

The

Settlers of Canaan

TRADE MARK



MADE IN U.S.A.

RULEBOOK

HAYESVILLE CACTUS GAME DESIGN CO. N. CAROLINA

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OVERVIEW

Settlers of Canaan™ takes place in the territory of Canaan off the coast of The Great Sea. Each player represents a tribe of Israel as they seek to settle the land of Canaan. The time period of the game spans the time of Joshua's conquests of Canaan (Joshua), the turbulent years ruled by the judges (Judges) through the choosing and crowning of King David (I & II Samuel).

GAME COMPONENTS

- 115 Resource Cards, including:
 - 23 Lumber (from forest)
 - 23 Grain (from fields)
 - 23 Stone (from hills)
 - 23 Ore (from mountains)
 - 23 Wool (from pastures)

- 35 Development Cards, including:
 - 20 Priests
 - 11 Events
 - 4 Victory Points

- 4 Building Cost Cards

- 3 Special Cards:
 - Longest Road
 - Most Priests
 - King's Blessing

- Playing pieces in 4 colors:
 - 16 Cities (large structure)
 - 20 Settlements (small structure)
 - 60 Roads (bars)
 - 80 Building Stones
 - 4 Victory Point Markers (peg)

- 1 Plague Marker (black)

- 1 Game Rules

- 2 Dice

GAME RULES

This section contains the "Game Rules" for *The Settlers of Canaan™*. Please read these rules before beginning the game.

SETTING UP THE GAME

Each player chooses a color. Take the playing pieces for roads, settlements, cities, building stones and the victory point marker that match your chosen color.

On the playing board there is a victory point chart. The victory point chart is used to track the number of victory points each player has during the game. Place your victory point marker on the victory point chart. In a game of two players each player will start with his victory point marker on 3VP (Roman numeral III). In a game of three or four players each player will start with his victory point marker on 2VP (Roman numeral II).

Each player receives a building cost card. Each card has a name of one of the tribes of Israel.

The special cards "Most Priests", "King's Blessing", and "Longest Road" are placed next to the game board along with the dice, black building stones (black crown) and Plague marker.

The resource cards have a map on the back. They are sorted by type and placed face up in five stacks.

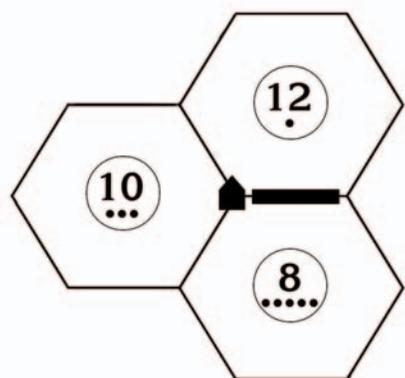
The development cards bear the shield of Israel. They are shuffled and placed face down.

Determine who will play first

Roll the dice to determine who will play first. The player with the highest roll plays first. Play then proceeds clockwise.

Placement of starting Settlements and Roads

In a game of two players, each player begins the game with three settlements and three roads. In a game of three or four players, each player begins the game with two settlements and two roads on the game board map.



The first player may place one settlement on the intersection of any numbered resource hexes. The first player then places his first road. Each road must connect to the the player s settlement. **Important:** You may not place a settlement on any of the eleven intersections of Jerusalem during starting set-up! For a diagram of the eleven intersections see *Buying a Stone for Jerusalem* under *Building on page seven*.

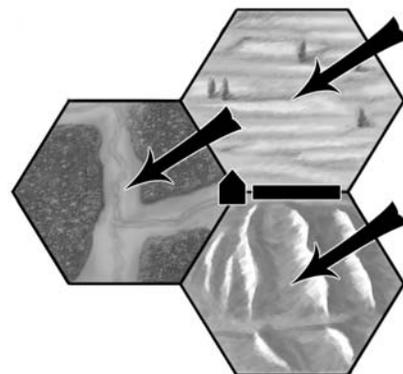
HINT: It is usually best early in the game to place your settlements at intersections touching three numbered terrain hexes to increase your chances of resource production.

Example: The black player has placed his settlement in the middle of three numbered hexes so he may harvest from all three hexes. He then placed his road between the 12 and the 8 hex.

Proceeding clockwise, each player places one settlement and one road. After the last player places his first settlement, the last player immediately places his second settlement and the others follow in a counter-clockwise order. In a two player game, after the last player has placed his second settlement, he will immediately place his third settlement. The remaining player then places his third settlement.

Next, each player selects one of his settlements. Each player receives one resource card of the appropriate type for each numbered terrain hex that borders the player s chosen settlement. **NOTE:** Resource cards are held concealed in the player's hand.

Example: The black player has chosen this settlement to receive resources at the beginning of the game. He will receive one grain resource, one lumber resource, and one stone resource.



TURN OVERVIEW

The player who rolled the highest number goes first.

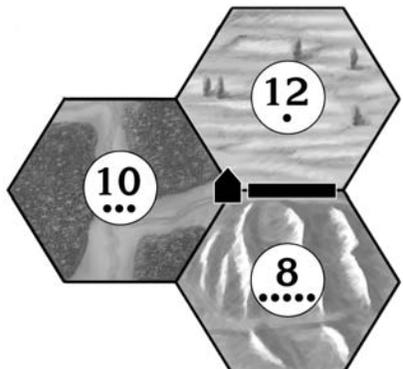
You can do the following during your turn, in the order listed:

- You must roll for resource production.
- You may trade resources with other players.
- You may build roads, settlements, cities, add stones to Jerusalem, and/or purchase development cards.

Additionally, you can play one development card at any time during your turn (even before you roll the dice). When you finish your turn, pass the dice to the player on your left. The order of play proceeds clockwise.

SPECIFIC ACTIONS

1. Resource Production - Each player begins his turn by rolling the dice. The number rolled determines which numbered terrain hexes produce resources. Each of the six productive terrain types produces a different type of resource:



Terrain	Resource
Forest (dark green).....	Lumber
Pasture (light green).....	Wool
Fields (gold).....	Grain
Hills (red).....	Stone
Mountains (gray).....	Ore
Copper (orange).....	Resource of player's choice

Each player who has a settlement bordering a numbered terrain hex marked with the number rolled receives one resource card of the type that hex produces.

Example: If the production roll is a 12 the black player would receive one grain resource card. If the roll is a 10 the player would receive one lumber resource card. If the roll is an 8 the player would receive one stone resource card.

The more often a number is rolled, the more often each associated hex produces resources. Note the dots (pips) beneath the numbers on the markers. The larger the number of pips, the more likely it is that number will be rolled. The 6 and 8 are the most frequently rolled numbers. They each have five dots because there are five ways to roll these numbers on the two dice.

Probability Chart	
2 & 12	3%
3 & 11	6%
4 & 10	8%
5 & 9	11%
6 & 8	14%
7	17%

Each player who has a city bordering the producing hex receives two of the given resource cards. Each player who has more than one settlement and/or city bordering the hex receives one resource card for each of his adjacent settlements, and two resource cards for each of his adjacent cities.

The copper hex is unique in that it allows you to choose which resource card you receive when the copper hex produces. For every settlement bordering the producing copper hex you will receive one resource of your choice. For every city bordering the producing copper hex you will receive two resources of your choice.

Exception: The hex containing the Plague never produces any resources. See "Rolling a 7" under "Special Actions" on page eight.

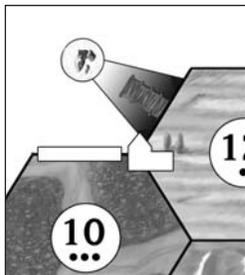
2. Trade

Players may trade resources.

a. Domestic Trade

You can trade resources with the other players. You announce which resources you need and what you are willing to give in return. You are free to accept offers from other players and to make counter proposals.

Important: Only the player whose turn it is can initiate a trade. The other players may not trade among themselves.

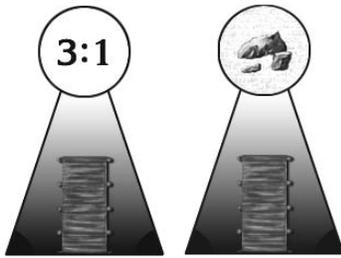


b. Maritime Trade

You can also trade without the participation of the other players. Regardless of the locations of your settlements and cities, you can always make a 4:1 trade by placing four identical resource cards into the resource pile and taking one resource card of your choice.

If you have a settlement or city on a harbor hex, you are said to "have a harbor" and the trade ratio is more favorable. You can make a 3:1 trade if you have a harbor with a 3:1 marking. Place three identical resource cards back into the pile and take any one resource card of your choice. You can make a 2:1 trade if you have a harbor with a resource symbol; however, you can only

trade two resource cards of that specific type for one resource card of your choice.



Example (on page four): The white player has a city built on a stone port and may trade in two stone resources for any resource of his choice.

Example: (Left) This is a 3:1 port. Any player with a settlement on this port may trade in three identical resources for any one resource card of the player's choice. (Right) This is a stone port. Any player with a settlement on this port may trade in two stone resource cards for any one resource card of the player's choice.

Important: Put all the cards you are spending face up in front of you before returning them to the resource pile. This will permit other players to see what you are trading.

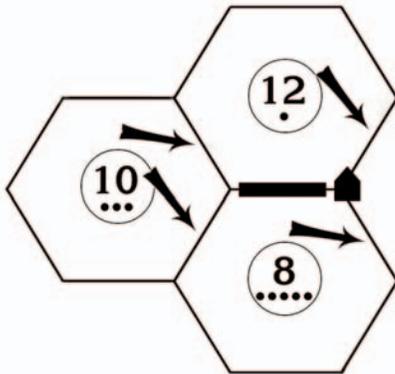
3. BUILDING

The last thing that you can do during a turn is build. Building is the most important (or most common) way to increase your victory points.

You must use specific resource combinations (See a building cost card) in order to build. You return a combination of resource cards to their stacks in exchange for the appropriate roads, settlements, or cities from your stock. You cannot build an item that is out of stock.

a. Road (Requires Stone and Lumber)

Roads form connections (trade routes) between settlements or cities. Roads must follow the lines of the hexes. Only one road can be built on a given path. (A path is the line created by the edges of the hexes.)



A new road must always connect to another road, settlement, or city.

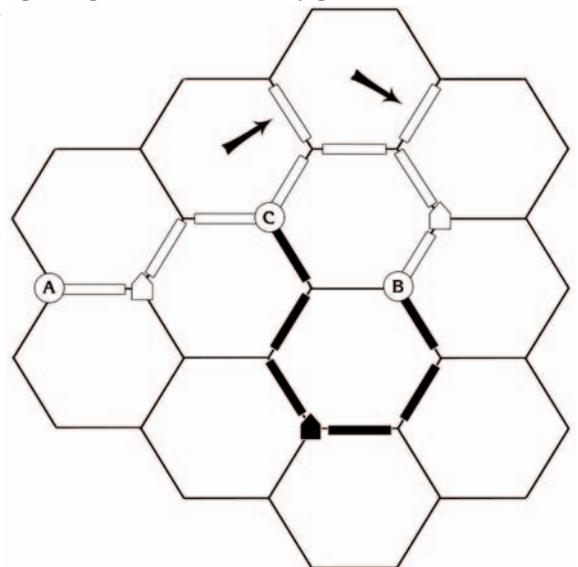
Example: The arrows show where the black player may build new roads. Notice how each arrow is pointing to a path that is directly connected to either the player's road or settlement.

Roads only provide victory points if a player has the "Longest Road" card. The player to build a continuous road of five or more pieces receives the "Longest Road" card, which is worth two victory points. The player moves his victory point marker up two points on the victory point chart. If another player builds an equally long road, the "Longest Road" card returns to the side of the board next to the black Jerusalem stones and the player who had it moves his victory point marker down two points on the victory point chart.

Example: The white player has built a seven-part road between intersections A and B, and gets the "Longest Road" card (the branches, marked with arrows, do not count.)

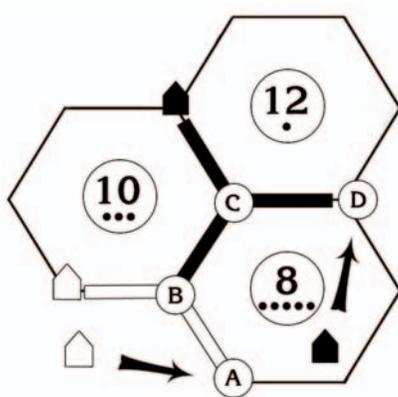
The road can be broken!

Example: If the black player manages to build a settlement at intersection C, then the white player's road is broken, and would only be four road-parts long. Since the black player has a road that is six parts long, his road would be the longest, and he would take the "Longest Road" card.



b. Settlement (Requires Stone, Lumber, Wool, and Grain)

Settlements are placed on intersections where hexes meet. You can NOT build a settlement that is adjacent to another settlement or city. You can only build a settlement on a vacant intersection, and only if it is placed at least two intersections away from any other settlement or city.



A settlement must be connected to at least one of your roads.

Example: The black player may build a settlement at intersection D only. Intersection C is only one intersection away of the black player's settlement and intersection B is only one intersection away of the white player's settlement. The white player may build a settlement at intersection A. He cannot build a settlement at intersection B because it is only one intersection away from his own settlement.

You can collect resources from all of the numbered terrain hexes adjacent to the settlement during future production rolls. When a given numbered terrain hex produces, you get one resource card per settlement bordering that hex.

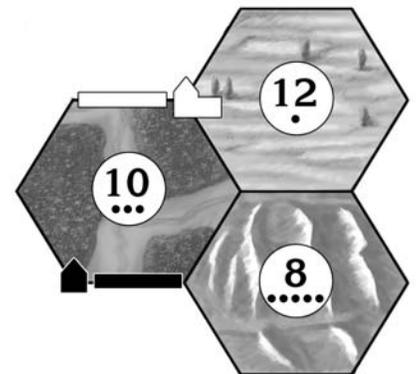
Each settlement is worth one victory point. The player moves his victory point marker up one point on the victory point chart for each settlement built.

c. City (Requires Three Ore and Two Grain)

If you decided to upgrade one of your settlements into a city, you return the settlement piece to your stock and replace it with a city piece. **NOTE:** You must start with a settlement before you upgrade to a city.

Cities double the resource production of adjacent numbered terrain hexes. You get two resource cards per city bordering a given numbered terrain hex.

Example: The white player has a city. If a 12 is rolled he will receive two grain resource cards. If a 10 is rolled, he will receive two lumber resource cards.



Each city is worth two victory points. The player moves his victory point marker up one point on the victory point chart for each settlement upgraded to a city. **NOTE:** The player only moves the marker up one point because the city is replacing a settlement which was already counted as one victory point.

d. Buying Development Cards (Requires Ore, Wool, and Grain)

There are three types of development cards:

- **Priest Cards** - which allow you to cleanse (move) the plague from your land and possibly have the "Most Priests" card which is worth two victory points.
- **Event Cards** - Plentiful Lands, New Trade Route, Caravan, Korah's Rebellion, Improvements, Bountiful Harvest, Gibeonite Trickery, Deborah's Song, Prophet, and Caleb's Blessing allow you to gain resources, build roads, etc.
- **Victory Point Cards** - Ten Commandments, City of Refuge, Divine Guidance, and Ladder to Heaven are worth one victory point each.

NOTE: For more information on how and when to play Development cards, see *Playing Development Cards under Special Actions* on page eight.

If you buy a development card, take the top card from the stack. Conceal all event cards until they are played.

Some development cards are worth one victory point. Most have no inherent victory point value, although they may create a valuable effect.

e. Buying a stone for Jerusalem (Requires Stone and Ore)

The city of Jerusalem is located at the bottom of the board. The city is formed by twenty-eight building blocks. The game is over as soon as the city is completed, or when any player earns **twelve** victory points, whichever comes first.

A player may take part in the building of Jerusalem only if he has a settlement or a city at an intersection adjacent to the city. There are eleven such intersections.



***Example:** The circles indicate the eleven intersections a settlement or city must be built on in order to build a stone on Jerusalem. Remember, settlements must still be built two intersections apart!*



If a player does not have a settlement, he may use another player's settlement. To do so the player must be able to trace a trade route from one of his settlements to a settlement adjacent to the building site. The roads of this trade route may belong to any number of players. However, when a player uses another player's adjacent settlement for adding a stone to Jerusalem, he must pay the player who owns the adjacent settlement one resource card for each stone he builds. The building player chooses the resource that is given. A player that cannot make the payment cannot add a building stone that turn.

***Example:** The white player connects his road to the gray player's trade route. The gray player's trade route is connected to the black player's trade route which includes a settlement on Jerusalem. The white player decides to build a stone and trades in one ore and one stone for a stone for Jerusalem. Because he used the black settlement to build the stone he pays the black player with one resource card of the builder's choice. NOTE: The white player does NOT pay the gray player a resource card because the gray player does not own the settlement on Jerusalem.*

The player who has built the most stones (starting with the first stone) for the city of Jerusalem takes the "King's Blessing" card. This card counts as two victory points. Move the victory point marker up two points on the victory point chart. The player holding the "King's Blessing" card also takes a resource card of his choice from the resource piles and places it behind the open circle on the "King's Blessing" card. The player may now make 2:1 trades of that specific resource by placing two identical resources back into the pile and taking one resource of the player's choice.

If another player ties the player with the most building stones, "King's Blessing" returns to the side of the board next to the black Jerusalem stones and the resource located under it returns to the resource pile. The player may no longer make 2:1 trades and the player must move his victory point marker down two points on the victory point chart. *NOTE: In counting for the most building stones, if any black stones (black crowns) have been added to Jerusalem they are neutral and are not counted. For information on how black stones are added to Jerusalem see Rolling a 7 under Special Actions below.*

Example: The player has obtained the Kings Blessing card and has chosen the grain resource for the 2:1 trade ratio. As long as the player holds this card he may trade in two wheat resource cards for any one resource card.



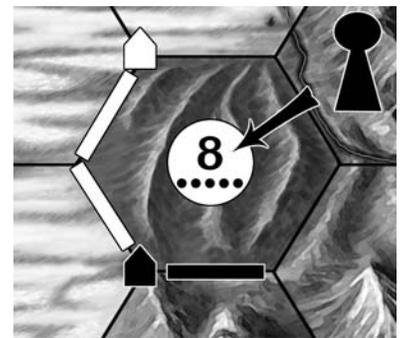
SPECIAL ACTIONS

1. Rolling A "7" (The Plague is Activated)

If you roll a "7", you activate the Plague. The following occurs:

- Add one black building stone (black crown) to Jerusalem.
- No players receive resource production from any hex.
- Each player who holds more than seven resource cards must select half (round down) of his resource cards and discard them.
- You must then move the Plague to any new numbered terrain hex of your choice. **You cannot leave the Plague in its current location.**
- You may take one resource card from any one player who has a settlement or city adjacent to the hex now occupied by the Plague. You choose which player will be effected. The player suffering from the Plague then holds his resource cards face down and you select one at random and add it to your hand.
- A hex containing the Plague produces no resources, even if that hex's number is rolled, until the Plague moves to another hex.

Example: The player moving the Plague to the number 8 resource hex can take a resource from either the white player or the black player. Also, as long as the plague stays on this hex no resources can be produced by it, even if the number 8 is rolled.



2. Playing Development Cards

You may play one (and only one) development card at any time during your turn (even before your production roll). You may not play a development card on the turn you purchase it. Once played, players must follow the directions on the card.



a. Priest Cards

If playing a priest card, immediately do the following:

- You must move the plague to any numbered terrain hex of your choice. **You cannot leave the Plague in its current location.**
- Take one resource card from any player who has a settlement or city adjacent to the hex that now contains the Plague. If two or more players have settlements and/or cities in the adjacent terrain, then you may choose which player must give up a resource. The player suffering from the Plague holds his resource cards face down and you select one at random.

Important: If the numbered hex that contains the Plague is rolled in a subsequent turn, the players with settlements or cities in the adjacent intersections collect no resources. The Plague remains in place.

Priest cards that have been played remain face up in play.

The first player to turn up three priest cards gets the "Most Priests" card, which is worth two victory points. The player moves his victory point marker up two points on the victory point chart. If another player ties the player with the most priests, the "Most Priests" card returns to the side of the board next to the black Jerusalem stones and the player who held it moves his victory point marker down two points on the victory point chart. Only one player at a time can possess the "Most Priests" card.

b. Event Cards

If playing an event card, immediately place the card in play and read its special action. The action takes place immediately and then the card is discarded.

Example: Deborah's Song is an example of an event card. When played, every player in the game is allowed to select one resource of their choice from the bank.



c. Victory Point Cards

If playing a victory point card, immediately place it face up in play and move your victory point marker up one point on the victory point chart.



Rule Exceptions: There are two rule exceptions for victory point cards:

- Victory point cards, unlike all other development cards, can be played the same turn they are purchased.
- There is no limit to how many victory point cards may be played in one turn.

WINNING THE GAME (END OF GAME)

There are two ways to win the game:

- 1.) The first player to accumulate twelve or more victory points during his turn immediately wins the game.
- 2.) If the city of Jerusalem is completely built the player with the most victory points at that time wins the game. If there are two or more players who have the same number of victory points after Jerusalem is completed, these players count the number of stones each added to Jerusalem. The player with the most stones wins the tiebreaker. If the players are still tied, the game continues until there is a decisive winner.

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