

CATAN

CARD GAME

ARTISANS & BENEFACTORS EXPANSION SET

BY KLAUS TEUBER

MFG
48722



36 CARDS

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ARTISANS & BENEFACTORS™

Theme Set Rules

Greetings, friend of Catan! Welcome to the latest expansion to the *Catan Card Game*™! To play this “Theme Set,” you will need a copy of the basic game.

Because of space limitations, these are not the complete rules. For those you can refer to the *Catan Card Game Expansion Set*™ rulebook. Similarly, for card specific rules and clarifications, you can refer to the *Artisans & Benefactors Almanac*. PDFs of the *CCG Expansion Set* rulesbook and the *A&B Almanac* can be downloaded from the Mayfair Games web site:

www.mayfairgames.com

You can use these cards in either the “Expanded” game or the “Tournament” game, as described in the *CCG Expansion Set* rules.

The Expanded Game

Follow all the rules in the *CCG Expansion Set* to set up and play with the *Artisans & Benefactors (A&B)* theme set. In addition, when you set up, you should:

- Remove and set aside these cards:
 - 2x House of the Benefactor (from *A&B*)
 - 2x Public Feeling (from *A&B*)
 - 2x Aqueduct (from the basic game).
- Place the two House of the Benefactor cards and the two Aqueduct cards face up next to the row of *CCG Expansion Set* card stacks.
- Take a Public Feeling card and place it face up next to one of your regions (your choice), so that the title edge (the 1-star edge) is the edge closest to you. Your opponent does the same. For more details on the Public Feeling card see pages 5-9.

Special Expanded Game Rules for Aqueduct and House of the Benefactor

If you have the resources needed to build an Aqueduct or House of the Benefactor, pay the necessary resources, take the appropriate card and place it above or below one of your cities like any other city expansion.

Important: *At any given time, each player may only have at most 1 Aqueduct and 1 House of the Benefactor in play.*

If an Arsonist is successfully played against your Aqueduct or House of the Benefactor, don't take the card back into your hand—instead, return it face up to the row of Expansion card stacks. This means the card is always available to be built again. This is also the case if you choose to remove the card yourself.

The Tournament Game

Follow all the rules in the *CCG Expansion Set* to set up and play the tournament game with the *Artisans & Benefactors (A&B)* theme.

Important: *Do not set up the Aqueduct, House of the Benefactor, and Public Feeling cards as specified in the Expanded Game rules. Instead, you may choose any or all of those cards to use as part of your “deck,” and may play them as specified in the CCG Expansion Set rules.*

In the Tournament Game, you may play a Public Feeling in your hand, free of charge, next to one of your regions (your choice), so that the title edge (the 1-star edge) is the edge closest to you. For more details on the Public Feeling card, see pages 5-9.

Special Rules – Public Feeling Card – A

The Public Feeling card tracks the happiness level of a principality's residents. It is by nature an abstract Development Card (Score card) and has no effect on the specific region it is placed next to—Public Feeling is not a Regional Improvement! As a Development Card, it cannot be attacked, may not be torn down, and is unaffected by Action cards (for example, it cannot be stolen with a Spy).

Happiness points (HPs) are symbolized by stars (★). Your happiness point total is shown on the edge of your Public Feeling card(s) closest to you—like resource totals are stored in Region Cards. When you lose a HP, rotate the card to show the next lower value (to a minimum of 0). When you gain a HP, rotate the card to show the next higher value. If you receive more stars than you have room for, the excess stars are lost.

Special Rules – Public Feeling Card – B

When you initially place Public Feeling, position it so that the title edge (1-star edge) is the edge closest to you. Thus in the Expanded Game, each player has 1 star at the start of the game. You are allowed to both gain and use up stars on the same turn.

Important: *Stars are **not** resources! While stars may be shown as part of a card's building costs, effects that target resources never affect stars.*

In the Expanded Game, each player places a Public Feeling card next to one of his regions of his choice during setup.

In the Tournament Game, your Public Feeling cards are part of your deck. You may place them, free of charge, next to regions of your choice as soon as you draw them.

Special Rules – Public Feeling Card – C

If you control 2 Public Feelings cards, you may freely distribute any stars you gain between them. Similarly, when using stars, you may freely use stars from either or both cards.

Since a Public Feeling card has no effect on its adjacent region, you may move it to a position adjacent to a different region at any time. This may be necessary in the Tournament Game, where, for example, you may wish to place a Regional Expansion card in a position currently occupied by a Public Feeling card.



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Special Rules – Public Feeling Card – D

The Public Feeling card offers 3 special benefits. To use one of these benefits, you must pay a cost of 1, 2 or 3 stars:

Pay 1 star: Riots or Civil War has no effect on you.

If a Riots or Civil War event is drawn, you may pay 1 star to avoid its effects. You may use this benefit even if the event is drawn during your opponent's turn.

Pay 2 stars: A road or settlement costs you 1 resource less of your choice.

When you build a road or settlement, you may pay 2 stars to reduce the road or settlement cost by one resource of your choice. You can only use this benefit once for each road or settlement.

Special Rules – Public Feeling Card – E

Pay 3 stars: Retrieve one neutral or defense Action card from the discard pile.

In the Expanded Game, retrieve a card from the common discard pile. In the Tournament Game, retrieve a card from your personal discard pile.

Add the card to your hand. You may retrieve a card and then play it on the same turn.

In the Tournament Game, you may not choose to retrieve a card that your opponent has banned via Excommunication (*P&I*).



You have purchased a game of the highest quality. However, if you find any components missing, please contact us for replacement pieces at:
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CATAN™ ARTISANS & BENEFACTORS™
CARD GAME EXPANSION SET



Welcome to the 7th expansion to Klaus Teuber's *Catan Card Game*™! Here you'll find 30 new cards that can help you enhance the "happiness" of your principality's residents. After all, happy, contented citizens have higher morale and often work harder. This allows you to constructively expand with less fear from your twin foes of randomness and luck.

Like all *Catan Card Game*™ Theme Sets, you need a copy of the basic game to use *Artisans & Benefactors*.

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