

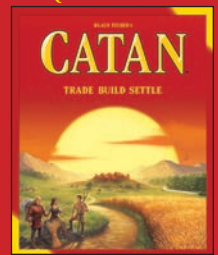


CATAN

SCENARIO

HELPERS OF CATAN™

REQUIRES CATAN



TO PLAY THIS

A SCENARIO FOR 3-6 PLAYERS

THE STORY

Come meet some of the most influential and helpful people on Catan. They are offering their skills and experience to help you with your building plans. This small expansion is suitable for use with *Catan*® and with *Catan: Seafarers*®.

SCENARIO RULES

Except where noted here, use *Catan*® rules.

NEW COMPONENTS

You will need all the components included in *Catan* base game. *Helpers of Catan*™ contains the following components:

- 10 double-sided helper cards
- 1 rules sheet

SET-UP

Set up *The Settlers of Catan* as normal.

Each helper card has a blue “A” side and a red “B” side. Six of the helpers have a number in addition to the letter on their “A” side. Make a stack of the six numbered cards, “A” side up. The top card is A1 and the remaining cards follow in numerical order (A2, A3, etc.).

Place the remaining helpers beside the board to form a display.

NOTE: *Helper cards in the display are always A-side up.*

TAKING YOUR FIRST HELPER

As soon as you build your second settlement and road in the set-up phase, take the helper card from the top of the stack and place it in front of you with the “A” side up.

Once everyone has their starting helper card, add any remaining helpers from the stack to the display beside the board.

USING HELPERS

First, it is important to remember that you will always have one (and only one) helper in front of you at all times during the game—no more, no less.

Each helper offers you a special advantage. You can use this advantage whenever you wish, as long as you follow the specific rules for each helper as explained on the back of this rule sheet. The helpers’ advantages are also summarized on their respective cards.



AFTER USING A HELPER’S ADVANTAGE

Once you have used your helper’s advantage, you have 2 options:

- **Keep the helper:** *This option is only available if your helper is “A” side up.* Turn the card over to its “B” side and keep it in front of you. You can use the helper a second time on a subsequent turn. If your helper is already on its “B” side, you must use the second option.
- **Exchange the helper:** Return the helper to the display and choose one of the other available helpers from the display (no, you cannot take back the one you just placed on the display). Place your new helper “A” side up in front of yourself.

Example: *Mike has the helper “Jean.” He uses Jean’s advantage during his turn. The card is on its “A” side, so Mike can either flip Jean to the “B” side or exchange her for a different helper. He decides to exchange. Mike places “Jean” into the display and takes the “Marianne” card from the display, placing it “A” side up in front of himself.*

PROHIBITIONS

- You can never use a helper card during the same turn that you receive it.
- You can never use the helper more than once during a turn.
- When playing with 5-6 players, you may never use a helper during the Special Building Phase.

CREDITS

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THE HELPERS IN DETAIL

Here is a full description of all of the helpers and the advantages they each give you. The rules printed here are the full rules for each helper. The text on each helper card is merely a summary of these rules.

The “After use” text at the bottom of each card is identical for all helpers. It reads as follows:

“A” Side: After use: You **may** turn this helper over or exchange him/her with 1 from the display.

“B” Side: After use: You **must** exchange this helper with 1 from the display.



Candamir—Use this advantage only 1 time during your turn. When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice (*for example, wool, grain, and lumber*). Additionally, when taking that development card, instead of drawing 1 card at random from the top of the development card deck, draw the top 3 cards and choose 1 of them to keep. Return the 2 cards you did not choose and reshuffle the development card deck.



Hilde—Use this advantage only 1 time during your turn. After your production roll has been resolved, choose an opponent who has more victory points showing on the board than you do. You may look at that player’s hand of resource cards and take 1 resource card of your choice.



Jean—During your turn, choose 1 resource type. You may exchange that resource type with the supply at a 2:1 rate as often as you like during this turn (*for example, if you choose ore, you can give 2 ore to the supply and take any 1 other resource of your choice*).



Lin—Use this advantage only 1 time during your turn. You may use it before or after resolving your production roll. If the robber is on a terrain hex, you may move the robber to the desert. After moving the robber this way, you receive 1 resource of the type produced by the vacated hex (*for example, if the robber vacated a hills hex, you receive a brick*).

Note 1: After using Lin’s advantage, you do not get to take a resource from a player with a settlement or city adjacent to the desert.

Note 2: “Before or after resolving your production roll” means that once you roll the dice for production, you **cannot** use Lin’s advantage until after you take your resource cards or completely resolve a “7” roll (depending on what you roll).



Louis—Use this advantage only 1 time during your turn. You may remove 1 of your roads from the board and rebuild it for free. Louis can only move a road where 1 of its 2 ends is **not** connected to any of **your** other pieces (ignore opponents’ pieces when you are checking connections).

When playing with *Catan: Seafarers*: If one of your roads is connected at 1 end to one of your ships (as long as this ship was built from the other direction), this road may also be removed and rebuilt. This road and this ship are only considered “connected” when your own settlement is built between them.



Marianne—Use this advantage on **any** turn. If any production roll is not a “7” and you receive no resources, take any 1 resource card of your choice. You get to use this advantage before any other helper is used by one of your opponents.



Nassir—Use this advantage only 1 time during your turn. First declare a resource card type (*wool, for example*). Next choose 1 or 2 opponents. Those opponents must each give you 1 card of the declared type (if they have it). Finally, for each resource card you received in this way, you must give the player that gave it to you 1 resource card of your choice in return.



Sean—Use this advantage on **any** turn. When any production roll results in a “7,” you may immediately use either of these advantages:
 –If you have more than 7 resource cards in your hand, you do not have to discard any cards.
 –If you have 7 or fewer resource cards in your hand, you may take any 1 resource of your choice from the supply.



Vincent—Use this advantage only 1 time during your turn. You may discard 1 knight card to reduce your building costs as follows:

- Either build 1 settlement for 1 lumber plus 1 brick
- or upgrade a settlement to a city for 2 ore plus 1 grain.

The knight card that you discard must be one that you have already played.



William—Use this advantage only 1 time during your turn. When building a road you may alter the resources required to build that road. Instead of the usual 1 lumber plus 1 brick, you may substitute either the lumber or the brick with any 1 other resource of your choice (*for example, 1 lumber plus 1 wool*).

