

# The Civilizations of Catan

The island of Catan has always been settled by four factions of Settlers from the same area: presumably Europe. With this expansion, players can represent groups from Egypt, Babylon, Japan, Rome, and more. Each different civilization has its own ability and strength. Each must use this ability and strength to achieve victory.

Be careful, however. The things that you may have no use for might be the very things that will give your opponent his final city!

## Required for this Expansion:

Variant 1: Warriors of Catan / This Variant comes in as the Roman special and as an option for all players.

## Recommended for this Expansion:

Variant 2: Seasons of Catan / I prefer this to the normal rules, and recommend its use with these rules.

The Seafarers of Catan Official Expansion/ I feel that due to the nature of the civilizations, one needs to use a Seafarers scenario that provides an equal number of each type of resource hex, such as "The Four Islands."

Only use regular Settlers if you have no access to Seafarers.

## Setup

Print one copy of each civilization card (found in the .zip file) and keep them for use with this game. In-game setup is as per any other game, although I really recommend using a scenario that involves an equal number of each type of land. After this setup, deal one civilization card to each player.

If the scenario being used has no deserts, a player which receives Egypt may trade it for another, also chosen at random.

## The Special Abilities of the Civilizations:

This expansion adds has eight civilizations: Europe, Egypt, Babylon, Africa, Japan, Rome, America, and India. Each has its own special ability that it enacts when the player controlling it rolls a seven. Europe uses the standard rules concerning sevens: move the robber or pirate, and if the robber is moved, steal a resource from a player which has a settlement or city adjacent to the hex where you place the robber.

Each other civilization, however, does something entirely different, and therefore does not take this action at all.

In addition, each civilization has its own method of paying for its Roads, Settlements, Cities, and Ships. It also has its own unique way of taking a card from the deck, be it a project handed down from the Pharaoh or a gift sent down from God.

## The Civilizations

### Europe

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The European culture is what most of us recognize as "standard" for both real life and in our games of Settlers. Europeans build their towns of many resources and build their cities with great amounts of stone and they stockpile food with which to feed the citizens of those cities. They build their roads of wood and clay, and their ships of wood and sheepskin.

The Europeans improve their settlements and cities with a variety of resources. Often these resources are used to strengthen the army, but occasionally they are used to rally support in the building of roads or other buildings that will help the Europeans.

The Europeans are a war-mongering civilization. As such, they are constantly prepared for war. In this way, they can ward away pirates and robbers without raising an army to do so.

EXAMPLE OF SPECIAL: I feel I really don't need to do this. This is what you normally would do when you roll a seven.

### Egypt

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The Egyptian civilization is very different from the Europeans. Firstly, they build their roads of stone, and their settlements of wooden and straw huts. Their cities add more huts and great pyramids to the settlement, building the pyramids from massive bricks that are obtained from nearby hills. The ships that the Egyptians make are very similar to those of the Europeans.

Every so often, the Pharaoh will decide that he wants to do this or that. Structures of wood, stone, and bricks are built, either as the direct concept of the project or to house the teams of soldiers or roadbuilders that the project entails.

The Egyptians are most notable for their ability to take things from the desert. After evolving in this harsh environment, the Egyptians have learned how to properly irrigate the desert, and thus can take from it whatever it has to offer.

EXAMPLE OF SPECIAL: The Egyptian player rolls a seven. He has a city and a settlement on a desert, and the African player has a settlement on the desert. The Egyptian player may take two resources, and he takes a wood and a brick. The African player may not take anything.

### Babylon

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The Babylonians are an interesting culture. They live in constant devotion to a God that they believe is all powerful and all hating. They build their roads of rock and clay, and they build their settlements with a variety of resources. Their cities are massive complexes with large stone and clay buildings and gardens. Their massive ships are made of much wood.

In their devotion to God, the Babylonians will often make a sacrifice of several herds of sheep. God pays them for their sacrifice with gifts of soldiers, civic improvements, and more.

Often, God pays the Babylonians in other ways. He will find a Babylonian land that is not giving His people what they want. He will improve its production, and make up for it by hurting the production of a rival land.

EXAMPLE OF SPECIAL: The Babylonian player rolls a seven. He moves the "2" chit that his city is built next to and switches it with a "3" chit that neighbors his opponent's city.

RULE OF SPECIAL: One may never use this power to place two red (6 or 8) chits next to one another. In addition, a 6 may be switched for an 8, as there is no 7 chit.

## **Africa**

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The African culture is primitive, but it can often be a force to reckon with. They build paths connecting locations of interest to them by placing stones in rows. Their settlements are simply huts of wood and straw. Their cities are mere adobes with herds of animals to support the population. They build boats of wood, like the Babylonians.

The African natives are very superstitious and therefore they often will do rituals, either for funerals, weddings, or to God. These rituals involve the building of a clay altar and the burning of the crop that season.

The true strength of the African culture is its nomadic ways. They are never truly attached to any one location, and as such they can move around quite simply.

EXAMPLE OF SPECIAL: The African player has two settlements, X and Y, connected by roads A and B. He rolls a seven and moves roads A and B such that they extend out of settlement X to a new point, where the African player plans to build a settlement this turn.

## **Japan**

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The Japanese are builders of complex and ornate buildings. Their settlements consist of small wooden cottages and huts paired with large buildings made of various types of stone. Their cities merely continue the styles set forth in their settlements. Their roads and ships are not extremely different from any other civilization.

The Japanese excel at the harvest of rice. This is the grain that they grow in their fields, and its sale provides a means to improve upon their standing on the islands.

Often, the rice becomes such an item in demand with others that the Japanese are able to ask what they want. In these times, the Japanese are able to improve their holdings in clay, wood, stone, and livestock.

EXAMPLE OF SPECIAL: The Japanese player has four grain. He rolls a seven. He trades all four grain in, getting 2 wood for one, 2 stone for another, and 4 bricks for the last. He uses these to build 2 roads and a settlement.

## **Rome**

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The Romans are a very warfaring people. They seek to conquer the islands. They build large complexes of clay roads. They make their settlements of stone and wood, and they further their cities in the same manner. They build ships like most, of wood and sheepskins.

The Emperor of Rome often holds a feast, called the Caesar's feast in honor of the Emperor that first held it. The feast is for all the people of Rome. At this feast, it is customary for the people to repay the Emperor with gifts of service or structure. These gifts have become the largest reason for the Emperor to hold these feasts.

The Romans are not content in settling the islands. Rather, the Romans would like to conquer everyone else that wishes to settle them. In this way, they are often able to attack without raising an army to do so.

EXAMPLE OF SPECIAL: See "Warriors of Catan" for an example.

RULE OF SPECIAL: The card does not note the fact that you do not have to build a road in place of one that you destroy, or that you may build a settlement in place of a city that you destroy. These rules apply as per the "Warriors of Catan" variant.

## **America**

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The American culture is a beautiful and glorious one. Rather than make war or waste the Earth, the Americans are able to be at peace and make as much use of the resources of the Earth as they can. They build everything, from their roads to their cities, with as many different things as possible, in order to prevent the waste of any one thing.

The Americans treat the Earth with respect, and in return, the Earth will produce what they need for their things. The Americans are sometimes able to pick what they want and get it.

EXAMPLE OF SPECIAL: The American player rolls a seven. He chooses all lands with a three chit to produce, and the players that have settlements and cities bordering lands with three chits take resources as though a three were rolled instead of a seven.

NOTE: In case you didn't realize, this is based on Native Americans, not United States of Americans.

## **India**

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The Hindu culture in India is very different from any other society. They have a very high respect for all things, as they believe that when a person dies, he is reborn, often in the form of an animal, such as a cow or a dog. To this end, they establish places for these animals in their smallest of settlements. True agriculture is more a function of their cities, which house massive farms with which they feed the people.

The Hindu in India hold the Cow in very high respect and will often pay homage to it. The divine forces that they are bound to, such as Kali, reward them with gifts for their devotion.

The Indian culture was once invaded by barbarians from the North. In order to prevent such a thing from occurring again, they have learned defensive tactics and are able to ward off both robber and pirates that might try to harm them.

EXAMPLE OF SPECIAL: The Indian player rolls a seven, and moves the robber off of a hex where he has two cities and onto a hex that affects his opponent instead. He then moves the pirate to a hex where it will hurt his opponents shipping. He takes no further reward.

## **NOTE FROM CREATOR:**

Please excuse any guesses I made about any particular culture. Often it was made for reasons of play mechanics. I mean to offend no one. If you personally take offense to anything contained in this expansion, email me at [WBeckley@Mindspring.com](mailto:WBeckley@Mindspring.com) and I will be glad to make the proper changes.

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