KARAR's v1.0
CATAN®
THE SETTLERS LEGACY

BACK STORY

The royal priest placed the crown on the head of 13-year-old Princess Catrina of Catan, as she sat in her royal blue dress. The people cheered for their new leader, but Catrina could only force a fake smile on her face. Her eyes told the real truth, she was scared.

Catrina's father had laid stones of this kingdom through his young years; when he was just a seafarer and had landed on the fertile lands of Catan with his clan. He worked hard all his life to make this settlement a haven for his fellow settlers. He didn't even marry till he was in his fifties. He didn't have any child and thus no heir till he was in his eighties. It was a miracle for the whole country when Catrina was born. There were week long festivals arranged by the people to celebrate the birth of their Princess. King was split in the happiness as the Queen, her only companion died during the birth of Catrina. He started losing interest in everything and remained locked most of his time. Catan started on a path of decline. Everyone had started looking towards Catrina, as when she would reach maturity and pickup the crown from her father. But what she never realized was that how soon she would have to rise up to that mantle.

The last years of the King had been difficult, he lost all his memory with lapses of madness. In this time of difficulty, the 4 noble houses of Catan came to support of the Kingdom. Each having selfish motives as well, looking at the chance of becoming the new ruler of Catan. King had left a will, and Catrina was announced as the Queen of Catan, but was not to be married till she had matured and during these years she would take help of the noble houses to rule the kingdom, and select a suitable suitor herself from those houses. The position of being new King of Catan was the prize these houses looked forward to. As they would compete over the next few years trying to impress the Princess and her court of the progress, they can bring to Catan.

ABOUT/RULES

Catan: The Settlers Legacy, is a scenario book for base Catan game. It is not a legacy game in the sense that will require you to modify your game material. But it does have legacy elements, where your decisions matter; and the winner is decided over multiple scenarios. On the next page a "Historian Log" has been provided to track the results of each scenario. This provides ability to save the game after each mission, and you will keep a record of previous game's winner and decision as they might change the next mission. The first thing you should do at start of the game is give a name for leader of your house, you are to play with same house over course of full game. Each year (scenario) the winner House will be the won who wins the game and for next year (scenario) this player becomes the High minister of Queen's court, and he controls the bank of resources (other benefits might be there as well).

This game is played using standard Catan Rules, but sometimes some events will be mentioned in a scenario and you will only read that part of the text when that event occurs (don't cheat by reading it before hand). The game has normally some kind of voting as well, where all active players representing their houses will be required to vote in the Queen's court on new policies for Kingdom of Catan. This is done by majority voting. Every player does thumb sideways and count of 3, they either rotate thumb up or down to show their vote. The result becomes the new law (impacts the next scenario only). If there is a tie in voting then based on combined Victory points of players who did thumbs up or thumbs down, the tie breaker will be decided. If there is still a tie, then the winner of previous round (High minister for current year in Catan) breaks the tie breaker.

In the end of complete game, the total of VP over various years will be counted (not the wins) and based on total VPs, one House will win hand of Queen and become new King of Catan. In case of tie, the player with more wins over all years wins.

HISTORIAN LOG

House: Mughals Pashas Shahs Rajas

Minister: _____ _____ _____ _____

YEAR					DECISSION FOR POLICY
Example	8	10 ★	8	5	1A: Collect Wheat
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
TOTAL					

Track the yearly VP (Influence power) in above table and mark a star for the house in the next year for the house that starts as the High minister).

YEAR 1: FIRST TRIAL

It wasn't going to be easy for Catrina, she was too young to understand the matters of the state. Thus, she relied solely on the advice of four ministers who sat in her court. But little did she understood that all of them had their own agendas and personal gains as well. And somehow they never seemed to agree on anything. She had seen her father rule and keep them in control and focused on one task, but now she didn't know what to do. The oracle had informed of a long winter ahead and she had to give a decision on what to do. Shah's Minister yelled, "We need to collect as much harvest this season as possible if we want to survive the winters". Raja's minister said, "How appropriate, when we all know that you control the most fertile lands in Catan. You just want more money collection for selling wheat back to royal reserve". Pasha's Minister said, "My people have been living on mountains of Catan for so long now. If you ask me, we need to collect more ores and reinforce our settlements, if this winter is as harsh as the oracles say, our people will not survive. But if we keep delaying this decision then the winter will be upon us and then I will not be able to send my workers on mountains anymore". Mughal said, "You and Shahs have the same greed, believe me my Queen don't trust them at all". Catrina was fed up of such bickering, but she also didn't want to fail her people on her first trail and finally said, "Stop! Let me make up my mind. I have head enough. Now you all go. My father before his death had given a task to you all: to rebuild the city. To date you all have not still accomplished the task. So, go and complete your task. And then we will talk".

Setup the game as normal and play. As soon as the first player has built the FIRST city in the game, read the below part. Stop reading this section anymore till then.

Queen Catrina calls the house ministers and makes the Minister of house who completed first city as the High Minister for current year (Mark a star in Historian for this house in Year 1). *Catrina informs that the decision will be decided by open voting in court, about what work to prioritize as there just aren't resources enough to support both the tasks*. Houses now vote on below options before proceeding.

OPTION 1A (Thumbs up): Collect wheat for storage	OPTION 1B (Thumbs down): Reinforce settlements with Ore

---

Document the decision in the Historian log against Year 1. Catrina heard the decision and then informed her response (Read only the part for which the majority voted for).

OPTION 1A: Wheat collection selected	OPTION 1B: Ore reinforcement selected
Catrina orders the Houses to start wheat reservation. Each House, who has any wheat resource right now, must deposit 1 wheat back to royal reserve. House Shah, if in play, get 1 resource of every other kind from reserve to support wheat production. From now on if any city produces wheat, the house gets 1 only, and 1 is returned to royal reserve for Winter season stock.	*Catrina orders the Houses to reinforce new settlement with Ore.* Each house receives 1 Ore from royal reserve. House Pasha if in play, get 1 resource of every other kind of resource as well for their support for improvement of Ore production. From now on, for construction of settlement or city, an additional Ore will be required as well to make stronger settlements / cities.

Proceed with the remaining game now. At end of game, record the VPs in the Historian log. The house who wins, mark a "star" in their box for next Year as well, to indicate that Catrina has elected them to be the High minister in next year.

YEAR 2: A LONG WINTER

Setup the game as normal, except Robber. There is no robber in this scenario. Now start the play. Don't read below until the first settlement has been built by any house.

Oracles had given glad tidings that the precautions done by Queen and the houses would be sufficient for the kingdom. People felt relieved. And then the winter finally came… Read the below part only based on the option that was selected in the last year. Don't read other part.

OPTION 1A: Wheat collection selected	OPTION 1B: Ore reinforcement selected
The food was plentiful, but the winter came with thunderstorms. The strong winds, destroyed the weak buildings. The roof of the granary started leaking as well. Rain and snow seeped in, and before the royal workers realized, all the wheat had soaked and went bad. Troubling news came from all over the kingdom for animal shelters as well. At some places the buildings fell down and the animals died overnight while at other places, the farmers found their animals frozen to death in the barns. To people were left with neither wheat nor animals to eat, and starvation stuck. Catrina was worried on about this situation, and also started to become strict towards her ministers especially House Shah. House Shah, if in play, loses all their resources in hand.	*The winter did come in full strength, but sadly it was not the strong storms, it was just deathly silent cold. People were unable to grow anything. The sheep were protected from the cold thanks to the reinforced stables and barns. But there wasn't any vegetation for them to feed upon. Everything was withering and dying. People had to eat the meat, but the animals were dying from starvation faster than the people could consume them. And soon there was no wheat or animals left for people to consume, and starvation struck. Catrina was worried on how to rectify the situation and fast, but she also started to become strict towards her ministers especially House Pasha.* House Pasha, if in play, loses all their resources in hand.

If those troubles were not enough, what was more troublesome was that the people started losing faith in the Oracles. Settlers of Catan used to follow wisdom of Oracles of Stone gods for guidance on future events, but the tide was shifting that first Oracles failed to predict the demise of their beloved king and their predictions for a safe winter were proved wrong. Could it be true that favor of God was taken away from the Oracles. The house ministers, told the Queen to have trust in their abilities. As they decided to venture forth and check other lands to manage food for the people. Maybe they will have better luck as they expanded through the lands.

Flip the number tokens on all spaces of Sheep and Wheat, face down. These don't produce any resources for now (you can still do trading with bank/ship ports). Continue to play now. As soon as someone has built 3 new roads read the next part only then.

The explorers of House had made roads and ventured ahead and they heard new of a mysterious "Prophet" roaming the lands. This Prophet told people to stop following the worship of stone gods and belief in Oracles and search for enlightenment within and in nature. This was a heresy against all the Catan elders had believed in, what kind of god was this which lies within people or grass. But there were also rumors that he brings some kind of blessing to the lands he visits. The House ministers meet back with Queen Catrina for council. Again, they had different opinion on whether he was a charlatan or real deal. Queen Catrina said, "I don't care for now. If what you say is true, send our Knights to bring him to our settlements. If that brings back the fertile lands then I am ready to accept this evil".

The robber pawn represents the prophet now. Place the Prophet on desert space. Flip back all the number tokens, face up. Fertility has returned to Catan lands. Players can now use 7 on dice or knights like in normal game to move the Prophet around. Whenever a prophet moves, if the Houses have overstocked about 7 cards then they must return those to royal reserve for public use like normal game. But he does bring extra fertility to land hex he stands on: Settlements produces 2, while cities produce 3 resources. Continue the play now till end of game, and then continue to read the next part.

The summer sun brought healthy growth to land of Catan. The house ministers return to the Queen's court. Queen Catrina was still a child but she knew from their faces that something was going to happen now. She said what is it. Mughal minister said, "Dear Queen, you did let the Prophet in, but our priests and Oracles are not happy. People have stopped doing contributions at the temples, and he speaks against slavery openly as well. We fear the Oracles will remove our support completely". Minister Raja said, "Be careful Queen, the prophet helped us through troubled times, he may not be useful to us now but the common folk love him". Queen Catrina went into deep thought and said, "What do you honorable houses suggest?". Houses should vote now before proceeding.

OPTION 2A (Thumbs up): Let the Prophet live	OPTION 2B (Thumbs down): Kill the Prophet

Record the decision, VP and next year's minister on Historian Log before proceeding to Next year.

YEAR 3: THE PROPHET

Setup the game as normal including Robber. Read the below part only based on the option that was selected in the last year. Don't read non-selected option portion.

OPTION 2A (Thumbs up): Let the Prophet live	OPTION 2B (Thumbs down): Kill the Prophet
The Oracle and Priests were angry with the princess and started to gather their followers to revolt against the heretic child queen. The Oracles and Priests had become accustomed to a certain lifestyle and the Prophet being there, meant reduced people doing tribute at their temples. This didn't bode well with them. The Oracles appeared in the court to confront the Queen and offered her one last chance: "It is you who have deprived your father's god... you better be ready for consequences as well". Catrina got scared and looked at the Raja Minister for consultation. Raja got up and said, "Dear Oracles, we all respect you, but Prophet has been nothing but good to us. I think we can both benefit from the situation. Let us be grown-ups here, we all know that your tributes to elder gods have reduced, what if all the extra fertile production that the Prophet brings is given to you instead. Surely it will be much more than what you used to get". The Oracles looked at each other and in their eyes they all agreed. It was just the greed they cared, and Raja Minister had struck the right note to please them. *The Oracles left, and Catrina sighed in relief. Mughal Minister then said, "That's not all Queen. I had told you to deal with this Prophet with a firm hand. He raises his voice for equal pays and proper food, for our workers already, and now we have to pay these Oracles from our pocket as well. This Kingdom will not survive longer if we continue like this". And in anger, he also left the court.* From now on for any construction, the House has to pay 1 additional resource of any type as tribute to Oracles.	*The prophet was called for a feast at the Royal palace. The prophet came and was asked to sit opposite to the Queen at the table. The Prophet said, "Does everyone here will get to sit at an equal table". Mughal Minister laughed and said, "of course not. The slaves serve us and sit on the ground". The Prophet then sat on the ground and said, "Then that is my place too. There is no one greater or equal". Catrina was going to object when Pasha minister stopped her and said to the Prophet, "Suit yourself, you do belong there".* *Shah minister said, "Prophet don't get us wrong here, We do value what you have done for us, but why do you entice our slaves, you do know someone has to do the hard work". Prophet replied, "It's not the slavery, it's the unequal and inhumane treatment that I speak against. People have to work to earn their living, same is true for a farmer to a Queen. But you must be compensated accordingly as well. The stomach inside us needs the same amount of food irrespective of our rank does it not". The Oracles were sitting there as well and they said, "Queen you promised us blood, we didn't come here to listen to a debate". The Queen hesitated and signaled the guards. The prophet just smiled, like he already knew for what he was called for. The royalties around the table continued their dinner afterwards, as the blood of the prophet turned their shoes red under the table.* The slave rebellion has been crushed for now: Building roads is cheaper now. You can replace either a brick or a wood for any other resource.

Now play the game as normal, till end. After that read the below part.

The Ministers gather around the queen and say, "Slave rebellion has become a reality. We need to crush it!", vote now.

OPTION 3A (Thumbs up): Support Anti-Slavery	OPTION 3B (Thumbs down): Crush Slave Rebellion

Document the decision and scores in Historian log.

YEAR 4: THE SLAVE RISE-UP

Setup the game as normal including robber, and then read the below portion.

The words of Prophet had much long-lasting impact on Settlers of Catan than the Houses or Catrina ever imagined. The slaves and common folk had risen against the atrocities of Noble houses. Slaves had started asking for wages, and would strikes until they were paid. This had halted the progress of building kingdom of Catan.

From now on any road, settlement or city construction will require 1 additional wheat, as payment to slave workers for their work. Read the below portion based on option you selected in previous year.

OPTION 3A: Support Anti-Slavery	OPTION 3B: Crush Slave Rebellion
Queen has asked the Houses, not to take any action against the Slaves. The houses are not happy with this decision. But Houses have started to rob the royal treasury as well. Whenever a 7 is rolled, the extra (tax) cards are not returned to royal reserve and instead the impacted houses should remove the extra resources, then shuffle them face down and split them equally among other players. Any extra resource which cannot be equally split among other houses is the only one returned to royal reserve.	*Queen has allowed houses to take action against the Slave Rebellion. The houses decide to recruit Knights to suppress the salves so that they don't hamper the progress of Kingdom of Catan.* The houses will have to continue to pay additional wheat per construction for now. But as soon as any house has 2 knights or more in their Development Cards, that particular house can now stop paying any additional wheat payments.

Now play the game as normal, till the end, and then read the below part.

Based on the decision that was taken above / Year 3, read only the selected portion:

OPTION 3A: Support Anti-Slavery / Steal from Queen	OPTION 3B: Crush Slave Rebellion / Amass Knights Force
Queen asks the ministers to come to the court. As they sat on the seat Queen came and rounded them without saying a word. Then finally sat on the throne and said, "Is there something you would like to confess?" Pasha Minister hesitated and said, "We don't know what you are talking about". The Queen even though still a child said in a shrill voice, "Shut up! And Confess!" Vote now, and then proceed to following portion Option 4A (Thumbs Up): Confess Stealing Option 4B (Thumbs Down): Stay Clueless	The houses gather around the Queen with a new trouble that worried them. Queen said, "What is it now?". Pasha Minister hesitantly said, "I am sorry Queen for disturbing you. It's the Knights we recruited for crushing the slave rebellion. They have started turning against us and demanding exuberant pays". Vote now, and then proceed to following portion Option 4C (Thumbs Up): Fire the Knights Option 4D (Thumbs Down): Pay the Knights

Record the decision in Historian log.

YEAR 5: THE LAST REBEL

During setup phase, instead of placing two settlements, place 1 settlement in player clockwise orientation and then in counter-clockwise orientation every player place 1 city and get 2 resources based on placement location. Place the robber pawn on sand.

Based on decision taken in previous year, refer to only that previous option only:

Option 4A: Confess Stealing	Option 4B: Stay Clueless	Option 4C: Fire the Knights	Option 4D: Pay the Knights
The Queen is willing to forgive the ministers. She has prohibited any Knights to support the ministers. You still can pay to buy a Development Card, but if it a knight, discard it immediately.	*The Queen gets very angry at the ministers, and take away the lands of ministers.* Pick up all the number tokens on the board, shuffle and randomly place them back (leave setup settlements in place).	*The knights have been fired, and are no longer available.* Remove the knight cards from the Development Cards deck. Before starting to play.	*The knights need to be paid extra to work.* Whenever a player plays a knight card from hand, he has to pay 1 extra resource from his hand to bring him into play.

A band of slaves have separated and runaway and they are struggling to help the poor. These band of rebels didn't follow the norm of Catan. They would try to steal from the rich and then distribute them in to the poor. The robber pawn represents this rebel group. Whenever a 7 is rolled, everyone still returns cards in excess of 7 like normal. The active player, still gets to chose where to place the Rebel group, but it must be on a hex with a House who currently has highest VP. Now irrespective of who rolled a 7, the player with lowest VP, steals a resource card from player with highest VP.

Now play the game till end.

Ministers report back to the Queen. Pasha minister said, "Queen we have some good news and some bad news. The Good news is that we were able to track the last rebel group and we are finally going to hang them publicly to make an example out of them, so that no body in future breaks the laws of Catan". Catrina said, "Would that be wise? I do know some people support their actions". Raja's Minister said, "But that is the point my queen, we have to make a display so that those people can pull back their support and they are scared of the law. Otherwise they will not obey". Shah Minister said, "I agree people should obey the law, but it should be out of respect, not out of fear. What if we just exile them instead!". Catrina went into deep thought. Vote now.

OPTION 5A (Thumbs up): Hang the Rebels	OPTION 5B (Thumbs down): Exile the Rebels

---

Once voting is done, read the selected option section only.

OPTION 5A: Hang the Rebels - selected	OPTION 5B: Exile the Rebels -selected
The rebels were brought to the main street and were about to be hanged in public. The public was scared and really quiet. But then a disturbance came in the crowd. Someone was fast approaching. The Mughal minister saw the disturbance and felt that someone was coming to help the rebel leader escape who was to be hanged next on the noose. He couldn't wait and signaled to hang him instantly. "Noooo!" a yell came from the crowd. It was a gypsy woman who was crying and tearing through the crowd. The rebel leader body hanged for few seconds and then became dead silent.	*The rebels were brought to the ship on which they were being exiled out of Catan. Catrina came and addressed the public who gathered there, "Dear people, you may think that these rebels were doing a good thing, but we have laws in this land. And if we let anyone break them then there will be no difference of good and bad left. We are going to exile the rebel leader and he may never return again till death, so that he can think of what wrongs he did". "Nooo!" a yell came from the crowd. It was a gypsy woman crying with a baby in her hand. Minister Raja, signaled the ship to sail away.*

The guards withheld the gypsy women. "What have you done to my love. All he wanted was to help. I kept telling him that he was too good for this cruel land, but he didn't listen. Now I curse you! I curse you all that you would starve to death. Like the poor in this country are suffering, I curse all the rich to suffer the same consequences as well"; and then she ran away.

Record the decision in "Historian log".

YEAR 6: THE PLAGUE

During setup phase, instead of placing two settlements, place 1 settlement in player clockwise orientation and then in counter-clockwise orientation every player place 1 city and get 2 resources based on placement location. Based on decision taken in previous year, refer to only that previous option only:

OPTION 5A: Hanged the Rebels	OPTION 5B: Exiled the Rebels
The people are afraid of the Queen. And follow strict rules. No one dares to rob. No robber pawn is available in this year. On rolling 7 nothing happens.	The people started respecting the Queen. The follow the law and tax collection has never been better. No robber pawn is available this year. If you roll a 7, you just get 1 free wood or brick.

Now resume the play till anyone builds a settlement next to a wheat or grassland, then read the following portion.

The ministers gathered in court to address the Queen. Pasha's Minister said, "Dear Queen! there is some bad news, we reached some fertile land and it looks like a plague has diseased the soils of Catan. The crops are withering and animals grazing on them are dying as well. We thought we were done with starvation problems few winters ago, but this time we were unprepared for such a problem. Oracles didn't predict any such thing we don't even have any high reserves of food collected. I am afraid the Curse of that gypsy woman has come to frustration, who cursed us when we enforced the law on her rebel lover".

Queen Catrina started to yell, "I am fed up with this nonsense! These Oracles and Priests are old hags and are happy till they are fed, and now my ministers believe in mystical curses of a gypsy woman. I want to rely on modern knowledge and science to help my people. Let us build a university to research on cures for plagues, or have better weather predictions. What do you say?". The Ministers looked at each other, they had not heard of such kind of radical ideas and believed in more traditional ways. Mughal's minister said, "Queen, sure we can look in to that but we have a crisis right now at our hands. Starting to build a university will not feed the people right now. We have to resort to drastic measures… Cannibalism?" Catrina looked shockingly at her minister, "WHAT? You want to eat our own people?". Mughal minister said, "Not all my Queen. The old and the poor, who are going to die anyway. Maybe some prisoners on death sentence too. Otherwise what other option do we have. We have no Wheat in our granaries. We were relying on the harvest to start soon… but the crops are plagued. What are we going to eat? Bricks?" Catrina surprisingly looked at her other Ministers to speak up. And all of them kept quiet with their heads down. She disgustingly said, "So, now you all agree? One time my brightest minds in kingdom all agree is, on Cannibalism! I would prefer to ration out what we have left and starve rather than eat people". Shah Minister said, "We will not survive that long on starvation, and this measure will be only for this year, until this plague goes away and we can farm again. But let's do what we have done before: Lets vote on it".

OPTION 6A (Thumbs up): Starvation / Survival of Fittest	OPTION 6B (Thumbs down): Cannibalism / Survival of Rich

Record the decision in the "Historian log". For this scenario, flip all the Wheat number tokens face down, except the highest number one. If two wheat tiles had the same highest number then leave both of them face up and remaining face down. Do the same for Grassland tiles as well. Now, Take the deck of Development Cards, remove the "University" cards from it. Split the deck in to two halves. Shuffle the university card in the bottom half, and combine back to make one deck again. Any house cannot keep the university Development Card hidden as in normal games; it must be declared as soon as it is picked up. Scoring and End conditions in this are slightly different: Once a house has built a university and then reaches 10 VP condition then the game finishes immediately. But if a house reaches 10 VP condition but university is not built, then you continue playing till the university is built. It doesn't matter who reaches the 10 VP condition first, but now it matters who has more VP at time when university was built. Once university is built (doesn't matter who builds it), game finishes immediately. Now check how many VP the winning house has above 10 e.g. if he has 15 VP then all THIS extra VP will be deducted from ALL the houses i.e. 5 VP will be deducted from all houses. And that is the score that will be recorded in the "Historian log".

YEAR 7: THE WALL

Setup the game as normal including the robber. All players setup their initial settlements and then read below before first turn.

The learned men from university had requested a meeting with the Queen. They informed the Queen, "We are humbled that you accepted our request for a hearing". Catrina said, "Of course you are always welcome here. I still cannot thank you enough for the special fertilizer you made, which cleared up the diseased soil and brought fertility back to our lands". The head professor said, "Sadly we have some troubling news for you. We have studied the weather patterns, and we have predicted a great typhoon coming our way, which will cause tides like the ones we never saw before. We did an investigation with our merchant ship captains as well and they confirmed as well that they had recently not been able to go as well as sea is not calm. You must do something otherwise we fear Catan will be forgotten in history". Queen was troubled, she looked at Ministers for any idea. But they were quiet. Fighting the Ocean? How would they even start that. Then Queen said, "Professors do you have a solution as well?". The learned men looked at each other and said, "Well our engineers have come up with one, but it is going to be very exhausting. A great wall, around the island, a wall that would be worthy of protecting us from this flood and our port cities. We have come up with such a design but its completion before the floods come will be a task not so easy".

In this scenario: There is no reward for "Longest road". Any road built around the water perimeter of the island represent wall and road. For EACH 5 connected roads built on edge perimeter gives players 1 VP (if a wall has been already counted then it cannot be counted for another section as well). Moreover, even though port cities can be built for VP but they cannot perform the ship trading action as due to unpredictable tides no ships are going out. Based on option select in previous scenario, read that specific section:

OPTION 6A: Starvation - selected	OPTION 6B: Cannibalism – selected
People are still weak and recovering, limited population is available for work. Building roads require twice the effort. Each road costs 2 wood and 2 bricks.	People trust their queen that she is able to take tough decisions in time of need. Upgrading to cities costs 1 less Ore now.

Now play the game till the end.

At the end of the game: Count how many walls were built on the island perimeter, and record in "Historian Log" as decision for this year (there is no voting this year).

Option 7A: 0~10 Walls	Option 7B: 11~20 Walls	Option 7C: 21~30 Walls

YEAR 8: THE FLOOD

Perform the setup of the game as normal with Robber. Houses pick their initial settlements and start playing. After the first road is built by first player, then read the below part.

Huge waves started hitting the walls of Catan. It worked only up to some degree. The construction was still not fully done, and some walls just gave way as well, but it was not as bad as what would have occurred if the walls had not been there. The flood started to pour in to the lands of Catan. The houses met the Queen to inform her of the situation and get her advice as well. Catrina reviewed the reports of the lands, and ordered settlers to be evacuated from such lands to protect them.

Based on number of walls done in previous turn, read the selected option:

Option 7A: 0~10 Walls	Option 7B: 11~20 Walls	Option 7C: 21~30 Walls
Flip the tile under number 6 and 8 (total 4 tiles), to their sea side. These lands are flooded and don't produce any production.	Flip the tile under number 8, 2 and 12 (total 4 tiles), to their sea side. These lands are flooded and don't produce any production.	Roll two dice, flip all the tiles under that number (1~2 tiles), to their sea side. These lands are flooded and don't produce any production.

Raja minister asks the Queen, "My Queen! With our lands flooded, we will not be able to progress our Kingdom. I know that we have been a peaceful nation but may be its time that we go beyond our borders and secure resources from elsewhere. My people are experienced Seafarers, give us the opportunity and we can do much more for Catan". Mughal minister said, "Just mere trading wouldn't cut it, let my soldiers go on those ships as well and we will make sure that we DO get what we need. We cannot remain just passive anymore. This isn't about diplomatic ties anymore, it's a matter of our survival". Queen said, "I personally don't want to resort to any violence, but I do agree that we have to think of Catan's survival as well. Let us vote then".

OPTION 8A (Thumbs up): Request diplomatic help	OPTION 8B (Thumbs down): Pressurize neighbor countries

---

Based on the voting, read the selected option:

OPTION 8A: Request diplomatic help selected	OPTION 8B: Pressurize neighbor countries selected
Port cities can resume trading at given ratios 2:1 for normal trade and 3:1 for wild(?) resource trade.	Port cities can now trade at cheaper ratios 1:1 for normal trade and 2:1 for wild(?) resource trade.

Document the decision in Historian log. Continue to play the game till completion now and record the scores as well.

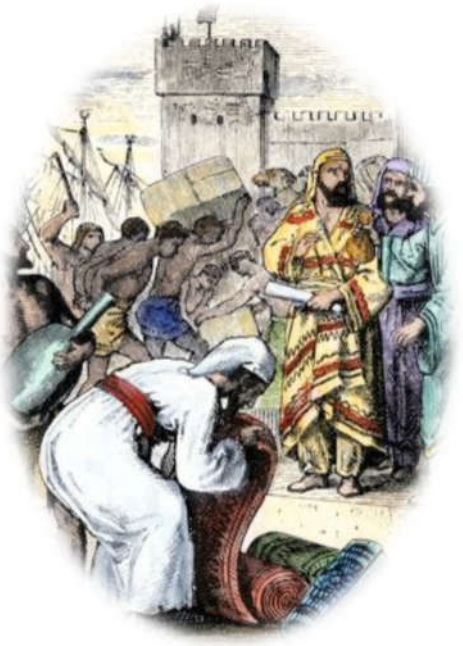
YEAR 9: HONOR THY NEIGHBOR

Catan went through a rough year but it got better. The floods and the water receded. Catan was back on track of progress. The seafarers of Catan, went even further than before and discovered new island communities. Read the selected option from last year below:

OPTION 8A: Requested diplomatic help	OPTION 8B: Pressurized neighboring countries
Raja's Minister informs the Queen and court that the new islands they discovered were quite supportive in trading provisions. Some of their traders have now come back as well and are setting up shop here as well.	*Mughal's Minister informs the Queen and court that the new islands they discovered were intimidated by soldiers of Catan and they were able to exploited fully.*

Setup the game as normal, EXCLUDING robber. That reward is not available in this game. Once all houses have built at least 1 additional settlement. Then read below.

OPTION 8A: Requested diplomatic help	OPTION 8B: Pressurized neighboring countries
The external trading companies started to make a monopoly, and driving the local merchants out of businesses.	*Few of the exploited nations, joined forces to make a raiding party of their own to hit back on Catan.*



The robber token is now available (don't place it on board yet till 7 is rolled), this represents the Neighbor countries raider/trader. These don't get placed in center of hex tiles like normal, but on existing settlements (vertex of hex tiles). Whenever a 7 is rolled, that House can place it on any settlement of their choice. This raider/trader steals production on all the connected hexes (so, even though you might have placed it on another player's settlement, but on other side of same hex your own settlement existed, it will not get any production as well). The raider/trader can only be moved to already built settlements and never to an empty vertex on the hex. Knight cards can be purchased but not played yet.

Now continue to play until any one house has built a new city. And then read ahead.

Catrina calls the house ministers, "I am sick and tired of our merchants and common folk coming to me and complaining about these raiding traders. I was ok, up to a limit as these neighbors helped us but enough is enough. I will not have anyone exploit us. So, what can we do to counter them?". Shah's Minister said, "If you do allow us private armies, then we could build those to counter these raiders". Catrina wondered if that was wise. These houses had misused this power before, but approving that would put a check on the pesky raiding traders better.

OPTION 9A (Thumbs up): Allow private Knight Armies	OPTION 9B (Thumbs down): Limit to Royal Knight only

Knight cards can be used to move the raider/trader pawn now. In addition, read the following section based on voting:

OPTION 9A: Privatized Knight Armies - selected	OPTION 9B: Royal Knight only – selected
You can now assign 1 knight per settlement of yours. Place such settlement or city flat down, to indicate that knight is allocated here. Once you have played a knight card, not only you get to move the raider/trader but also flip one settlement or city on its side to indicate that now a knight is assigned here. This also can be done for any existing Knight cards already played till now, that you can flip that many settlements. The raider/trader cannot block/steal production from any knight protected city/settlement.	You can continue recruiting knights, to at least move the raider/trader pawn. But not much else. Remove "The largest army" bonus card from the game, that is not available in this scenario any more, even if someone had already claimed it. This decision didn't sit well with the Houses, and they get the impression that Queen doesn't still trust them. This will hamper the progress of Catan for the Houses to manage. But its something they have to live with for now.

Continue to play the game till end now. In the end record the score and the decision in the "Historian Log".

YEAR 10: THE GREAT BATTLE

For setup, place all the hex tiles and number tokens randomly. Before the House initial settlement placement, randomly take two of port city randomizer tokens and place them on top two of any two opposite port cities (on one side there will be 3 ports, on other side 4 ports will be in between these). Now proceed to initial placements: instead of placing two settlements, place 1 settlement in player clockwise orientation and then in counter-clockwise orientation every player place 1 city and get 2 resources based on placement location. Then read ahead.

Pasha minister asked the queen, "My dear Queen, have you decided in which house you want to marry? You have reached the appropriate age and it was your father's wish that you marry now". Before the Queen could even reply, she saw Raja Minister coming in hastily, late to the council meeting, and addressed the Queen, "My Queen disturbing reports from the seas… The raiders are coming with armies this time, our trade ships were looted on the sea. And those who could survive, came back and informed that raiders have amassed armies and coming to attack us in full force". Mughal minister said, "If that is true then we must get ready to defend Catan". Queen said, "Dear ministers, get ready for battle. Make me proud and we will then have a Royal wedding to celebrate the day with".

Place the robber pawn on that Port token on who's clockwise 4 ports exist before next port token comes. The robber pawn represents the raiders. If robber is on any port, that means that trading is closed that turn (raiders are looting any such ships). Whenever a 7 is rolled, the pawn must be moved 1 space clockwise. As soon as the pawn comes on a port token, that means raiders have landed on the shores and now will attack the settlements. Once the raiders attack, each House must discard a Knight card which they have previously deployed, to participate in the war and fend off the raiders (you cannot play a knight now from your hand). These discarded knights are considered as "killed in action" and are shuffled back in the Development card deck. If a House fails to send their Knight to the war, they get raided. They must either degrade one of their cities to a settlement or remove one of their settlements from the game board.

Based on decision taken in previous year, read the selected portion only:

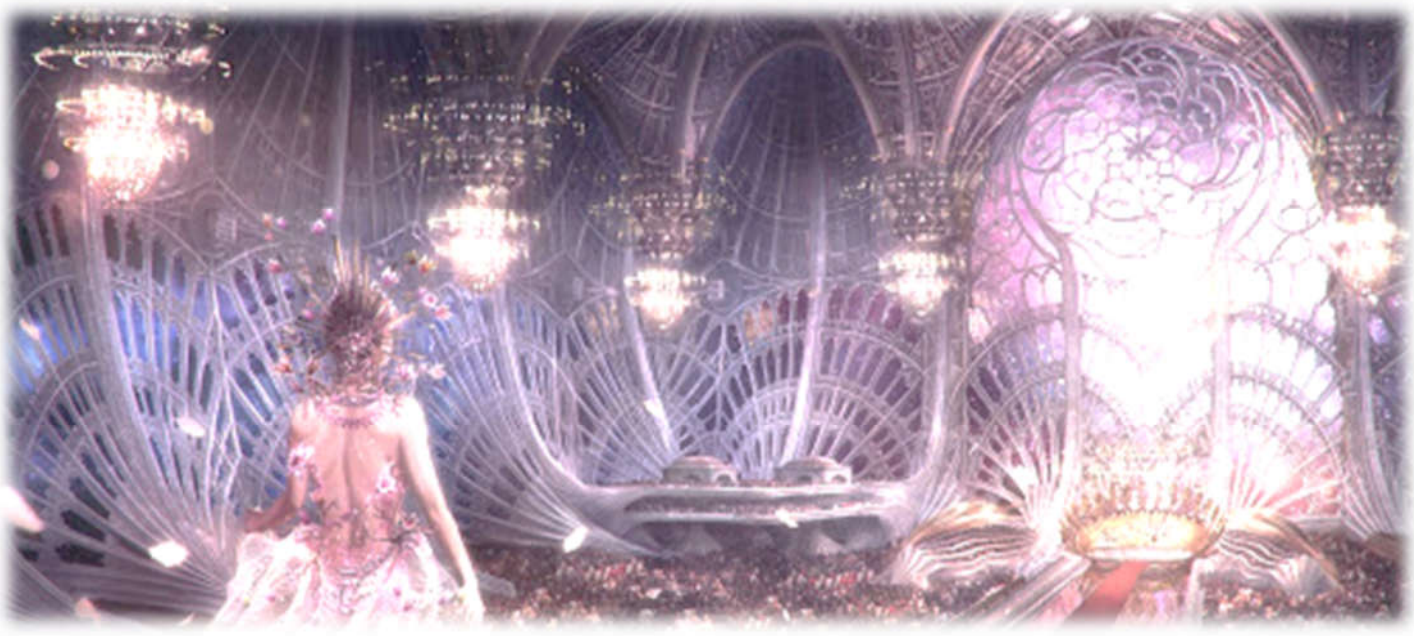
OPTION 9A: Privatized Knight Armies - selected	OPTION 9B: Royal Knight Armies – selected
Private armies become vicious and greedy with power. Whenever a Knight card is played, any House having resources in excess of 7, has to pay half of his resources to the Knight card owner, instead of to the royal reserve.	Whenever a Knight card is played, any House having resources in excess of 7, has to pay half of his resources to the royal reserve.

Remember Neither playing a Knight card nor rolling 7, let the player decide where the raider pawn moves. Only when a 7 is rolled, the raider pawn always moves clockwise. Now play the game till the end.

At the end of this year, the Queen decides that which Minister's son is she going to marry and who will be the new King of Catan. Calculate the total VP for all the years and whichever house has more is the winner. If there is a tie in VP scores, then check that which house amongst the tied houses was the high minister (with stars) more times. If there is still a tie, then check who had more score in Year 10 at end. If there is still a tie, then these two players roll a dice and the one who gets higher is the winner. Document their names in the "Historian log" as the Defender of Catan.

FINALE

Queen Catrina decided to marry Prince Carar of the winning House. Carar had fought valiantly during the defensive battle of Catan. Catrina was happy for her decision. Over the years she had fancied Carar, serving with his father the minister of royal court took some hard decisions, she had seen Carar grow just like she had grown over the years. A great ceremony was held to celebrate their marriage.



Look back at historian log and see if majority of decisions were having Suffix "A/C" or "B/D" and then read that specific section. If both were equal then read "B/D".

Majority decisions were "A or C"	Majority decisions were "B or D"
Catan progressed over the years to become a prosperous nation. Difficult times came, but Catrina and Carar dealt with them wisely. The individual influence of Houses lowered over time, and the control was transferred to central authority of the King and Queen. The people lived a happy life and loved their Queen.	Catan progressed over the years to become a majestic kingdom. All other nations feared and respected Catan. They knew that Settlers of Catan dealt issues with a strong fist. The Houses grew in their influence over the kingdom and the court. Land of Catan expanded beyond the borders. People lived in strict but fair rule.

10 years ago Catrina had started just as a clueless child, but now here she stood a great Queen who people trusted with their life. She felt more confident than ever with King Carar on her side. Over her years she had to make some tough decisions, some were right and some were wrong, but hard times required those sacrifices and she knows these will not be the last of them. But at least now she has someone to share those burdens with. In her heart she knew, the legacy of these settlers had just begun.

The End