

# THE SETTLERS

## Nuclear Settlers of Catan Variant

### **Winning Conditions:**

To be the first player to reach ten points or the only player left in the game.

### **Rules:**

1. Nuclear Settlers of Catan is played just like normal Settlers of Catan with the following rules in addition:
2. A player becomes a nuclear power when he builds his first nuke which he immediately tests in the desert. This does not affect any other players, but will serve to scare them.
3. A nuclear missile costs one of each type of resource card: clay, grain, sheep, wood, and a rock. Remember, the first missile bought must be tested in the desert and cannot be used against another player.
4. After a player becomes a nuclear power (see 2), any nuke he builds may be used immediately or stockpiled. A stockpiled nuke is represented by taking a road and standing it on end in front of you in plain view.
5. A nuclear attack can only be initiated on your turn. However, you may launch any number of nukes including those you just built.
6. Any player who was attacked by a nuke may react immediately against the aggressor player if he has at least one nuke stockpiled. He may launch in retaliation any number of nukes that he has stockpiled. If other players are hit in the process of retaliating against the aggressor player, this is not a problem. However, they in turn may retaliate. This can get messy!

### **The effects of launching a nuclear missile against your opponent/s are:**

1. A nuclear missile is launched against a hex on the board.
2. The hex hit becomes a desert. Flip over the hex. No more resources can be collected from this hex.
3. Any structures built on the edge of the hex are destroyed. This includes roads, settlements, and cities. They can be rebuilt, however.
4. Make a whistling noise as you launch the nuke and an exploding noise as it hits. Use one of your roads to represent the nuke flying through the air. When you are done, leave your road standing up in the middle of the hex that has now been turned into desert to remind everyone of your transgression. You may not use this road as a road in the game any longer. It is now a monument representing your attack. He he.
5. Any player who no longer has any settlements or cities on the board is out of the game. Sit back and watch the other players blow each other up!

### **Some hints for fun play:**

1. Don't play with more players on a board than is recommended for that board. It can get crowded in a hurry.
2. Everyone pretend to be a real world country. Make threats, impose sanctions, and generally role-play the part. It's fun!
3. Don't put all your eggs into one basket. You'll become a prime target for aggression.
4. Don't sweat it. This is NOT a serious game.
5. Feel free to tweak the rules to your liking.

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