

KLAUS TEUBER

CATAN[®]

CITIES & KNIGHTS

5-6 PLAYER EXPANSION



INTRODUCTION

CATAN® – *Cities & Knights 5–6 Player Expansion*™ (aka *Cities & Knights 5–6*) allows you to add one or two players to your *CATAN – Cities & Knights Expansion*™ (aka *Cities & Knights*) game. *Cities & Knights 5–6* uses the same rules as *Cities & Knights* with a few additions, including updates for:

1. Board assembly
2. The paired players turn

Cities & Knight 5–6 follows the new paired player rules found in *CATAN – 5–6 Player Expansion*™ (aka *CATAN 5–6*).

COMPONENTS

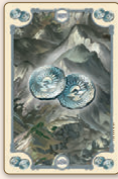
18 commodity cards



6x paper



6x cloth



6x coin

2 player aids

(1x per player)



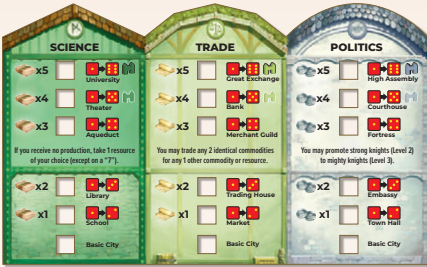
front



back

2 city improvement boards

(1x per player)



2 paired player markers



with plastic bases

6 city improvement cubes

(3x per player)



2 VP tokens



6 city walls

(3x each color)



12 knights

4 basic knights
(2x each color)



4 strong knights
(2x each color)



4 mighty knights
(2x each color)



To play *Cities & Knights 5–6*, you will need most of the components from *CATAN – The Game*™ (aka *CATAN*), *CATAN 5–6*, and *Cities & Knights*. Return the number discs from *CATAN* to the box. You will use the ones from *CATAN – 5–6*. Also return sea frame 1-6, the development cards, and the Largest Army tile from *CATAN* to the box.



CHANGES TO SETUP

Complete the setup as described in the *Cities & Knights* rulebook with the following changes:

- Create the board as described in *CATAN* 5–6, being sure to use the sea frame from *Cities & Knights* that shows the barbarian track.



- Add the 18 commodity cards to the cards from *Cities & Knights*.
- The first player receives the player 1 marker. The third person to the left of the first player receives the player 2 marker.

RULES

NOTE: This edition has **new paired player rules** that replace the special building phase found in previous 5–6 player expansions.

TURN OVERVIEW

Cities & Knights 5–6 is played over a series of turns, starting with the first player, and moving clockwise around the table. A turn consists of four phases, which occur in this order:

PLAYER 1

1. Roll Dice Phase
2. Production Phase
3. Action Phase

PLAYER 2

4. Action Phase

Once player 2 has finished their Action phase, if the game has not ended yet, pass the dice and the player markers to the left. The new player 1 begins their turn with the Roll Dice phase.

RULES CHANGE FOR PAIRED PLAYERS

Player 1 takes their turn exactly as they would in a game of *Cities & Knights*, including winning the game by reaching 13 VPs. In this case, the game ends immediately—even before player 2 takes their Action phase.

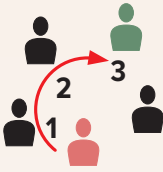
If player 1 does not win on their turn, then player 2 takes an Action phase with one restriction: Player 2 may not trade with other players.

If player 2 reaches 13 VPs during their part of the paired player turn, they win and the game ends immediately.

PAIRED PLAYERS

5 players

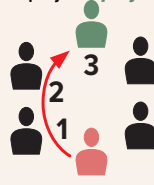
The third player to the left of the first player is *player 2*.



The first player is *player 1*.



6 players

The third player to the left of the first player is *player 2*.



The first player is *player 1*.

TURN SUMMARY CHART

 PLAYER 1	 PLAYER 2
♦ Roll Dice Phase	
♦ Production Phase	
♦ Action Phase <ul style="list-style-type: none"> ▶ Trade (with players or supply) ▶ Build ▶ Take knight actions ▶ Play progress cards (optional) 	◆ Action Phase <ul style="list-style-type: none"> ▶ Trade (with supply) ▶ Build ▶ Take knight actions ▶ Play progress cards (optional)

CREDITS

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