Alternative games

English edition
v2.0 © January 2007 Jon Ivar Toennesen, jontonn@hotmail.com

Preface

These rules are in the new version extracted as an own document. The main document has the title "The many possibilities on Catan" and the filename "JIT settlers v2-0 ENG.doc".

So far the contents of this document are one set of simple rules for a game with trade partners, a version that can make a 3 player game more exciting and a 2 player game playable. The other half of the document is a set of simple rules for a game of team-play if one should feel the team spirit rising before a game of Settlers. In time the contents may be expanded. I am planning an Atlantis-version of Settlers, an idea from the Settlers book that I have modified.

Every comment, suggestion and error-report is appreciated.

Contents

Rules for game with trade partners (2 or 3 players)

This can be played with or without Cities & Knights. This version can make a 2-player game less lop-sided.

Setup

Set up the board with the size of a 4 player game for a game with 2 players. (See "Setup")
Set up the board with the size of a 6 player game for a game with 3 players. (See "Setup")

Start

Each player picks 2 colours, 1 for himself and 1 for his trade partner.
Each player places their settlements/cities and roads/ships in turn as normal (A-B-B-A or A-B-C-C-B-A).
Then each player places the same on behalf of their trade partners, in the same order.
The trade partners must have the same number of roads and ships as their owners (if player A starts with placing 1 road and 1 ship then he must place exactly the same for his trade partner).

The trade partners

The trade partners produce resources as normal players.
The trade partners are played with face-up resource- and commodity cards.
The trade partners do not build anything on their own.
Cards may not be stolen from the trade partners.
Monopoly does not affect the trade partners.

Trade

The players may trade with each other as in the original rules.
A player may not trade with another player's trade partner.
A player may buy resources and commodity cards from his own trade partner in a 2:1 ratio.
    He may buy any resource or commodity card at the price of 2 cards (identical or not).
A player may use a harbour owned by his trade partner.

Turn overview

1: Rolling the dice.
2: Resource production or moving of a black piece.
3: Trading and building own buildings.

4: Place roads/ships and buildings on behalf of the trade partner so that the active player's trade partner has an equal amount of these as its owner, if possible. If it is impossible the remaining pieces is placed during a later turn, as soon as possible.

Example: A player builds a road continuing one of his own roads and then builds a settlement. Then he places a road on behalf of his trade partner in a way that a settlement cannot be placed (distance rule). If the player in his next turn builds a road and places a road on behalf of his trade partner so that it is possible to place the missing settlement, then it is done immediately.

5: Next player.

Dice roll 7

As in the original rules, but with the following addition:
When the dice roll is 7 the trade partners lose all their resource- and commodity cards.

Attack of the barbarians

As in the original rules, but with the following addition:
When the barbarians attack the trade partners lose all their resource- and commodity cards.
The cities of the trade partners are not counted when calculating the strength of the barbarians.
All active knights is counted when calculating the strength of Catan (the trade partners do not have knights).

Winner

The winner is the first player to accumulate a given number of points (or more) during his turn. (Proposal: 15 points).

Rules for game with teams (4 or 6 players)

This can be played with or without Cities & Knights. Here the result is a joint victory for one team

Setup

Set up the board with the size of a 4 or 6 player game. (See "Setup")

Start

The players are seated in a given order:
4 players, 2 teams, A and B: A1-B1-A2-B2
6 players, 2 teams A and B: A1-B1-A2-B2-A3-B3
6 players, 3 teams A, B and C: A1-B1-C1-A2-B2-C2

Team play

The players may trade with each other as in the original rules.
The players on the same team may give each other resource- and commodity cards.
No one can give away (or trade with) development- or progress cards.
Harbours may only be used by the owner and only on his turn.
There is no special building phase.
Buildings or knights belonging to other players breaks or blocks a player's road even if it
    belongs to a team-mate (good team play and diplomatic skills are required).

Winners

Winners are the first team to accumulate an average of 15 points per player.