



CATAN-AUSTRIA

An Austrian Settlers Scenario

A Complete English Translation of Rules and Captions

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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

Tourism is an important business in Austria. In this scenario, players compete to become the most successful tourist manager in as many states as possible and gain the dominant position in the tourism market.

Preparation:

Cut out the 9 Federal State map cards, 60 hotels chits and 10 Federal State markers (if using your own board), and glue them onto cardboard or a hard backboard. Laminate cards, chits, and markers if possible for better durability.

Setup:

Each player takes their colored pieces from the base game as well as 15 hotels in that color. The game is played using the large map provided with this scenario; this scenario does not use any resource hexes provided with the base game. Resource cards, Development cards, the Longest Road and Largest Army cards should all be set up beside the board. The Robber starts on the Vienna (Wien) gold field hex.

Rules:

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

Gold Field Hex — The gold field hex follows all the standard rules of a resource hex except it does not produce any specific product. Instead, it produces resource cards of the player's choice: one for each adjacent settlement, two for each adjacent city. When the number on the gold field hex is rolled, each player, beginning with the active player and rotating clockwise, collects a resource card of his or her choice. If a player is able to collect multiple resource cards, he or she may select any combination of resource cards.

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

Hotel Building — Hotels can be built on a resource hex. In any resource hex, only one hotel can be built. To build a hotel, a player must use resources produced by the hex on which it is to be built. If there is no hotel on the resource hex, a hotel costs:

- 1 resource if there is at least one settlement or city bordering the same resource hex.
- 2 resources if there is neither a settlement nor a city bordering the resource hex.

If there are hotels on all the fields of a Federal State, a hotel can be displaced by a different player and be replaced with one of the player's own hotels

- Replacing a different player's hotel costs 3 resources of the same hex type. The replaced hotel is removed from the game board and returned to the owner.

Every time a hotel is built (whether from building a hotel or through replacement), the active player must determine if the majority condition in the Federal State has changed. If a player has the majority of hotels in the Federal State after building the hotel, that player receives the appropriate Federal State map card. If two players become tied, the first player to receive the map card keeps the map card. Control of a Federal State earns 1 or 2 Victory Points depending on the size of the Federal State (VP notated as "SP" on original scenario's printable map cards). In addition, control of a Federal State provides a trade port as indicated on the bottom left side of the card ("Wolle" is Wool, "Ziegel" is Brick, "Erz" is Ore, "Getreide" is Grain, and "Holz" is Wood). This trade advantage can be used on the same turn that the ability is gained.

To upgrade a settlement to a city, a player must first control the Federal State. If the settlement borders two or three Federal States, control of any one Federal State is sufficient.

Any kind of resource can be used to build a hotel in Vienna. However, if more than one resource must be paid, they must all be of the same type.

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

- The first player to reach 15 Victory Points wins.
- If every hex has a hotel on it, the player with the most victory points wins. If there is a tie for Victory Points, the player with the most hotels on the board 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@poeppekiste.de.

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