



VIENNA MEETS CATAN

A Vienna Settlers Scenario

A Complete English Translation of the Rules

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For 3-4 players

Game length: 60 minutes

Requires: *The Settlers of Catan* and the additional materials provided with this scenario

Preparation:

Before your first game, cut out the 48 District Cards and glue them onto cardboard or a hard backboard. Laminate cards, if possible, for better durability and water protection.

Setup:

This game is played on the Vienna (Wien) map; the hexes from the base game are not used. Separate the District Cards into two stacks, one with Victory Point markers and one without, and then divide those stacks by color. They should now form eight stacks. Shuffle each stack separately and place them facedown in their designated, color-coordinated rectangles on the right side of the board. Players start the game at the Schwechat Airport (Flughafen Schwechat). In a 3-player game, the roads of the fourth player are used by a neutral player.

Resource cards, Development cards, the Longest Road and Largest Army cards should all be set up beside the board. The Robber begins the game on the side of the board and does not enter play until a "7" is rolled (i.e. a Soldier cannot bring the Robber into play).

Each player takes 5 settlement, 4 city, and 15 roads pieces of the same color. During initial placement, each player builds only 2 settlements; no roads are built during the setup phase.

Rules:

Follow the standard rules of *The Settlers of Catan*, with the following exceptions:

District Cards — The central element of this scenario has players receive District Cards for traveling the scenic road that wraps around Vienna. On the cards, the number of the district for which the cards represents is in the upper right corner. Each card can be used as a building permit (see Building Phase). In addition, each card has a special function that can be used for as long as a player possesses it. There are five possible functions:

- **Harbor:** As with a typical *Settlers* game, harbors allow a player to trade to the bank at special reduced rates as indicated by the rate displayed on the card.
- **Robber:** Depending on the card, one may hold 8, 9 or 10 resource cards when a "7" is rolled, instead of the usual 7.
- **Bonus Resources:** During a production roll, if the number beside the resource picture on the District Card is rolled, collect the indicated resource card.

- **Special Building Costs:** A player may choose to pay the construction cost illustrated on the card instead of the usual construction cost in order to build a settlement or city, although this card cannot also be used as a building permit during that turn.
- **Victory Point:** This card counts as a whole or half a Victory Point.

Resource Production — Players receive resources when the printed number chit on a district is rolled. In a 3 player game, the active player places a road for the neutral player whenever a “6” or “8” is rolled.

Building and Trading Phases — These two phases are not separate; a player can build and trade in any order.

Road Construction — Road construction takes place around the district of Vienna. Beginning at the first orange arrow, players jointly build a highway around Vienna (each new road connects to the last road placed). For each road a player constructs, that player draws a card from the non-Victory Point District Cards stack of the corresponding arrow color. If an arrow ends at a scenic site (a large colored circle), that player receives a Victory Point District Card instead. When playing with 3 players, the neutral player builds roads and receives cards during the Production Phase, but otherwise all normal rules apply. Any cards the neutral player receives are placed out of play.

To build a settlement, a player must pay the appropriate resource cards and also turn in a District Card to act as a building permit. The settlement may only be built on a pink dot adjacent to the district that is indicated on the number at the top right of the deposited District Card. Settlements must initially satisfy the “rule of two” (settlements may not be built closer than 2 roads lengths away), however this rule can be overlooked if there are no such locations remaining adjacent to the appropriate district. In addition, if a player possesses a District Card from a different district where building a settlement would not break the “rule of two,” that player may nonetheless still build a settlement in the district that would break the rule. Remember that special building costs District Cards cannot be used as building permits in the same turn that they are used to change the cost of building.

Longest Trade Route — The player who has constructed the most road segments receives the Longest Trade Route. This player retains the card until another player builds *more* road segments than the current owner of the card. The neutral player is not considered a candidate for Longest Trade Route.

Game End — There are two ways to end the game:

- The game ends immediately if the “Game End” (“Spielende”) card is drawn. If the “Game End” card is drawn when a player is using a Road Building card, the game ends immediately. The second road is not placed.
- The game ends early if a non-neutral player runs out of all his or her roads, settlements, and cities. If this occurs with the neutral player, only the building of more roads is canceled.

The player with the most victory points wins. If two players are tied, the player who last built a road wins.

Additional Information:

This scenario was available exclusively at the 20th Austrian Gamefest in 2004. The scenario was designed by Brigitte and Wolfgang Ditt with permission from Kosmos Games. Direct any rules questions to redaktion@poeppelkiste.de.

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