages is upgraded to a town.

Similarly, only the upper player in the figure could presently use a Trade Advantage event.



Any dice showing nulls or aces cause events, depending on the suit (color). The active player resolves all













#

C

resources rounded down



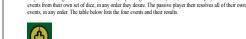












Resolve Events

Roll and Divide Dice

The active player rolls all four dice. Aces and nulls trigger events, as described in the next section. Numbered results (2 through 5) produce resources. The passive player divides the dice into two sets. A set may contain any number of dice, including zero. (If a die shows an event that affects neither player, it may be placed aside.) The active player then chooses one set to keep and one set to give to the passive player.

The first player then takes their turn. Take note of who is the first player, as this will matter at the end of the game

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The remaining village and town tiles are placed in two stacks between both players. All resource coins are placed in a common resource pool. The remaining region tiles are shuffled and placed in a face-down stack. The completed setup should look similar to Figure 1 below.

Pawns represent traders and knights, depending on their placement relative to the tiles. The color of the pawns is irrelevant A player's total arrangement of tiles and pawns is considered their colony

Setup

3

5

The four null tiles represent villages. The four ace tiles represent towns. In both cases, the suits are irrelevant.

Coins represent resources and are always played face down (suit-side-up). Each of the four suits represents a

their colony: constructing new villages and towns, and employing traders and knights. The first colony to reach

Two players compete to colonize the newfound Island of Vatick. A player earns victory points by expanding

Both village and town tiles are used to represent roads when placed face-down.

different type of resource, as shown in the table below

/ victory points (VPs) will dominate the island and the local music scene.

Based on The Settlers of Catan Cata Game by kilaus reuner

A Good Portsmanship game for the piecepack by Gary Pressler

The Colonists of Natick - das Tilenspiel

stnanoqmoD

WAIVIEW

9007 108U/don 22.50./002.60.0 noisie/

Equipment: One standard precepack 2 players, 30 minutes

+

on the region tiles when produced. Each region may hold up to three matching resources. The sixteen numbered tiles are regions and produce resources of the matching suit. Resource coms are placed

I he tour dice are used to determine resource generation and random events, as described below.

Randomly determine which player goes first. The first player places one village tile face-up. Next, they choose four region tiles and place them diagonally around their starting village in any desired order. The combination of regions must contain one of each number and one of each suit. Finally, one town tile is placed face-down as a road on either side of the village, between two of the region tiles. The second player then follows the same steps for their initial colony



1. Roll and Divide Dice

2 Resolve Events . Collect Resources

4 Trade and Build

The player who is taking their turn is called the active player. Their opponent is the passive player. Each turn involves the following step

Collect Resources Resources are collected for each numbered die in a player's set. The active player collects all of their resources

then all matching regions produce once for each die.

transfer resources between two regions of the same suit.

each development is listed in the table below.

a

resources

Trade and Build

build is a separate act

before the passive player. For each die, all regions with a matching number produce one resource. The suit

(color) of the die does not matter. The number on the die determines which regions produce: the suit of the region determines which type of resource is produced. Remember that each region may only hold up to three

number will not produce a resource in that region. If a player's set contains multiple dice with the same number,

The active player may perform, in any order, as many trading and building actions as desired. Each trade and

When trading, the active player may exchange three resources of the same type for one from the resource pool

The three resources may come from one or more regions. Players may also freely trade with each other during

this step. With any trade, there must be a region with capacity to hold the received resource. A player may not

To build, resources are spent from any combination of regions and returned to the resource pool. The cost for

decides to divide the dice with the 4 m one set and the 2 and Tournament event in the other. Her reasoning is may be placed aside. Both players have one knight, so either could use the Tournament event. The top player

poin piayers only have 2 unguarded resources, so neimer is susceptible to the kalder Attack event. I his die

An example game is shown in the figure above. The upper player has 5 VPs, and the lower has only 4. The

A

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bottom player is the active player and rolls the dice. The results are:

Ξ

2

4

4

yelf to slqmexA





Villages

Each village, including the initial one, is worth 1 VP.

A new village must be placed next to a road. There must be exactly one road between consecutive villages and towns. A new village may not be built if there are already four villages built amongst the two colonies. Once a village is upgraded to a town, the village tile will be returned to the pool and is then available to be built again. The new village will be diagonally adjacent to two regions. One additional region tile is drawn and placed in either of the empty spaces diagonally adjacent.

Each village has a unit limit of 1. This means that a village may have, at most, one trader or knight adjacent to



A road is built on either side of a village or town. (Again, exactly one road must be between consecutive villages and towns.) A face-down village or town tile is used to represent the new road. A tile used to represent a road may be swapped by either player if an additional village or town lile is needed. Once a road has a village or town on both sides, the road tile is returned to the pool, although the road is still there.

If only one region is located above or below a newly placed road, then another region is drawn from the stack and placed in the empty location.

A town upgrades an existing village. The village tile is returned to the pool, and a town tile is put in its place. A village may be upgraded to a town during the same turn in which it is built. A town is worth 2 VP.

If only three regions are located diagonally around a town, then another region is drawn from the stack and

Towns