

CAVM 5.5

An RDA Companion

A 2012 OLAC Research Grant

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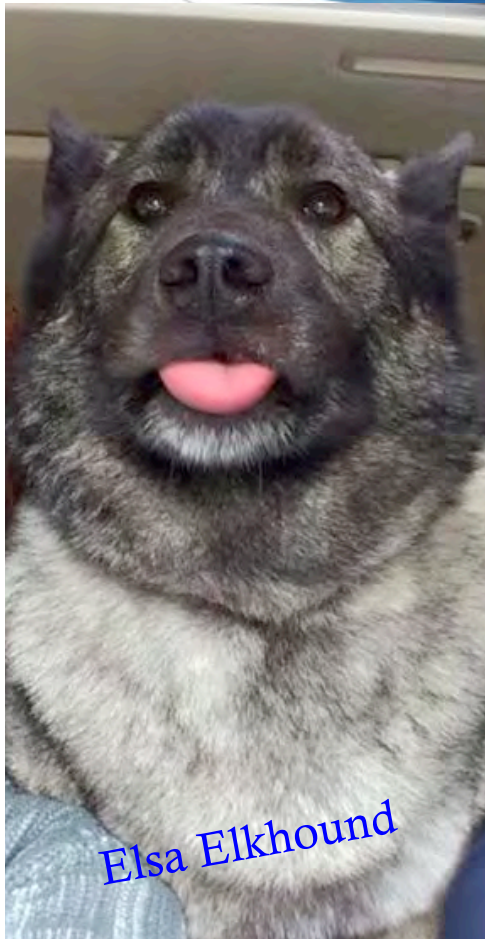
Presented at the 2014 OLAC Conference

26 October 2014

Kansas City, Missouri



Gratuitous Dog Photos



Elsa Elkhound



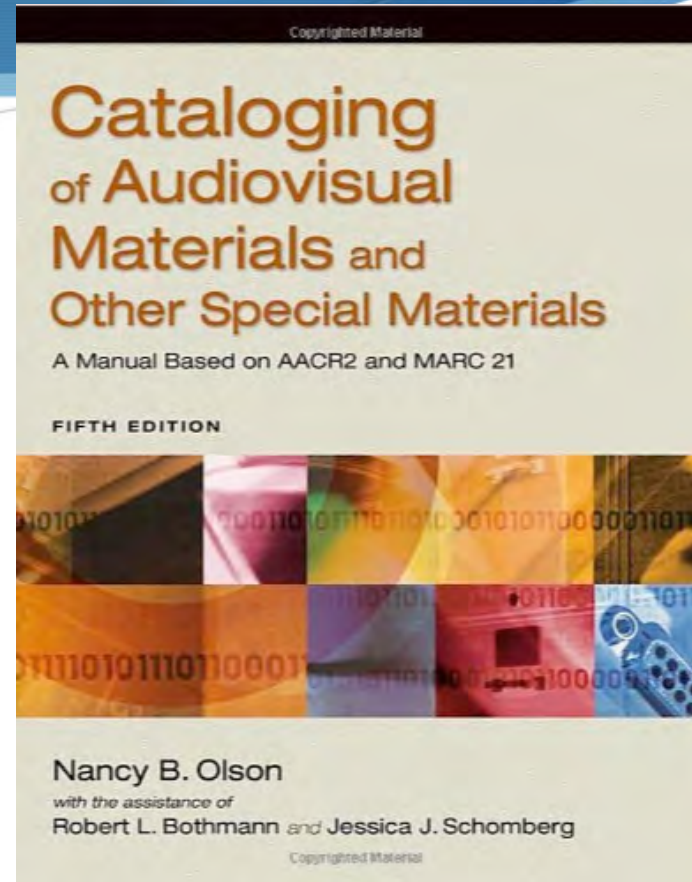
Pavo
Happy 17th Birthday!



Bandit

Purpose

- ◆ Create a body of cataloged examples in MARC 21 and MARC XML that demonstrate relationships between bibliographic Group 1 entities
- ◆ Document similarities and changes between AACR2 and RDA cataloging

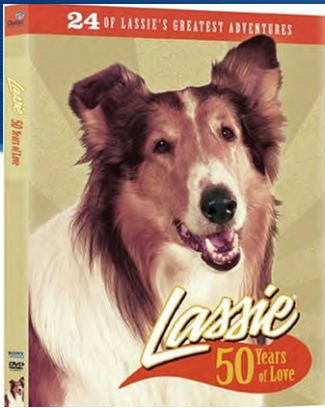


Stuff

- ◆ DVDs
- ◆ Models
- ◆ Puppets
- ◆ Maps
- ◆ Audio recordings



Fictitious Characters



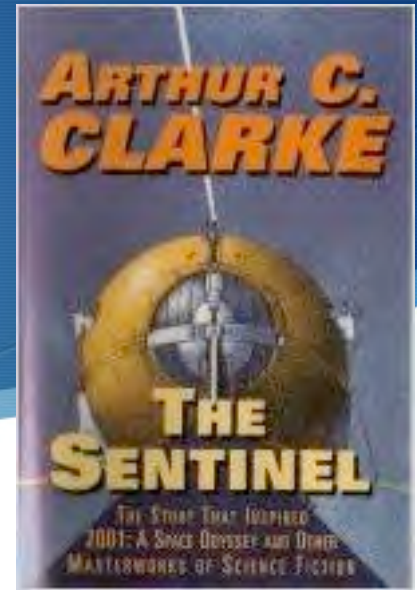
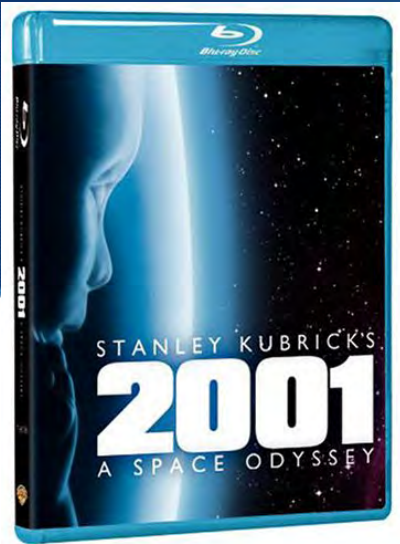
- ◆ 130 0# \$a Lassie (Television program)
- ◆ 700 0# \$a Lassie (Fictitious character), \$a actor.

- ◆ 130 0# \$a Muppets (Motion picture)
- ◆ 700 0# \$a Kermit, the Frog, \$e actor.
- ◆ 700 0# \$a Miss Piggy, \$e actor.



Authority Record still
needed for Lassie

The Sentinel



- ◆ 130 0# \$a 2001, a space odyssey (Motion picture)
- ◆ 700 1# \$i Motion picture adaptation of (work): \$a Clarke, Arthur C. \$q (Arthur Charles), \$d 1917-2008. \$t Sentinel.
- ◆ 700 1# \$i Adapted as novel (work): \$a Clarke, Arthur C. \$q (Arthur Charles), \$d 1917-2008. \$t 2001.
- ◆ 730 0# \$a Sequel: \$a 2010 (Motion picture)





- ◆ Star wars, episode I, the phantom menace (Motion picture)
- ◆ Prequel to: Star wars (Motion picture)
- ◆ Prequel to: Empire strikes back (Motion picture)
- ◆ Prequel to: Return of the Jedi (Motion picture)

Question: Are all three works needed to define the "Prequel to:" aspect?



- ◆ Sequel: Star wars, episode II, attack of the clones (Motion picture)





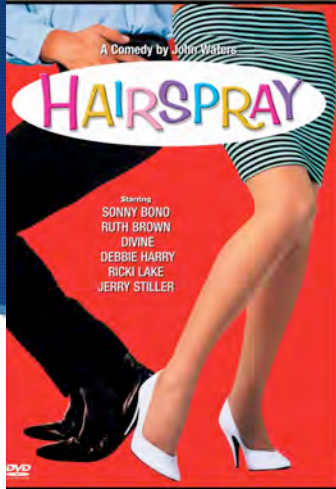
- ◆ Star wars, episode II, attack of the clones (Motion picture)
- ◆ Sequel to: Star wars, episode I, the phantom menace (Motion picture)
Sequel: Star Wars, episode III, revenge of the Sith (Motion picture)
- ◆ Prequel to: Star wars (Motion picture)
Prequel to: Empire strikes back (Motion picture)
Prequel to: Return of the Jedi (Motion picture)





- ◆ Star wars (Motion picture)
- ◆ Sequel: Empire strikes back (Motion picture)
- ◆ Prequel: Star wars, episode I, the phantom menace (Motion picture)
- ◆ Prequel: Star wars, episode II, attack of the clones (Motion picture)
- ◆ Prequel: Star Wars, episode III, revenge of the Sith (Motion picture)





Hairspray



- ◆ 130 0# \$a Hairspray (Motion picture : 2007)
- ◆ 730 0# \$i Motion picture adaptation of (work): \$a Hairspray (Motion picture : 1988)
- ◆ 700 1# \$i Motion picture adaptation of (work): \$a Shaiman, Marc. \$t Hairspray.



Hairspray

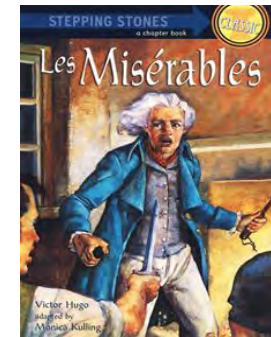


- 775 08 \$i Also issued as: \$a Hairspray (Motion picture : 2007) \$t Hairspray. \$b Shake & shimmy ed. \$c **(Blu-ray)** \$n **Region B** \$d [Los Angeles] : New Line Productions : Distributed by New Line Home Entertainment, ©2008.
- 776 08 \$i Also issued as: \$a Hairspray (Motion picture : 2007) \$t Hairspray. \$b Shake & shimmy ed. \$c **(DVD)** \$d [Los Angeles] : New Line Productions : Distributed by New Line Home Entertainment, ©2007 \$z 0780658361
- 776 08 \$i Also issued as: \$a Hairspray (Motion picture : 2007) \$t Hairspray. \$b **Deluxe Edition** \$c **(DVD)** \$d [Los Angeles] : New Line Productions : Distributed by New Line Home Entertainment, ©2007 \$z 0780658361

Les Misérables

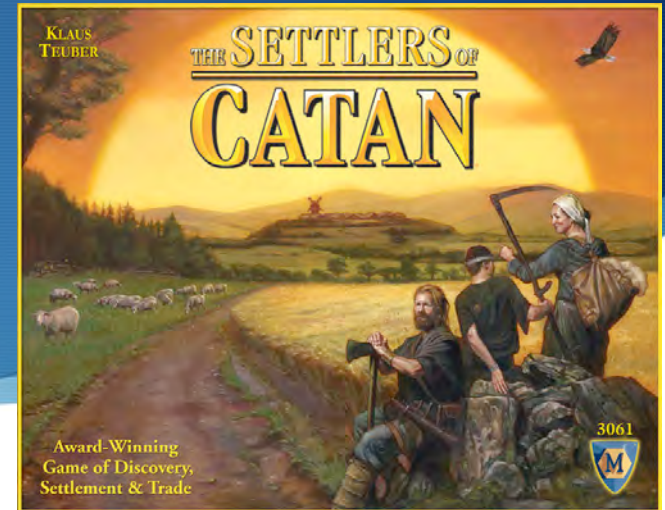


- 100 1# \$a Hugo, Victor, \$d 1802-1885, \$e author.
245 14 \$a Les Misérables / \$c Victor Hugo.
- Adapted as graphic novel (work):
- Adapted as libretto (work):
- Adapted as musical theatre (work):
- Adapted as motion picture (work) :
- Adapted as motion picture screenplay (work):
- Dramatized as (work):





Catan



- ◆ 100 1# \$a Teuber, Klaus, \$e creator.
- ◆ 240 10 \$a Siedler von Catan. \$1 English
- ◆ 245 14 \$a The Settlers of Catan / Klaus Teuber.



Catan

- 100 1# \$a Teuber, Benjamin, \$e creator.
- 245 10 \$a Catan Scenarios. \$p Frenemies / \$c a scenario by Benjamin Teuber.
- 700 10 \$a Augmentation of (work): \$a Teuber, Klaus. \$t Siedler von Catan. \$l English

CATAN
SCENARIOS
FRENEMIES
A Scenario by Benjamin Teuber

THE STORY
Hark, friend! Let us... help... each other. We live in a time of adversity on Catan. We give away resources to help lagging players. We raise the robber to isolated locations to ensure the safety of our kilns. We even go out of our way to connect our roads with our neighbors' networks. How everyone goes nuts!
Ah! Thanks to their beneficence, Catan's guilds reward such noble-minded behavior by handing out "Favor Tokens" (FTs). Each guild helps us in different ways: granting us roads, development cards, random resources, professional traders, or even Victory Points.
Empire is just in it for themselves. There is an alternate motive for everything. In fact, sometimes you can "help a friend" while making things far worse for them.
Sigh... If goodness really exists... it's not part of this scenario.

SCENARIO RULES
Except where noted here, use *The Settlers of Catan* rules.

NEW COMPONENTS
You will need all the components included in *The Settlers of Catan* (SFC) game. *Catan Frenemies* contains the following components:

- 1 Guild Hall Board (with 5 Guild Halls)
- 8 Victory Point (VP) Markers
- 8 Favor Tokens (FT) (replace the dotted FTs w/ 5 players)
- 8 Trader Guild FTs (Vagons)
- 8 Merchant Guild FTs (Ships)
- 8 Road Builder Guild FTs (Chevrons)
- 17 Scholar Guild FTs (Books)
- 17 Master Builder Guild FTs (Compasses)

You do not use all of the FTs in a 3-player game. Remove those marked with dots. (Use FTs with dots only in a 4-player game.)

SET-UP
Set up *The Settlers of Catan* as normal.
Place the Guild Hall board next to the island.

In a 3-player game, remove all FTs with a dot on their face from the game. In a 4-player game, use all of the FTs.
Create an "supply" of FTs. Place all FTs face down and mix them thoroughly. Alternately, place them in an opaque bag or cup.

FAVOR TOKENS (by Guild)

Trader	Merchant	Road Builder	Scholar	Master Builder
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EARNING FAVOR TOKENS
Catan's noble guilds grant you valuable Favor Tokens (FTs) as acknowledgment of your hard and generous work.
You earn FTs in one of 5 ways:

- Move the robber (harmlessly).
- Give away a resource card (to another player).
- Connect road networks (even to another player's).

If you earn the right to take an FT, draw it randomly from the face-down list below to supply.

NOTE: You may not give away FTs. And you may not trade FTs with other players.

1. Move the Robber Harmlessly
You earn 1 FT if, after rolling a "7" or playing a Knight card, you move the robber in one of the following ways:

- you move the robber to any hex (possibly the desert) with no surrounding settlements or cities; or
- you move the robber to the desert, but decide not to steal a resource from a player who owns a settlement or city adjacent to the desert.

2. Give Away a Resource Card
On your turn you may offer a resource card to an opponent. This opponent must have equal or fewer FTs (following on the board) than you. The opponent may accept or reject your offer, or even ask for a different resource. If rejected, you may offer a card to another player (with the same VP restriction). If your offer is accepted, you earn 1 FT.

NOTE: You may only give away 1 resource card during your turn. This rule does not restrict any other rules that concern giving away resource cards.

3. Connect Networks
A network is all of the roads, cities, and settlements of one color that are connected to each other. If you build a road that connects one of your networks with an opponent's network for

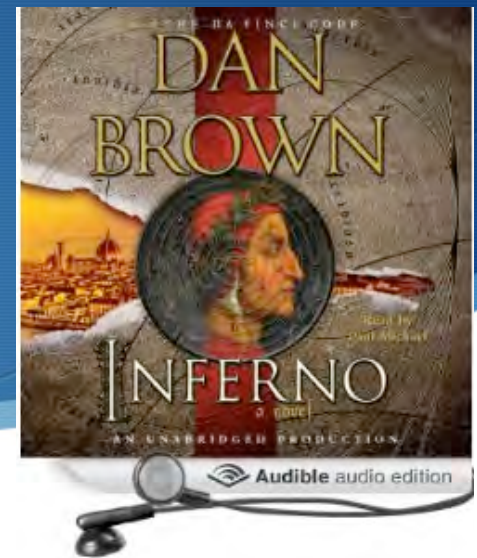
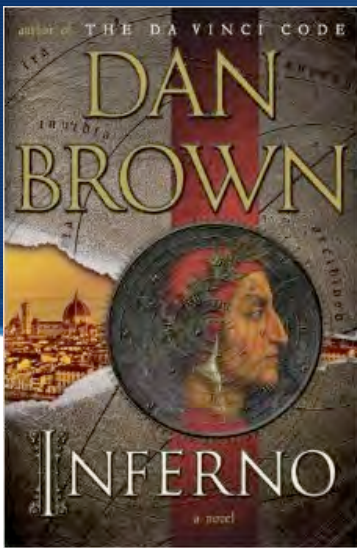


Catan



- ◆ 100 1# \$a Teuber, Klaus, \$e creator.
- ◆ 245 10 \$a Star Trek Catan / \$c Klaus Teuber.
- ◆ 700 1# \$i Adaptation of (work): \$a Teuber, Klaus. \$t Siedler von Catan. \$l English.
- ◆ 730 0# \$a Based on (work): \$a Star Trek.
- ◆ 100 1# \$a Teuber, Klaus, \$e creator.
- ◆ 245 10 \$a Star Trek Federation Space / \$c Klaus Teuber.
- ◆ 700 10 \$a Augmentation of (work): \$a Teuber, Klaus. \$t Star Trek Catan.
- ◆ 700 1# \$i Adaptation of (work): \$a Teuber, Klaus. \$t Siedler von Catan. \$l English.
- ◆ 730 0# \$a Based on (work): \$a Star Trek.

Audio



100 1# \$a Brown, Dan, \$d 1964- \$e author.

245 10 \$a Inferno / \$c Dan Brown.

776 08 \$i Audio version:

PCC

100 1# \$a Brown, Dan, \$d 1964- \$e author.

245 10 \$a Inferno / \$c Dan Brown.

776 08 \$i Print version:

700 1# \$i Complemented by (expression)

Appendix J

Relationship terms for Audio
are lacking in RDA



There Was An Old Lady Who Swallowed A Fly



Complemented by (work):



The Adventure Continues!

