Scenarios: Cupid in Catan

Dear Players,

The Catanians have survived a cold winter. As the snow begins to thaw and spring emerges, a sense of joy and love fills their hearts. They have discovered that where once there was a desert, a mysterious vortex has appeared. While investigating this phenomena, a curious creature named Cupid emerges. This mischievous little devil is running around from settlement to settlement firing magical arrows into the hearts of the Catanian people. Some Catanian citizens have begun laying cushioned love paths throughout the land. Others have begun raising cities around the vortex itself. Some have even attempted to access its power by building soft wool lined portal booths channeling the connection to the vortex in their own cities. Cupids arrows are causing the Catanians to be distracted from their production output and overly generous with their resources. Join them in their new quest to spread love throughout the land.

— Robert A. Stone III, February 2025

Game Rules

Game Components



- 1 Cupid
- 1 love hex (tile)
- 1 heart token
- 1 Greatest Love card
- 60 wooden love paths
- 12 wooden love booths
- 1 Game Rules pamphlet

Scenario Rules

Except where noted, *Scenarios: Cupid in Catan* uses the same rules as *Catan*. The additional rules include:

- Rules for placing and moving Cupid.
- Rules for acquisition of special victory point love tokens.
- Rules for placing love booths.
- Rules for placing love paths.
- Cupid, the thief of love!

Preparation

Set aside the desert hex, and replace it with the love vortex hex. Place the heart token on the love hex. Set aside the robber and replace it with Cupid. Assemble the Catan board as you normally would.

Set-Up

Set up as outlined in the *Catan* base game, except that your second settlement is replaced by a city. You still only receive 1 resource for each terrain hex adjacent to your city after initial placement. If your second placement is adjacent to the love hex, you receive one resource of your choice from the bank.

The Game

The normal rules for Catan apply. The changes are described below.

Additional Rules

Cupid Encounter

Rolling for production remains the same with the exception of when you roll a "7", which initiates a Cupid encounter. Cupid, unlike the Robber, is less interested in blocking your resources as he is in stealing your heart. When rolling a "7" the following changes apply in the following order.



1. Any player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.
2. Everyone is love-struck and they become overly generous: give 1 resource of your choice

to the player to your left (if they have one).

3. Any player with a city adjacent to the Love Hex receives 1 resource from production (see *Cupids Love Spell* for production output).
4. The player who rolled the "7" must move Cupid immediately to the number token of any other terrain hex.
   a. When you place Cupid on a terrain hex, receive 1 resource card from one of the players who has a settlement or city adjacent to that hex, the giving player decides which resource is given.
   b. If you place Cupid on the love hex and no city or settlement is adjacent to that hex, use the red die number from the resource production roll and receive 1 resource indicated by the same die number on the love hex from the bank. If a "6" was rolled you receive 1 resource of your choice.

Cupid's Love Vortex

If the production number for the hex occupied by Cupid is rolled, the owners of adjacent settlements and cities are so distracted by their love-struck hearts that they begin acting strange and the following changes occur.



- Catanians in a settlement are so busy with their love-struck ways that they forget to produce resources. No resource production occurs.
- City life, and the hustle and bustle only distract some of the Catanians, but not all, and production still occurs. Cities produce only 1 random resource: use the red die number from the resource production roll and receive 1 resource indicated by the same die number on the love hex from the bank. If a "6" is rolled you receive 1 resource of your choice from the bank.

Breaking Cupid's Love Spell

If you play a knight card, you must immediately move Cupid. See *Cupid Encounter* and *Cupid's Love Spell*. All other knight card rules apply as normal.

Love Booth

To build a love booth, you must pay one sheep, one ore, and two brick resources to the bank. Place a love booth (the hex-shaped wooden pillar) adjacent to a city you own on the board. There are three restrictions on the placement of a love booth:

a. You may only build love booths adjacent to cities—never adjacent to settlements.
b. You may only build one love booth adjacent to each city.
c. You may never have more than 2 love booths at one time.

Each love booth you control increases the maximum number of cards you can safely hold in your hand when a "7" is rolled on the production dice. Each love booth adds 2 cards to this limit. Love Booths are worth 1 Victory Point.

However, by placing a love booth on your city, you have created a connection between your city occupants and Cupid's love vortex. Your city now follows *Cupid's Love Vortex* rules for production.



Love Paths

Any player with a love booth may purchase a love path for the same cost as a road (route). Love paths have the same features as routes, with the following differences:

- Love paths must begin at a city with a love booth.
- Any route that runs parallel to a love path counts double (important for determining the Longest Road/Route).
- Love paths may parallel other players' routes, and may cross over other players' routes without terminating them. However, love paths that parallel another player's route counts as double for the player the route is paralleling.
- Love paths may not parallel other love paths, but may cross over other love paths.
- The first player to build a continuous love path (not counting forks) of at least 5 path segments receives the special card "Greatest Love". If another player succeeds in building a longer path than the one created by the current owner of the "Greatest Love" card, they immediately take the special card (and its 2 victory points).
- Unlike roads, settlements built by another player on a love path do not break the path.
- Just as love paths can cross over routes, routes can cross love paths and continue, this includes continuing after a settlement that is placed on a route.
- Players may build settlements along a love path that originates from a love booth attached to their own city. However, once a settlement is placed, the love path terminates. The love path may continue only after the settlement is upgraded to a city and a new love booth is built at that city.

Love Vortex Terrain Hex

Similar to when Cupid visits a terrain hex, players who own a settlement on an intersection adjacent to the love vortex terrain hex receive no resource production.

Cities built adjacent to the love vortex terrain hex produce only 1 resource: use the red die number from the resource production roll and receive 1 resource indicated by the same die number on the love hex from the bank. If a "6" is rolled you receive 1 resource of your choice from the bank.

Because of this, moving Cupid to the love vortex terrain hex has no effect other than the gifting of a resource from one player. (fix)

Ending The Game

If you have **14 or more** victory points (VP) **during your turn** the game ends and you are the winner! If you reach 14 points when it is not your turn, the game continues until any player (including you) has 14 points on their turn. If it is February 14th (Valentine's Day) the winner must proclaim their love for Catan (and their significant other(s), if they have any) in order to win.

Combination With Variants

This scenario can be combined with any of the expansion variants. This scenario requires 14 VP to win, each additional variant / expansion added to this scenario requires an additional 1 VP above 14 to win.

For combination with "Seafarers"

- Love paths may parallel shipping lane routes along the coast as if they were roads.

For combination with "Cities & Knights"

- You may never have more than 4 of any combination of love booths and city walls at one time.

Example: *if you own two love booths you may not own more than two city walls.*

- Love booths are destroyed in the same way as city walls if the barbarians attack.
- Knights may be placed on love paths and may travel along love paths as if they were routes.
- Active knights placed on love paths must defend against the barbarians even if playing

the "nasty variant" as they are love-struck and care too much to refuse to help.
- Knights may chase away cupid in the same manner as they chase away the robber.
- Resource hexes occupied by Cupid and/or love booths:
  a. Cities produce 1 resource as-normal, and 1 random commodity: use the red die number from the resource production roll and receive 1 commodity that matches the production resource type *i.e. wood produces paper* indicated by the die number on the love hex from the bank. If the outcome is not wood, ore, or wool, chose the commodity that is directly opposite the rolled number on the love hex "wheel" *i.e. if the outcome indicates brick, you receive paper, (the wood outcome).*
  b. Cities with a metropolis are so bustling and the people so busy that they are no longer susceptible to the effects of Cupid's Love Spell and receive normal commodity production. If the metropolis is removed, they are once again affected by Cupid's Love Spell.

For combination with "Traders & Barbarians"

- Even though the love hex produces resources, the barbarians still emerge as if there is a mysterious vortex within their keep that they emerge through. If the love hex is captured by the barbarians, flip the "7"/heart token and it no longer produces resources.
- The love path may cross over rivers as if it were a bridge.

For combination with "Explorers and Pirates"

- Harbors count as cities.
- Love booths on Harbors can be transshipped by ships to other Harbors.
- Love paths that were once connected to love booths that have been transshipped away are prevented from extending unless the love booth is returned or replaced with another love booth.

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