

CATAN

HISTORIES

RISE OF THE INKAS™

Rules

Welcome!

2000 years ago, long before the Inkas, northwestern South America was populated by many tribes rich with culture and creativity. These kingdoms fell; other tribes rose. New tribes adopted or adapted the culture of the vanished peoples and flourished. But these too passed away and gave way to new tribes. In the 15th century CE, the Inkas finally stepped on history's stage. They subdued all competing tribes and founded a huge empire that reached from today's Ecuador in the north to the middle of today's Chile in the south. See the accompanying Almanac for more information about the Inkas.

In *Catan: Rise of the Inkas*™, you each begin with a tribe of an early cultural era. You must bring that tribe to its cultural apex. If you succeed, you take over the leadership of a new tribe of the middle cultural era. Again, your goal is to lead this tribe to its cultural apex. Finally, you take over the fortunes of your third tribe. If you lead this tribe to its apex before your opponents lead their third tribe to theirs, you win the game! Your tribe has prevailed over all others. It has reached its zenith. You usher in the Rise of the Inkas!

Introduction

To make getting into the game as easy as possible, we use the multi-part CATAN rules system:

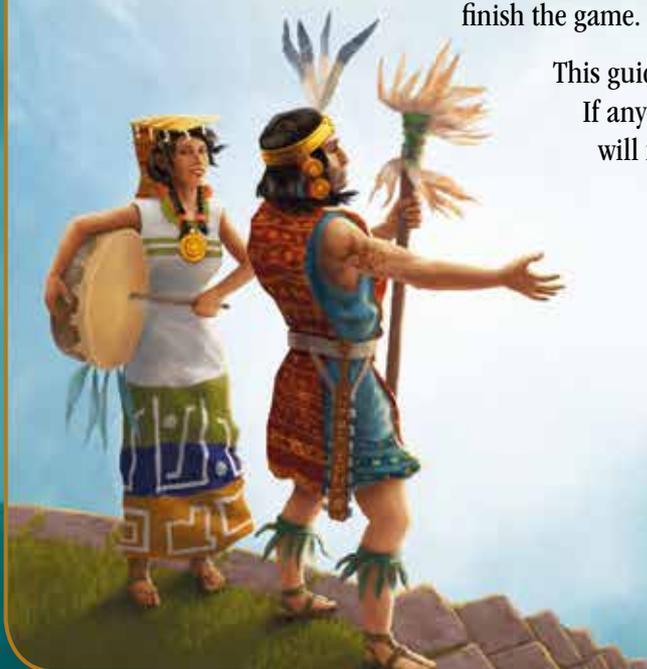
If you know the rules of CATAN already: Then, right after the construction (page 2-3) and the preparation (page 4) you can read the special rules "The Tribes" (page 7). Further important changes to the well-known Catan rules can be found in the Almanac on pages 22-23.

If you don't know the rules of CATAN: Then, after setting up the game, first read the short introductory game overview on pages 2 and 3. Second, read the basic game rules (pages 4-6) and start the game. We recommend starting the game with these rules only, until a player successfully completes their first tribe. Third, read the special rules "The Tribes" on page 7 to finish the game.

This guide contains all the important information you need for the game. If any details or questions arise, you can consult the Almanac. There you will find further explanations for all keywords marked with ⚙️.

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GAME BOARD PREPARATION

SETTING UP THE GAME BOARD

The game board roughly represents the area of today's Peru. In the west you have the Pacific coastline and in the east you have the surrounding jungle. This is where the Inka Empire developed.

For Beginners

For your first game we recommend that you set up the game board exactly as shown here. First, assemble the 8 frame parts. Second, place the hexes inside the frame. Third, place the number tokens  on the hexes.

For Experienced Players

Once you have played *Catan Rise of the Inkas* several times, you may wish to build the game board variably. The rules can be found in the almanac under **Set Up, Variable** .

GAME SUMMARY

- In front of you is a stretch of land in western South America. It is surrounded by water in the west and jungle in the east. It consists of 27 hexes. Your task is to successfully complete 3 stages of cultural development with your tribes.
- There are 8 different types of hexes in the game. Each type of hex creates a different kind of resource or good. These resources and goods are represented by cards—resource cards  and goods cards , respectively. The hexes produce the following things:

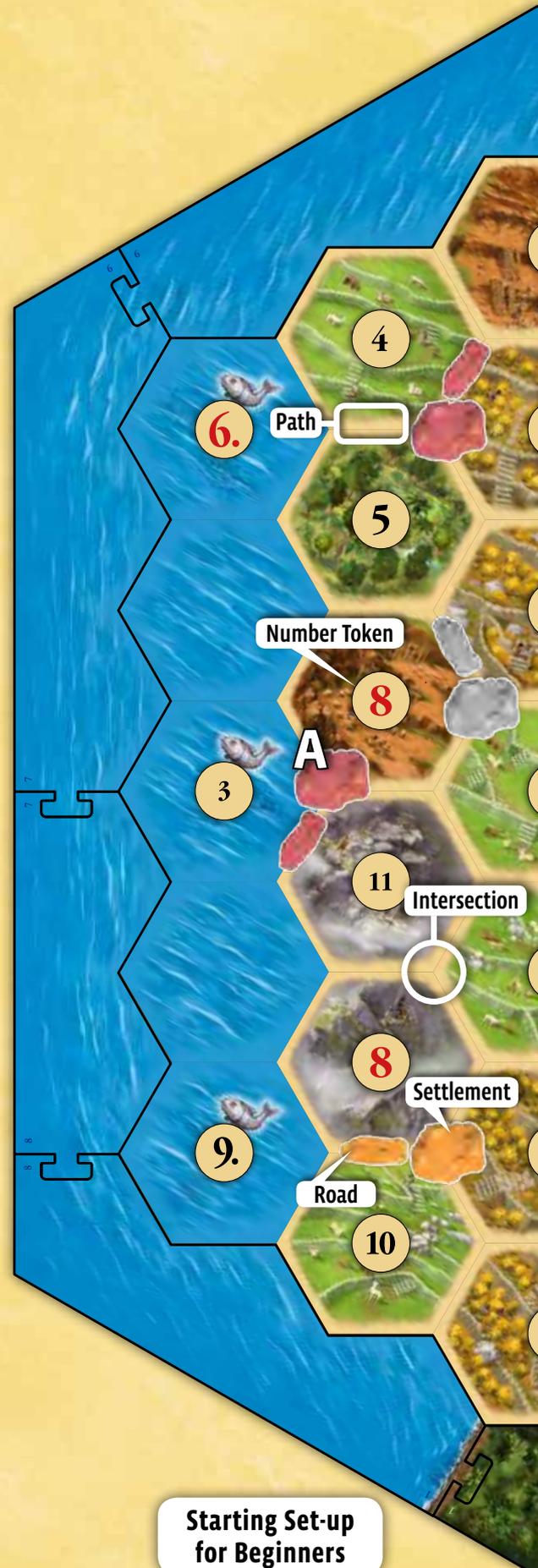
HEXES THAT PRODUCE RESOURCES



HEXES THAT PRODUCE GOODS



- You start the game with 2 settlements and 2 roads. With these 2 settlements you already have 2 culture points (because each settlement you build earns you 1 culture point). The first player to lead three successive tribes to their cultural apex, (11 culture points total) wins the game.



**Starting Set-up
for Beginners**



- To get culture points, you have to build new settlements and/or upgrade settlements to cities. To build new settlements, you must build roads. If you want to build anything, you need resources.
- How do you get resources? Each turn you determine which hexes produce resources by rolling 2 dice. If, for example, you roll an “11”, all hexes with an “11” number token produce. In the picture on the left, a mountain (ore), a quarry (stone) and a jungle plantation (coca) all have “11” number tokens.
- You may also buy resources with goods: feathers, fish, and coca. You generate goods the same way you do resources—by building beside hexes that produce goods.
- You only receive income if you own a settlement or city adjacent to the hex that produces. In the picture, a red settlement (A) borders the “11” mountains and an orange settlement (B) borders the “11” jungle. So, when you rolled that “11” Red gets 1 ore resource card and Orange gets 1 coca goods card.
- Most settlements and cities border on several hexes (maximum 3). Settlements and cities “harvest” the hexes adjacent to which they are built. So, you might produce up to 3 different types of resources/goods from the same settlement or city (depending upon the die rolls in the game, of course). In our example, the blue settlement (C) borders 3 hexes: quarry, jungle, and mountains. These hexes can produce stone, feathers, and ore, respectively.
- You cannot build settlements adjacent to every hex. So, your tribes may produce some resources or goods very rarely, if at all. But to build new things you need very specific combinations of resources. Therefore, you probably need to trade.
- You can trade with other players. Make them an offer or listen to theirs. A successful trade leads to success in building. You can also trade with the supply, but this is generally less efficient.
- You can only build a new settlement on an unoccupied intersection. However, you must have one of your roads leading to that intersection, and the new settlement must be at least 2 intersections away from ANY other settlement or city.
- Think carefully about where you are going to build your settlements! The numbers on the tokens vary in size. They also have pips (dots) below the numbers. The larger the number (and the more pips it has), the higher the probability that the number will be rolled. The red numbers (“6” and “8”) are the most likely to be rolled. The more frequently a number is rolled, the more frequently the hexes bearing that number produce resources and goods.

GAME PREPARATION

GAME COMPONENTS

Player Pieces

Player pieces: Take all of the player pieces in a color of your choice (if you are playing with 3 players, leave the gray pieces in the box):
8 settlements , 2 cities , 7 roads .

Thicket: Each player takes 4 thickets .

Player Aids

Trading & Building Tile: Give 1 trading & building tile  to each player.

Culture Board and Markers: Give 1 Culture Board  and 11 culture markers to each player. Each player puts their culture markers beside their culture board.

Communal Pieces

Advantage cards: Place the *Longest Trade Route*  and *Mightiest Combat Arts*  advantage cards next to the game board.

Robber: Place the robber  anywhere on the frame covered with jungle.

Dice: Place the 2 dice beside the board.

Resource Cards & Good Cards

There are 2 types of resource/goods cards : resource cards and goods cards (they all have the same type of card back). Separate the 5 types of resource cards and 3 types of goods cards  and place them face up into the card trays. This forms the supply. Place the supply next to the game board.

Development Cards

There are two types of development cards . They have different backs. Some have a “1” and the others have a “2” on the back.

Development Cards “1”: Shuffle the cards with the “1” on the back and place this stack of development cards face down into the last free slot of the supply (see above).

Development Cards “2”: Shuffle the cards with the “2” on the back and place them face down next to the supply (see above). These cards come into play later in the game.

SET-UP FOR BEGINNERS

Starting Settlements: Place 2 roads and 2 settlements on the board as shown on pages 2 and 3. **Note:** If you are playing with 3 players, ignore the starting position for the gray pieces.

Culture points: Each settlement you place on the game board earns you 1 culture point . Therefore, you must place 2 culture markers on the lowest two spaces of the 1st tribe portion of your culture board.

First Production: Each player takes their first production from their settlement marked with a letter (see p. 2/3). For each hex adjacent to your settlement, take the corresponding resource/goods cards from the supply.

Example: Blue receives 1 ore, 1 stone, and 1 feather for his settlement (C).

Important: Keep your resource/goods cards in your hand secret.

Starting Player: Each player rolls the dice. The highest roller goes first.

SET-UP FOR ADVANCED PLAYERS

If you have played *Catan: Rise of the Inkas* several times, we recommend that players place their starting settlements according to the rules for starting settlements in *Set-Up Phase (Initial Placement)*  in the Almanac.

GAME PLAY AT A GLANCE

When it's your turn, take the following actions in the following order:

1.) Production Phase

You must roll the 2 dice to determine which hex(es) produce this turn. All players can earn resource/goods cards from your production roll.

2.) Trade and Build Phase

You are allowed to trade  and build  as much as you like in any order.

Important: During your turn, you may play 1 of your development cards. You can play it before (but not during) the production phase, or during the combined trade/build phase.

After you complete your actions, pass the dice to the player on your left. It is now that player's turn. That player begins their Phase 1.

GAME PLAY IN DETAIL

PRODUCTION PHASE

Roll the Dice & Receive Income

On your turn, roll both dice: Add the result of both dice to determine which numbers on the board produce. The hexes with number tokens that match the production roll produce resource/goods cards!

If you have a settlement  or a city  on an intersection of a hex with the number rolled, that settlement/city earns you income.

Production from Settlements

If you own 1 settlement adjacent to a hex affected by the dice roll, take 1 resource/goods card of the type that hex produces. If you own 2 or 3 settlements around that hex, **take 1 resource/goods card** of the appropriate type **for each** of your settlements.

Production from Cities

For each city around a hex affected by the dice roll, **take 2 resource/goods cards** of the appropriate type.



Example: If anyone rolls a “6”, Red gets 2 wood resource cards for her 2 settlements. Blue gets 1 wood resource card for his 1 settlement. Using the same example, if anyone rolls a “4”, Blue gets 1 feather goods card. If Blue's settlement was a city, that city would produce 2 feathers whenever anyone rolls a “4”.

TRADE AND BUILD PHASE

After you complete the production phase, you may trade and build. You may trade and build in any order (for example, you can trade, then build, then trade and build again).

Trade

On your turn, you may trade resource and/or goods cards (but *never* development cards). You may trade as long and as often as you like and your resource/goods cards allow.

There are 2 types of trade in the game. They are described below and can be performed in any order:

Trade with Players

During your turn, you can trade with all players. During another player's turn, you can only trade with that player. Traders declare what resources and/or goods they need. They offer resources/goods for exchange. Counter offers might follow.

Important: When it is not your turn, you can only trade with the player that rolled the dice. He/she controls trade during his/her turn. You cannot trade with the supply or another player.

Trade with the Supply

During your turn, you may elect to trade directly with the supply. You then bypass other players. There are 3 different player-supply trade options:

3:1 for matching resources:

Return 3 identical resource cards to the supply and take 1 different resource or goods card of your choice from the supply.



2:1 for matching goods:

Return 2 identical goods cards to the supply and take any 1 resource or different goods card from the supply.



3:2 for different goods:

Return a set of 3 different goods cards to the supply and take any 2 resource/goods cards from the supply.



Note: The combinations shown in the examples above are illustrations of the many possible trade combinations.

Build

Each settlement/city you build earns you a culture point. You need culture points to win. Settlements/city also increase the possibility of resource/goods card production. You can also purchase useful development cards.

In order to build, you must place certain resource card combinations back into the supply (summarized on your trading & building tile). Take corresponding roads, settlements, or cities from your supply and place them on the board.

Road: Requires 1 wood + 1 stone to build a road.



On Paths: You must build a road on a path. Only 1 road can occupy a given path at any given time.

Important: There are no paths between the jungle or the sea hexes or between these hexes and the frame. Therefore, you may not build a road between these hexes or between them and the frame.

At an intersection: You may build a road on any path as long as the new road is adjacent to 1 of your own roads or 1 of your own settlements/city. You may not build a road past an intersection that contains an opponent's settlement/city.

Example: Blue may build a new road on the paths marked in green. Blue may not build on the paths marked in red.



Longest Trade Route

As soon as you have a connected group of at least 3 individual roads (branches do not count) that is not interrupted by an opponent's settlement/city, take the Longest Trade Route advantage card. If another player succeeds in building a longer road than the current one, that player immediately takes the advantage card.

If you possess the advantage card, you may exchange any 2 resource and/or goods cards of your choice for any 1 different resource or goods card of your choice from the supply. You can only do this 1 time per turn. You can only do it during your own trade and build phase.



Example: Red has continuous trade route that is 4 roads long (the branch on the NW path of the "6" hex does not count). Red has the Longest Trade Route advantage card. Red's settlement splits Blue's roads into 2 separate trade routes (one is 2 roads long; the other is 3 roads long).

Settlement: Requires 1 wood + 1 stone + 1 potato + 1 wool



At an intersection: You must build settlements on intersections. Also, you must build them adjacent to at least one of your own roads. You must always respect the distance rule when you build a settlement.

The Distance Rule: You may only build a settlement on an intersection if the 3 adjacent intersections are unoccupied (no settlements or cities belonging to any player).



Example: Red may build a settlement on the intersection marked with a green circle. She may not build on the red "X"-marked intersections because of the distance rule.

Production: For each new settlement, the owner may receive income from adjacent hexes: 1 card per settlement when that hex's number gets rolled.

Culture point: Each settlement you build earns you 1 additional culture point. As soon as you place a settlement on the board, place 1 culture marker on the next empty space of your culture board.

City 🌀: Spend 2 potato + 3 ore to build a city.



Expansion: A city represents the development of a settlement. When you build a city, return 1 of your settlement pieces from the board to your supply and replace it with your city piece.

Important: A city can only be built by replacing its own settlement.

Production: Your cities produce twice as much income from adjacent hexes as settlements. Take 2 resources or goods per city when that hex's number gets rolled.

Culture point: A city is worth 2 culture points. Since a city replaces a settlement, place only 1 culture marker on the next empty space on your culture board.

Important: A player may only build 1 city for each tribe 🌀!

Development Cards 🌀: Spend 1 potato + 1 wool + 1 ore to build a development card.



Buy: When you buy a development card, draw the top development card from the supply.

Keep secret: Keep your development cards secret from your opponents until you play them. They do not count towards your hand size. You may not trade them.

Development Cards "2": The cards marked with a "2" on the back only come into play as soon as **ALL** players have begun their 2nd tribe. So as soon as all players have placed their 1st settlement of their 2nd tribe, add these development cards to the supply. Place the "2" cards **under** any remaining "1" cards.

SPECIAL CASES

If You Roll a "7", Activate the Robber 🌀

No Production: When you roll a "7" 🌀, all players receive no income. Then proceed as follows:

Any Player(s) May Lose Cards: If you have 8+ resource/goods cards in hand, you must choose half of those cards and return them to the supply. If you have an odd number of cards, round it off in your favor. For example, if you have 9 cards, you must lose 4 of them.

Move the Robber:

- If you rolled the "7", you must move the robber 🌀 piece to another hex or to the jungle frame. **Important:** The robber **may not** be placed on a hex that produces goods (so, not on a jungle hex, nor on a fishing ground hex).
 - After you move the robber, you must rob 1 card from an opponent who owns a settlement/city that earns resources from the hex where you just placed the robber. You rob the card at random. You can only rob resource or goods cards (not development cards).
 - Continue your turn with the trade and build phase as normal.
- Important:** The robber blocks all production from a hex where he stands. So, if that hex's number is rolled on a future turn, settlements/cities adjacent to it receive no income.

Play a Development Card:

You may play exactly 1 development card per turn. You may play it anytime during your turn, even before your dice roll. You may not play a development card during the turn you purchased it.

Combat Arts Cards 🌀:

Move the Robber: If you play a *Combat Arts* card, move the robber as described in the "If you roll a 7" section. You also get to rob a card as described in that section.



After Use: Place any *Combat Arts* cards you play face up in front of you. They protect your resource/goods cards when a "7" is rolled. **Each face-up *Combat Arts* card you have increases your hand limit by 1.**

For example, if you have 3 face-up *Combat Arts* cards, and a "7" is rolled, you only need to discard half of your resource/goods cards if you have 10 or more resource/goods cards.

Mightiest Combat Arts Advantage Card:

- If you are the first player to have 2 *Combat Arts* cards face up on front of you, take the *Mightiest Combat Arts* 🌀 advantage card. If another player ever places more *Combat Arts* cards face up in front of them, that player immediately takes the card from you (and so on).
- As the owner of this advantage card, you may remove the robber piece from the board and return it to the jungle frame. You may do this one time on your turn. There are 2 prerequisites that you must satisfy to make this move. First, it must be your turn. Second, the robber must be on a hex that blocks production to one of your settlements/cities.
- When you return the robber to the jungle frame, take 1 resource card of the type produced by the hex the robber left.



Important: You are allowed to use the advantage of the *Mightiest Combat Arts* card before you roll the dice on your turn.

Progress 🌀 Cards:

Use: Reveal the card and follow the instructions described on the card.

After Use: Discard the card. Remove it from the game.



A NOTE FOR BEGINNERS

We recommend that you begin playing the game using all of the rules described up to this point. Once a first player reaches 4 culture points (there are 4 culture markers on their culture board), continue the game by adding the rules that start on page 7.

THE TRIBES

OVERVIEW

It is your task to grow and develop 3 successive tribes so that they reach their cultural goal. If you do that faster than your opponents, you win. The construction of settlements and cities represents this cultural development. Each settlement and each city you build adds 1 cultural milestone (called a culture point) to your tribe. Mark this progression on your individual culture board.

Once 1 of your tribes attains its cultural goal, its decline naturally follows. To indicate this decline, your tribe's settlements/city are covered with thickets, and the cycle begins anew. You immediately start a new tribe by placing its first settlement.

Cultural Goal of Your 1st & 2nd Tribe

Once your 1st and 2nd tribes each earn 4 culture points (a total of 8), they reach their apex and go into decline. To earn 4 culture points, you need to build either 2 settlements and 1 city or 4 settlements.

Cultural Goal of Your 3rd Tribe

If you are the first player to reach 3 culture points with your third tribe, you win the game. To earn 3 culture points, you need to build either 1 settlement and 1 city or 3 settlements.

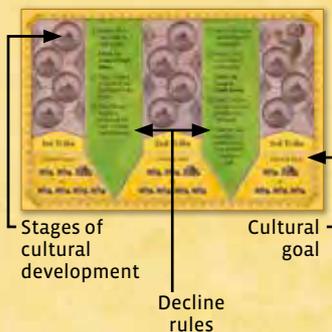
Culture Board

Your culture board summarizes goals for each tribe, including the effects of goal completion.

Stages of Cultural Development:

Each time you place a settlement or a city on the game board, you must place 1 culture marker (representing 1 culture point) on the next available space of your active tribe. Place the markers from bottom to top.

Decline: The rules for transitioning from one tribe to the next are described below and summarized on your culture board.



TRIBAL DECLINE

Your tribe in decline can no longer develop or expand. The settlements and cities remain (surrounded by thickets) and produce for you. However, these settlements and cities are vulnerable. **Any player may remove a settlement/city in decline to build a new settlement on its location.**

Decline of Your 1st Tribe

Once you achieve 4 culture points with your 1st tribe, you must put that tribe into decline. Perform the following actions in the exact order described.

Roads: Remove all of your roads from the board and put them in your supply.

Longest Trade Route Advantage Card: If you possessed this advantage card, you immediately lose it. Give the card to the player who owns the longest continuous route (with at least 3 individual roads) at this time. If there is now a tie for longest trade route, place the advantage card beside the board until 1 player alone has the longest continuous trade route (with at least 3 roads).

City and Settlements: Cover each of your settlements and/or city with a thicket.



Example: (A) Blue built 2 settlements and 1 city. His first tribe is at its apex. (B) Blue removes all of his roads and covers every settlement and city of his 1st tribe with a thicket piece.

Decline of Your 2nd Tribe

Once you achieve 4 culture points with your 2nd tribe, you must put that tribe into decline. Perform the following actions in the exact order described.

Settlements/city from your 1st tribe: First, remove any settlements/city belonging to your 1st tribe that remain on the board (remove the thicket as well) and return them to your supply.

City, Settlements, Roads, Longest Trade Route: Once you have removed all of your 1st tribe pieces, put your 2nd tribe into decline using the same procedure described in *Decline of Your 1st tribe*.

Consequences of Decline

Apply the following rules to all tribes in decline:

No further Expansion: You may not add any roads, settlements, or cities to a tribe in decline.

Adjacent paths: You can build a road up to, but not past, a settlement/city in decline. You must first build over the declining settlement/city (by building a new settlement) before you can build past that settlement/city (see Fig. "A" below).

Rebuilding: You can build over any declining settlement/city (your own or an opponent's) on the board. If you build a road up to a declining settlement/city, you can pay the necessary construction costs for a settlement and remove the declining settlement/city and replace it with a settlement of your own. Return the old piece and the thicket to its owner's supply.



Example: (A) Red is still expanding her 1st tribe. She is not allowed to build a road on the paths beyond Blue's declining settlement. (B) Red replaces one of Blue's declining settlements. She returns the old settlement and thicket to Blue, pays the construction costs for a new settlement to the supply, and builds a new red settlement on that intersection. Now she can build her road.

Production: Settlements/cities in decline still produce resource/goods cards for their owners when anyone rolls the number of an adjacent hex.

Robber: If you place the robber on a hex with a declining settlement/city adjacent to it, you may rob the owner of that settlement/city as usual.

Active Tribes: In contrast to declining (thicket-covered) tribes, all other tribes are referred to as "active tribes."

FOUNDING NEW TRIBES

Founding Your 1st Tribe

Your 1st tribe starts with the 2 settlements and 2 roads you placed on the board during the initial set-up. Remember to put your 2 culture markers onto your culture board when you place your 2 starting settlements.

Founding Your 2nd Tribe

Once your 1st tribe reaches its apex and you initiate its decline, you must found your 2nd tribe. Now, place 1 new settlement (the “founding settlement”) onto the board for free. Your turn ends immediately after you place this new settlement (and its corresponding culture marker).

New Founding Settlement: You may place the founding settlement on any unoccupied intersection (so, not on a declining settlement/city), with the following conditions:

- A. It must respect the distance rule, and that rule applies to both active and declining settlements/cities.
- B. You may not place it on a settlement site belonging to an active tribe. A settlement site is defined as an intersection that is beside a road belonging to an active tribe (*see note and example below*).
- D. You may not place it in the jungle, nor in the sea.

Important: You do not place a free road with a founding settlement, nor do you receive any starting resource/goods cards.

Note: As stated in “B” above, you may not place a founding settlement on a settlement site belonging to active tribe. However, you may place a founding settlement on an intersection next to a settlement site of an opponent. This would prevent that player from building a settlement on this intersection because of the distance rule.



Example: Orange places the founding settlement for his 2nd tribe (*see the green arrow*). He cannot place the founding settlement on the intersection marked with a red “X”, for this intersection is a settlement site of Gray’s active tribe. The intersection marked with a green circle is also a legal location for Orange to place this founding settlement.

End of Turn: Your turn ends immediately after you place a founding settlement (remember to add a culture marker to your culture board). You may not trade, build, play a development card, or use an advantage card. Just pass the dice to the next player.

Founding Your 3rd Tribe

Once your 2nd tribe reaches its apex and you initiate its decline, you must found your 3rd tribe. Now, place 1 new settlement onto the board for free. The rules for this founding are the same as for the 2nd founding.

Very Important Strategy Note: The placement of your 3rd tribe’s founding settlement is particularly crucial! You should think very carefully about the intersection you choose for your 3rd tribe to begin.

This is especially true if you are the first or second player to place to your 3rd tribe. The third and fourth players could place their 3rd tribe’s founding settlement in a way that blocks you in. You could be put in a position where you cannot build to an intersection to build your second settlement. This will prevent you from winning the game. It is advisable place your 3rd tribe’s founding settlement in the vicinity of settlements/cities belonging to declining tribes. That way you can build over them without the competition of the other players’ active tribes.

GAME END

If you reach 3 culture point with your third tribe (a total of 11 culture markers on your culture board), you win the game!

You are the Great Inka—the tribal leader that successfully launched the rise of the mighty Inkan Empire some 130 years before the arrival of the Spaniards.

CREDITS:

Authors: Klaus and Benjamin Teuber

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Development Team: Arnd Beenen, Coleman Charlton, Morgan Dontanville, Pete Fenlon, Arnd Fischer, Ron Magin, Martin Pflieger, Guido Teuber

Thanks to: Ian Birdsall, Michael Hurley, Donna Prior, Awa Melba LSKC 223-223, and the crew at Asmodee North America

Illustration: Claus Stephan, Martin Hoffmann

Original Layout: Michaela Kienle

English Layout: Ron Magin

Game Piece Design: Martin Hoffmann, Claus Stephan

3D-Graphics: Andreas Resch

Technical Product Development: Monika Schall

Editorial Staff (Germany): Arnd Fischer, Martin Pflieger

Editorial Staff (English): Catan Studio

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