

THE
SETTLERS
— OF CATAN —

THEME SET FOR THE
CARDGAME
— FOR TWO PLAYERS —

LONGER & BROADER

**!!ATTENTION!!
UNOFFICIAL
THEME SET**



www.DAS-LEINHAUS.de

Stephan Leinhäuser

The Theme Set „Longer & Broader“

Introduction

Due to the great number of cards and Theme Sets - official and unofficial - existing by now one is forced to use a limited selection of cards because there aren't enough building sites to build all the good and useful cards. Therefore some cards are hardly ever played because they only give you advantages in cooperation with other cards. Besides, often the opponent has won before you were able to use your cards.

To counteract this misery I wanted Catan to grow bigger. For that purpose you need more Region Cards, Roads, Settlements and Cities. In order to get the game more fascinating I have included some particular Settlements and Cities and I've invented two new Region Cards, the Vineyards and the Desert.

Because of the increased number of Victory Points you need to win (25) the game lasts **LONGER** and because of the new Region Cards the Principalities get **BROADER**. That's how the somewhat peculiar name of this Theme Set is put together.

Material

You need all cards from the first Base Set showing a Coats-of-arms symbol on the back, and in addition:

1x Desert, 3x Vineyard, 2x Mountain Streams, 3x all other Region Cards, 7x Settlement, 2x Small City, 8x City, 1x Commercial City, 1 x Coastal City, 7x Road, 2x River 1, 2x River 2, 1x Three Country Corner.

Additionally you need all Settlement Upgrade Cards, all City Upgrade Cards, all Action Cards and all Event Cards of this Set and the Base Set.

Longer & Broader should be played with at least two further Theme Sets.

Rules

In principle this set is played according to the normal rules. Exceptions are on the one hand the increased number of Victory Points (25) with at least 2 Points lead, on the other hand the new Settlements, Cities etc. These new cards are shuffled into their corresponding stacks (according to their backs). If one of these cards is drawn it must be taken. For example, you want to build a Settlement but you draw a Small City. Then you must build the Small City instead of the Settlement.

The new Region Cards are used like normal Region Cards with exception of the Desert.

If you play without the Wizards & Dragons Theme Set (Z&D), of course you don't use the Wizards.

The Cards in detail

Settlements, Cities, Roads and Region Cards



Commercial City (1x) (Central Card, City)

In the Commercial City you may only build City and Settlement Upgrade Cards which have Commerce Points (also the Commercial Academy (Science & Progress / W&F)). The cost for those buildings (City Upgrade Cards) is reduced by any one resource of your choice. The cost for Settlement Upgrade Cards is not reduced.

If both players have the same number of Commerce Points,

the player who has built the Commercial City receives the Mill token.

You may not build a Metropolis (Politics & Intrigue) on a Commercial City.



Coastal City (1x)
(*Central Card, City*)

In the Coastal City you may only build Fleets and Harbors (all Upgrade Cards showing water). All Fleets in a Coastal City are not affected by Civil War and Privateering Fleets (Knights & Traders).

The Coastal City must be built on the Settlement with the least "extraneous buildings" as possible. Fleets that have already been built may be moved to the Coastal City.

You may not build a Metropolis (Politics & Intrigue) on a Coastal City.



Small City (2x)
(*Central Card, Settlement*)

When you build a Small City you may start building City Upgrade Cards immediately. You may place up to two Settlement Upgrade Cards or City Upgrade Cards in a Small City. You may upgrade the Small City to a City by buying a City

and building it on the Small City. If you want to upgrade it to a Metropolis, you first have to upgrade it to a City.

The Small City is treated like a City (important for Plague and Governor (Politics & Intrigue), etc.).



Fortified Settlement (2x)
(*Upgrade Card*)

Build this card on an existing Settlement. Building a Fortified Settlement does not cost any resources.

Advantage: You may build up to four Settlement Upgrade Cards in a Fortified Settlement.

Disadvantage: You may not build any City Upgrade Cards in a Fortified Settlement and you may never build a City, Metropolis or Citadel (Wizards & Dragons) on a Fortified Settlement.



Three Country Corner (1x)
(*Central Card, Road*)

At this road bifurcation you may not build a further Settlement! Your Principality ends at the Three Country Corner! Therefore you may immediately place an additional Region Card on the place the next Settlement would have been built on.

This Region Card belongs to the adjacent Settlement/City (e.g. for Plague etc.).

*Idea: Rüdiger Ernst
Graphics: Thorsten Noltkaemper*



River 1 (2x)
(Central Card, Road)

This River crosses the Road. To use the Road you first have to build a bridge over the River. Only then you may build another Settlement on the other side of the River.



Bridge (2x)
(Upgrade Card)

You need the Bridge to reach the other side of a River 1. You may not build any further Road Upgrade Card on a Bridge. The Bridge cannot be destroyed.



River 2 (2x)
(Central Card, Road)

This River connects two Settlements directly. If you have any fleet in your Principality you may build a settlement on the other side of the River 2 just like the River were a Road. You may not build any Road

Upgrade Card on a River 2, only River Upgrade Cards.



Desert (1x)
(Central Card, Region Card)

Bad luck if you draw the Desert - you won't receive any Resources from the Desert. However, there still is *Gobi*, the Wizard of the Desert, who receives his Magic Units from the sand of the Desert.

Besides, with the Action Card *Devastation* you may transfer the Desert to your opponent's Principality.



Vineyard (3x)
(Central Card, Region Card)

The Vineyard is the second new Region Card of this set. It produces Wine which may be traded as usual.

River Upgrade Cards



River Trading Post (1x)
(Building)

This is one of the above mentioned River Upgrade Cards, which may only be built on a River 2. When you build the River Trading Post you may trade the resources of both adjacent Region Cards at a 2:1

rate.



Water-Mill (1x)
(Building)

This River Upgrade Card must be built adjacent to at least one City. It doubles the Resource production of both adjacent Region Cards. If there is already another Upgrade Card adjacent to one of these Region Cards that doubles the Resource production, the Resource production won't be quadrupled, more than doubling is not allowed.

Settlement Upgrade Cards



Wine Grower Co-operative Society (1x)
(Building)

Doubles the Wine production from the neighboring Vineyards



Wine Trading Fleet (1x)
(Fleet)

This card improves your exchange rate for Wine. You may trade two Wine resources for any one resource of your choice.



Wine Cellar (1x)
(Building)

If you build a City Upgrade Card you may exchange any one resource of its construction cost for Wine. You may use the Wine Cellar several times a turn, but only once for each City Upgrade Card.
Prerequisite: Waterworks



Oasis Settlement (1x)
(Building)

Place this card on the Desert. Every time the Commerce symbol is rolled you receive one Gold (because the Oasis Settlement is a good trading place in the Desert). If the Oasis Settlement is built, the Devastation will be ineffective. *Gobi*, the Wizard of the Desert, may still be placed vertically adjacent to the Desert and functions as usual.

City Upgrade Cards



Discoverer's Fleet (1x)
(Fleet, no Trading Fleet)

If Catan is too small for you, build the Discoverer's Fleet. Once a turn you may equip an expedition, which means you pay one Gold and roll the Pro-

duction die! If you're lucky you roll a 6: you have discovered land! Then draw a Region Card from the Region Cards stack and lay it outside your Principality like an island. You receive resources and may use them as usual. The resources of your "islands" are not affected by **any** assault (Robbery, opponent, Merchant, etc.). If no more Region Cards are available, you can't discover any more "islands".

Action Cards



Devastation (2x)

Exchange the Desert with any double Region Card of your opponent that has no Region Upgrades (e.g. Dye works (Trade & Change), Wizards, etc.).

Prerequisite: The Desert has to be in your Principality.



River Diversion (1x)

Play this card when you have a River 1 in your Principality. Then you may take a River 2 from the Road stack. Afterwards you must shuffle the Road stack (with your River 1). If there is no more River 2, you may also take a Road. Don't

forget to put the River 1 back into the Road stack again.



River Crossing (1x)

A further possibility to confine the harms by drawing the River 1. You may already build a Settlement on the other side of the River 1 and receive resources. But you may neither build any Settlement Upgrade Cards in that Settlement nor a City or a Citadel on that Settlement until you have built a Bridge over this River 1.



Reed Grower (2x)

When you play this card you receive two Gold for each River in your Principality. It doesn't matter which River (1 or 2) that is and if there is a Bridge or a River Upgrade Card built on it.



Wine Festival (2x)

This turn you may exchange Wine at a 1:1 rate.

Ereigniskarten



Late Vintage (1x)

Immediately rotate all Vineyards so that they show 3 Resource Symbols at the lower edge.



Crusade (1x)

The King needs Knights for a Crusade to the orient. You're invited to support him, i.e. you're asked to send him (your) Knights. Both players choose secretly how many (and which - perhaps take a note on a piece of paper) Knights they are "offering". Then both players reveal at the same time and take the corresponding Knights out of the game (discard pile). The player who has sent more Knights to the Crusade (if both players have sent the same number of Knights the greater number of Strength Points decides) places this Event Card on one of the freed building sites. This is a safe Victory Point that cannot be destroyed. Besides, the owner of the Crusade receives the Knight token if both players have the same number of Strength Points.

Prerequisite: Both players have

at least one Knight.

Wizards



Gobi, the Wizard of the Desert (1x) (Wizard, unique)

Gobi is nearly a normal Wizard. He must be placed vertically adjacent to the Desert which is adjacent to a Citadel. He is the only possibility to profit directly from the Desert. When a Successful Year Symbol is rolled, Gobi immediately receives one Magic Unit which he may use in the same turn (or later). Therefore, somehow Gobi is even stronger than the other Wizards.

If in a Walpurgis Night (Walpurgisnacht, Card without Set at Das Leinhaus) Gobi is laid adjacent to another Region Card (e.g. Hills), he acts like a normal (Bricks-) Wizard. Nevertheless, in a Walpurgis Night no other Wizard may be laid adjacent to the Desert.



Vina, the Wine-Wizard (1x) (Wizard, unique)

Vina is laid, as usual for Wizards, adjacent to a Vineyard adjacent to a Citadel. The cost for her is 1 Gold and 1 Wine..

This Set and further Theme Sets can be found at
www.das-leinhaus.de.

Rulebook provided by Thomas Schmidt-Uhlig
Translation by Marc Schulz and
Thomas Schmidt-Uhlig

The following cards are from Michael Kirmes: River
2, River Trading Post, Water-Mill, River Diversion,
River Crossing, Reed Grower, Oasis Settlement

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ATTENTION!!

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Nevertheless we wish you a lot of fun with these new cards!

On our site we offer many more Theme-Sets besides this one, all introducing a different new idea to play.

The site is permanently being developed and offers an increasing number of cards and Theme-Sets sent to us by other Settlers.

Therefore it is good to have a look at our site once in a while or even to subscribe to our newsletter always reporting about innovations by email. For this purpose send an empty mail to Siedler-Karten-subscribe@egroups.com.

Now we wish you a lot of fun with this unofficial Theme-Set of our site www.das-leinhaus.de.

*Stephan Leinhäuser and
Thomas Schmidt-Uhlig*

