

CATAN

3D COLLECTOR'S EDITION



THE SETTLERS OF

CATAN

&

CATAN

CITIES & KNIGHTS

Read this short introduction to get an overview of the game. Then read through the rules (pages 3-4). You do not have to read the Almanac (starting on page 13) now. You can refer to it if a question about the rules comes up during play. In the Almanac you can also find examples and illustrations.

1 Before you lies the island of Catan. It is made up of 19 land regions, surrounded by the sea. Your task is to settle this island.

2 There are five productive types of land in Catan, and one desert. Each type of land produces a different kind of resource (raw material):

Forest	= Lumber (Wood)
Pasture	= Wool (Sheep)
Fields	= Grain (Wheat)
Hills	= Brick (Clay)
Mountains	= Ore (Rock)
Desert	= Nothing (Nadda)

3 You begin the game with 2 settlements and 2 roads. These 2 settlements are each worth 1 victory point, so each player starts with 2 victory points. The first player to reach 10 victory points wins the game.

4 To gain victory points, you must build new roads and settlements or upgrade settlements to cities. Each city is worth 2 victory points. But to build, you need resources.

5 How do you acquire resources? Very simply: Each turn a player determines which terrain hexes produce resources. This is done by rolling 2 dice—which will match some of the numbers (2 to 12) on the terrain hexes. For example, if a "3" is rolled, then all hexes with "3" produce resources. In this illustration, it would be a forest (lumber) and fields (grain).

6 You can only collect resources if you own a settlement or city that borders a terrain hex producing resources. In the illustration, the red settlement (A) borders on fields and the orange settlement (B) borders a forest. If a "3" is rolled, the red player receives 1 grain card, and the orange player takes 1 lumber card.

7 Since settlements (and cities) lie on intersections and usually border on several terrain hexes (up to 3), they can "harvest" different resources depending on the die roll. In the illustration settlement C borders on 3 terrain hexes: Forest, Mountains, and Hills, while settlement D (on the coast) receives resources from only 2 hexes (forest and fields).

8 Now you are an industrious settler and build up your resources. But since you do not have settlements everywhere at the beginning of the game, you must do without one kind of resource or another. That would be bad in the long term, because to build new settlements and cities you need specific resource combinations.

9 For this reason you may trade with the other players. Make them an offer, or let them make you an offer. If you come to an agreement, then you might get the Resource card you're missing to build a new settlement.

10 You can build a new settlement on an unoccupied intersection only if one of your own roads leads there and the nearest settlement is at least two intersections away.

11 Consider carefully where you build your settlements. The numbers on the circles are printed in various sizes. The larger sizes indicate numbers that will probably be rolled more often. The (red) numbers 6 and 8 are the largest and probably will be rolled most frequently. This is important because the more frequently a number is rolled, the more frequently you collect its resources.



Fields
(Grain)



Hills
(Brick)



Mountains
(Ore)





**Forest
(Lumber)**

3

THE TURN IN DETAIL

1. RESOURCE PRODUCTION

- You begin your turn by rolling both dice: The sum of the dice determines which terrain hexes produce resources.
- Each player who has a settlement on an intersection ♦ bordering a terrain hex marked with the number rolled receives 1 resource card of the hex's type. Each player who owns a city on one of these intersections receives 2 resource cards of the hex's type. For an example see "Resource Production" in the almanac ♦.

If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement.

2. TRADE ♦

Afterwards you may trade freely (using either or both types of trades below) to gain the resource cards you need:

a) Domestic Trade ♦

On your turn, you can trade resource cards with the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counter offers.

Important: *Players may only trade with the player whose turn it is. The other players may **not** trade among themselves.*

b) Maritime Trade ♦

You can also trade without the other players!

- You can always trade at 4:1 by putting 4 **identical** resource cards back in their stack and taking **any 1 resource card of your choice** for it.
- If you have a settlement or city on a **harbor ♦**, you can trade **more favorably**: at either a 3:1 ratio or in special harbors (with a resource symbol) at 2:1. If you are trading at a special harbor, the 2 resources you trade to the supply must be the same as the resource pictured on that harbor.

Important: *The 4:1 trade is always possible, even if you do not have a settlement on a harbor.*

3. BUILD ♦

Finally you can build, in order to increase your victory points ♦.

- To build, you must pay specific combinations of resource cards (see the building costs card) and take the appropriate number of roads, settlements and cities from your supply and place them on the game board.
- You cannot build more items than you have—a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road ♦ requires: Bricks & Lumber

- A new road must always connect to one of your existing roads, settlements, or cities.
- Only one road can be built on each path ♦.

The first player to build a continuous road (not counting forks) of at least five road pieces, receives the special "Longest Road" card ♦. If another player builds a road that is longer, then he takes the special card (and the two victory points).

b) Settlement ♦ requires: Bricks, Lumber, Wool & Grain

- Take special note of the "Distance Rule" ♦: a settlement may be built on an intersection only if the **three adjacent intersections** are **NOT** occupied by any player's settlement or city.
- The settlement **must** connect to at least one of your own roads.
- You receive **1 resource card** from the adjacent terrain hexes when one of them produces resources.
- Each settlement is worth **one victory point**.

c) City ♦ requires: 3 Ore & 2 Grain

A city can be established only by upgrading a settlement.

- When you upgrade a settlement to a city, place the settlement piece back in your supply and replace it with a city piece.
- You receive twice as many resources for adjacent terrain hexes: **2 resource cards** each time one of them produces resources.
- Each city is worth **2 victory points**.

d) Development Card ♦ requires: Ore, Wool & Grain

- When you buy a development card, draw the top card from the deck.
- There are three different kinds of development cards, each with different effects: Knight ♦, Progress ♦, and Victory Point ♦.
- Keep your development cards hidden (in your hand) until you use them, so that your opponents cannot anticipate your play.

4. SPECIAL CASES

a) Rolling a "7" ♦ and Activating the Robber

- If you roll a "7" no one receives any resources.
- Each player** who has more than 7 resource cards must select **half** (rounded down) of his resource cards and discard them.
- Then you must move the robber ♦. Proceed as described below:
 - You **must** move the robber ♦ to the number token of any other terrain hex.
 - Then you may steal **1 resource card** (at random) from an opponent who has a settlement or city adjacent to **this** terrain hex. The player who is robbed holds his resource cards face down in his hand. If there are several players' settlements or cities on the hex, then you choose which one you will rob.

Important: *If the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.*

b) Playing Development Cards ♦

At any time during your turn, you may play 1 development card. That card, however, may not be a card you bought earlier the same turn!

Knight Cards ♦

- If you play a knight card, you must immediately move the robber. See "Rolling a '7' and Activating the Robber" above, and follow steps 1 and 2.
- Once played, knight cards remain face-up in front of you.
- The first player to have 3 knight cards in front of him receives the special "Largest Army" card, which is worth two victory points.
- If another player has more knight cards in front of him than the current holder of the "Largest Army" card, then he immediately takes the special card and the 2 victory points.

PROGRESS CARDS ♦

If you play a progress card, follow its instructions; then remove the card from the game (return it to the box).

VICTORY POINT CARDS ♦

Victory point cards are normally kept hidden. They may be revealed to win the game when you are sure that you have 10 victory points. You may play any number of victory point cards at the end of the game.

ENDING THE GAME

The game ends when a player earns a total of **10 victory points** on his turn. The player who earned 10 points is the winner.

CATAN

CITIES & KNIGHTS

EXPANSION RULES

EXPANSION COMPONENTS

- 4 City Improvement Flipcharts
- 3 Metropolis Tokens
- 1 Movement Track for the Barbarian Fleet
- 96 Cards:
 - 12 each of 3 different Commodities
 - 6 Defender of Catan Cards
 - 18 each of 3 types of Progress Cards
- 4 Card Holders
- 4 Sets of Playing Pieces (each set includes):
 - 6 Knights and 6 Banners
 - 3 City Walls
 - 3 Metropolises
- Other Pieces:
 - 1 Merchant
 - 1 Red Die
 - 1 Event Die
 - 1 Barbarian Fleet

USING THE 3D CATAN ALMANACS

Note that the “3D Settlers of Catan Almanac” starts on page 13 and ends on page 17. While containing alphabetized keywords specific to the basic game of *The Settlers of Catan*, it also provides clarifications applicable to *The Cities & Knights of Catan*.

The “Progress Card Almanac” begins on page 18, and is specifically for use with *The Cities & Knights of Catan*.

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- A** Please read this overview first. It will explain the most important changes to the play of *The Settlers of Catan* basic game.
- B** Then, you should read the new rules on pages 7-12.
- C** In the Almanac (starting on page 18) you will find complete descriptions of the Progress Cards.

1 Catan is in danger! Dark clouds gather above the peaceful people of Catan. Wild barbarians, attracted to their wealth, sail nearby ready to attack the island.

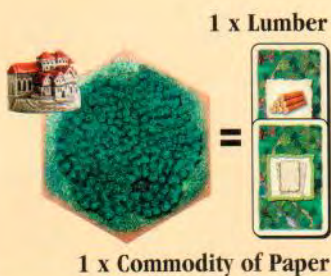
2 There is still time enough to prepare for the danger. The strength of the barbarians is always equal to the number of cities on Catan. In order to hold back the barbarian army, the knights of Catan must at least equal this strength.

3 If the knights defeat the barbarians, the island will be safe from the danger for a time. But if they are too weak, the barbarians will attack and pillage a city, plundering it and reducing it to a mere settlement.

4 The player who contributes the weakest force of knights will always be the one to lose a city. So, if you do not want to risk this fate, you must build up your knights!

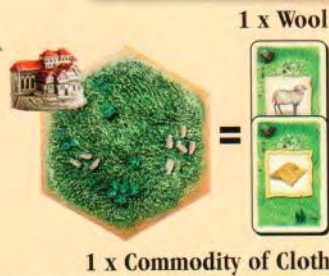
5 In addition to this outside threat, the players compete to build three "metropolises!" In order to establish a metropolis—worth 2 additional victory points—you must improve your cities.

6 This city improvement is accomplished with the three new "commodities." You receive these commodities only through cities you have built on the edges of mountains, forests, and pastures.



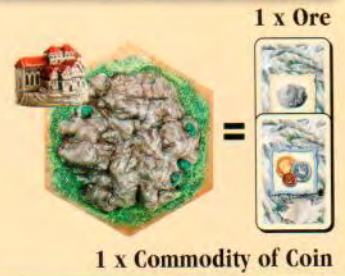
1 x Lumber

1 x Commodity of Paper



1 x Wool

1 x Commodity of Cloth



1 x Ore

1 x Commodity of Coin

This illustration shows a prepared game board, which you should use for your first game. After your first game, you can use a variable board, just like the basic game.

The illustrations at the bottom of the page show the new resource production for cities.

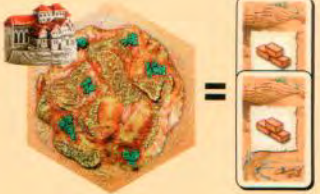
7 You will begin the game with a settlement and a city. If you receive resources from a city that borders on a mountain, forest, or pasture, you will only receive 1 resource. But, you will also receive 1 of the matching commodities.

8 You can improve your cities in three different areas. At the peak of each stands a metropolis. With the commodity "coin" you can expand your city's politics (blue); "paper" helps the development of science (green); and "cloth" allows you to expand in trade (yellow). A metropolis (+2 victory points) is awarded to the first player to reach the fourth level of improvement in each area.

9 As you improve your cities, you also increase your chances—through the results of the red die and the event die—to earn the new Progress Cards, which you can use to interfere with the plans of your opponents.

10 Prepare yourself for tough living in Catan—and to a longer game. The first player who reaches 13 victory points is the winner.

2 x Brick



2 x Grain



CONSTRUCTING THE ISLAND

STARTING SET-UP FOR BEGINNERS

The game can be played with a variable board, just like the basic game. But we recommend that you use the layout shown in the illustration to the left for your first game. This layout is balanced so you will produce all the necessary raw materials to play the game—especially grain.

- Assemble the frame pieces as shown. Use the side with the pre-printed harbors.
- Place the hexes inside the frame as shown in the illustration—then place the number tokens on the hexes as shown. Set the movement track for the barbarian fleet next to the board.

STARTING SET-UP FOR EXPERIENCED PLAYERS

After playing your first game, you should use the variable board. See the Almanac for the basic game, in the section "Set-Up, Variable."

SETTING UP THE GAME

SET ASIDE SELECT PIECES FROM THE BASIC GAME:

You will not need these pieces from the basic game when playing with *Cities & Knights*:

- The Development Cards
- The Building Cost Cards
- The "Largest Army" Card
- 1 of the Dice

SET UP THE COMPONENTS:

- Sort the resource cards by type. Place them in 2 of the card holders.
- Place the "Defender of Catan" cards in the empty slot of the card holder.



- Separate the new "Commodity" cards by type. Place them in the third card holder. It is best to place the "paper" cards below the lumber cards, the "coin" below the ore cards, and the "cloth" under the wool cards.
- Place these three card holders near the board.
- Sort the new "progress cards" by the symbol on the back. Take the fourth card holder and place each type of card into a different slot: trade (yellow), politics (blue), and science (green). Place this card holder near the board as well.
- Place the merchant figure, along with the white and red dice and the event die, next to the board. Also, set out the "Longest Road" card.



- Place the barbarian ship on the track in the starting space (with the "s").
- Start the robber in the desert.



EACH PLAYER CHOOSES A COLOR AND TAKES:

- 5 settlements, 4 cities, 15 roads (everything from the basic game).
 - 6 knights, of various strengths (with the base that matches your color):
 - 2 "basic" knights with 1 strength (black);
 - 2 "strong" knights with 2 strength (silver); and
 - 2 "mighty" knights with 3 strength (gold);
 plus 6 banners matching your color.
- Knights can be either "active," with a banner—or "inactive," without a banner.



Inactive Knight



Active Knight

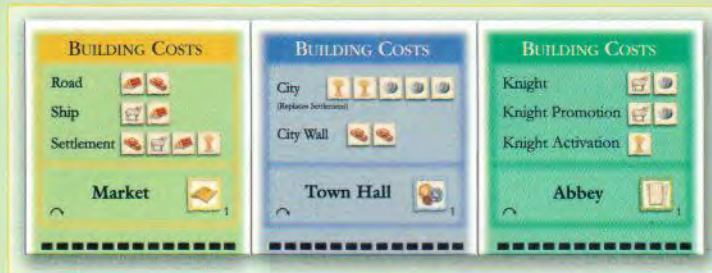


City Walls



Metropolis

- 3 city walls
- 3 metropolises
- 1 city development flipchart



City Development Flip-Chart

THE SETUP PHASE

- Each player rolls both of the numbered dice (red and white).
 - The highest roller goes first. Place one settlement and road—just like you would when playing the basic game, the other players follow clockwise.
 - Then, in the second setup turn, place a city and a road instead of a settlement. As in the basic game, this turn is played counterclockwise.
- Hint:** Make sure that you have access to grain, and don't forget that you can only produce the new commodities on three types of land!
- Each player receives one resource card of the matching type for each productive land hex next to his city.
 - Place your city improvement flip-chart in front of you—closed so the first side is showing.
 - The game begins with the last player to place a city.



TURN OVERVIEW

On your turn, take the following actions in the order below:

1. YOU MUST ROLL ALL THREE DICE:



- The event die determines what event happens that turn.
 - The red die may determine which players draw progress cards.
 - The red and white dice indicate which hexes produce raw materials for all players.
 - If a city produces raw materials from a mountain, forest, or pasture hex, you will produce only 1 resource, but you also receive 1 commodity.
- Important:** Before you roll the dice, the only card you can play is the "Alchemist." Before you roll you may not build or trade.

2. AFTER THE DICE ROLL IS RESOLVED, YOU MAY DO ANY OR ALL OF THE FOLLOWING IN ANY ORDER:

a) Trade—using maritime and/or domestic trade

b) Build, upgrade, or activate:

- Build roads, settlements, or cities (as in the basic game).
- Build city walls (new option).
- Recruit basic knights, promote and/or activate knights (new option).
- Improve your cities—using the new commodities (new option).

c) Take other actions:

- Play progress cards.
- Take knight actions:
 - Move knights.
 - Displace opposing knights (by moving a knight).
 - Chase away the robber.

At the end of your turn, pass the dice to the next player. He begins his turn by rolling the dice.

THE TURN IN DETAIL

RESOLVING THE DICE ROLL

After you throw all three dice, the results are resolved in the following order. Depending on the dice, there are three possible results:

1) The ship is rolled—barbarians approach

If the event die shows a ship, then the barbarian ship is moved one space closer to Catan, following the arrows.

If the ship reaches the last space (with the axe), the barbarians have invaded Catan! The players must have active knights in order to defend and push back the barbarians. See "Attack of the Barbarians" on page 12 for details.



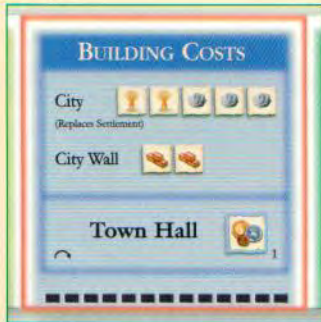
2) The gate is rolled—progress cards are drawn

If the event die shows a city gate, players may be able to draw progress cards. In order to draw a progress card, you must have a city improvement that matches the color rolled on the event die (blue, green, or yellow). If so:

- The number rolled on the red die must match one of the numbers shown on the city improvement that matches the color rolled on the event die.
- Starting with the player who rolled the dice, each player who meets the requirements may draw into his hand the top progress card from the stack matching the color rolled on the event die.

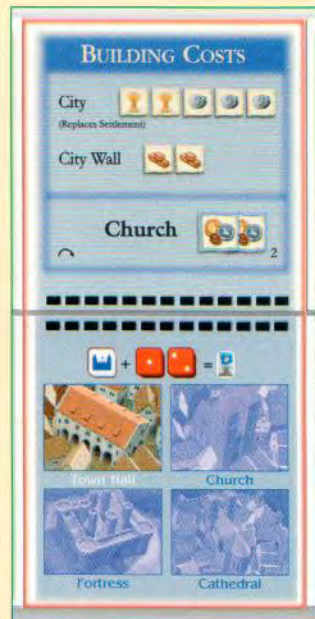


Example:



The player above has no city improvements. He has yet to build a Town Hall.

The player to the right built a Town Hall, making a politics improvement. If a blue gate is rolled, and a "1" or "2" is rolled on the red die, she can draw a blue (politics) progress card.



- A city wall increases the number of cards you can safely hold by 2.
- A city wall costs 2 bricks cards. Place the wall under one of your cities. Only cities can have a city wall.
- Each city with a wall increases your safe hand limit by 2 more cards.
- If you lose a walled city (i.e., it is reduced to a settlement), you lose both the city and the wall.

Example:

A player who has protected two of his cities with walls may hold 11 cards safely in hand when a "7" is rolled. If the player had 12 cards, he would have to discard 6 of them.



3) Produce raw materials: the red and white dice

As in the basic game, add the value of both dice together to determine which hexes produce raw materials.

- A settlement produces 1 resource card.
- A city produces 2 raw materials. Either:
 - A hills hex produces 2 brick cards.
 - A fields hex produces 2 grain cards.
- Or 1 "resource" card and 1 "commodity" card:
 - A mountain hex produces 1 ore and 1 coin.
 - A forest hex produces 1 lumber and 1 paper.
 - A pasture hex produces 1 wool and 1 cloth.



Commodity cards are added to your hand just like resources, and are counted when the robber is rolled.

TRADE

The options for trading are the same as the basic game, and they apply to the new commodities as well. Commodities can be traded with other players or with the supply:

- You may trade 4:1 with the supply, for 1 of any resource or commodity. Of course the 4 resources or commodities you trade in must all be the same.
- With a 3:1 harbor, you can also trade commodities with the supply at a 3:1 rate.
- You may trade commodities for resources and the reverse, resources for commodities. (e.g., 4 brick for 1 cloth; or, using a brick harbor, 2 brick for 1 paper).
- The basic rules for trade still apply to all exchanges: you may make offers for trades, and the other players may choose if they want to trade resources or commodities.
- You may not trade progress cards.

BUILD

Just as in the basic game, you can build roads, settlements, and cities on your turn. The rules for these do not change. But, now there are some new building projects:

CITY WALLS

City walls increase your ability to hold and protect cards. Normally, if you have more than 7 cards in your hand when a "7" is rolled, you lose half of them.

KNIGHTS

You have 6 knights of various strengths:

- 2 basic knights with 1 strength (black).
- 2 strong knights with 2 strength (silver).
- 2 mighty knights with 3 strength (gold).



3 Strengths of Knights

Knights can be either active or inactive:

- Knights without a banner are "inactive."
- Knights with a banner are "active."

Recruiting Knights (Building)

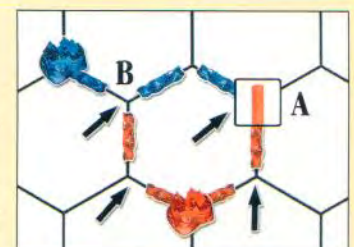
In order to build a knight, you must spend 1 ore and 1 wool. Then you may place an inactive basic knight (black, without banner).

- The knight must occupy an intersection connected to at least one of your roads.
- The distance rule for settlements (see basic game) does not apply to knights.
- Even if inactive, a knight placed on an opponent's road breaks that road and prevents the opponent from building through that intersection.
- A knight can even interrupt the "Longest Road," which could then change hands.



Example:

The red player places a knight on intersection A. Even inactive, the knight occupies the space and prevents the blue player from building through that intersection. If he activates his knight, the red player has the option of moving the knight to any of the open intersections linked to his road. If placed on intersection B, the red knight would break the blue player's road.



Activating Knights

You can activate one of your knights by paying 1 grain card to the supply. It doesn't matter how strong the knight is, the cost is always 1 grain. You may activate a knight immediately after building it.

- When you activate a knight, place one of your banners in the holder for that knight.
- After you activate a knight, you may not take any actions with that knight for the rest of that turn.
- You may only perform actions with knights that were active at the beginning of your turn. See "Knight Actions" on page 11.

Promoting Knights

You may promote a basic knight during the same turn you built it (or you may promote it on a future turn).

- For 1 wool and 1 ore, you may make the knight a strong knight (silver). Remove the basic knight from the board and replace it with a strong knight.
- You may promote a knight whether it is active or inactive; its status does not change.
- You may only promote a knight once per turn.
- You can also promote strong knights into mighty knights, but, only if you have already built a "fortress" improvement (the third political [blue] city improvement).

Important: You only have 2 knights of each type. So, if you already have 2 basic knights on the board, you will have promote one of them before you could recruit another basic knight.



CITY IMPROVEMENT

You can use the new commodities to improve your cities. Even if you only have one city, you can still make improvements in all three areas:

Trade	= Yellow	= Cloth
Politics	= Blue	= Coin
Science	= Green	= Paper



You keep track of your city improvements with your flip-chart. Your flip-chart is divided into three blocks. Each block is for one of the three areas of improvement. There are five different improvements in each area, so each block includes 5 pages. At the beginning of the game, your flip-chart is closed, and you have no improvements.

- The top page of each block shows the cost in commodities to purchase the next level of improvement. The first level in each area always costs 1 commodity. For example, you can pay one "cloth" card to build a market (in the trade block), which allows you to turn over the first page of the yellow block. The new page



shows the market you have built, and two red dice with the numbers 1 and 2. The numbers on these dice show what number has to be rolled on the red die in order to receive progress cards. See "Progress Cards" on page 11.

- The second level of improvement (turning the second page) in each block costs 2 commodities of the matching type. The third level costs 3, etc. Each time you purchase the next level improvement, you increase the chances to draw progress cards, as shown by the red dice pictured.
 - Once you reach the third level of improvement, you also gain a special ability that you can use for the rest of the game:
 - **The Merchant Guild (Yellow):** You may trade commodities 2:1. Trade 2 matching commodity cards to the supply for any 1 resource or commodity.
 - **Fortress (Blue):** You may create mighty knights. You may promote strong knights to mighty knights, following the normal rules for promotion.
 - **Aqueduct (Green):** You may take 1 resource if you produce none. If you receive no raw materials from a production roll, you may choose 1 resource of your choice (ore, grain, wool, lumber, or brick).
- Exception:** If the die roll is "7" you may not use this ability. However, if the robber blocks your only production, you may use this ability to draw a card.



METROPOLIS

If you are the first player to build the fourth level of improvement in one of the three areas (the bank, cathedral, or theatre), then you earn a metropolis! Choose one of your cities on the board, and add the metropolis piece to it (see the illustration below). The metropolis is worth a total of 4 victory points (2 for the city + 2 for the metropolis). So everyone can tell which type of improvement earned you the metropolis, place one of the metropolis tokens on the matching page of your flip-chart.



- There can only be three metropolises at a time: one for trade, one for science, and one for politics. You can lose your metropolis only if another player reaches the fifth level improvement of that color before you do. Once you reach the fifth level, your metropolis is safe and no one can take it from you.
- You can build more than one metropolis if you have enough cities on the board, and you are the first to reach the fourth or fifth level improvement in different areas of development.
- It is good to keep an eye on your opponents' flip-charts, so you can tell who owns which metropolis.
- If you only have one city and you have already upgraded it to a metropolis, you may only purchase improvements in the other colors up to the third level. You can only purchase the fourth level in the other colors after you build another city.

Example:

Emily has the politics metropolis, since she was the first to build a cathedral in the politics section of his flip chart. Olivia now builds the High Assembly—she takes the politics metropolis, and she cannot lose the metropolis for the rest of the game. Emily, the previous owner, must remove her metropolis marker.

PROGRESS CARDS

ACQUIRING PROGRESS CARDS

You get to draw a progress card if you meet these 3 requirements:

1. You have purchased at least one city improvement—at least one page of your flipchart has been turned over. The first level improvement shows 2 red dice, the second shows 3, etc.
2. The event die roll shows a city gate that matches the color of one of your city improvements. If you have improvements of all three colors, you have a much better chance of drawing progress cards.
3. The number on the red die matches one of the red dice on your city improvement.

If you meet all three requirements, you can draw the top progress card of the stack that matches the color rolled on the event die.

**Example:**

Nate rolled a "6" on the white die, a "3" on the red die, and a yellow city gate on the event die. Zach has already built a market and a guild. This means his flipchart shows a red die with a "3" in his yellow block. So, Zach draws a progress card from the yellow stack.



- Progress cards are drawn from the face down deck.
- If several players all earn progress cards, the player who rolled the dice draws first, with other players drawing theirs in order clockwise.



PLAYING PROGRESS CARDS

On your turn, you may play as many progress cards as you wish—but only after you roll the dice (exception: the Alchemist). There are a few special rules about progress cards:

- Victory point cards must be played immediately when drawn, even if it is not your turn, and cannot be stolen by the Spy.
- You may never hold more than 4 progress cards in your hand (revealed victory point cards do not count). If you draw a fifth progress card (and cannot immediately play one because it is not your turn), then you must discard one of your choice (face down under the matching deck).
- You may play a progress card on the same turn you draw it.
- You may never trade or give away progress cards.
- When you play a progress card, it is returned face down to the bottom of the matching deck (except for victory point cards which remain in front of you).

KNIGHT ACTIONS

If you have active knights at the beginning of your turn, you may perform a knight action with each of them—after resolving the production die roll. After the knight performs an action, he becomes inactive (remove the flag). You can activate the knight again the same turn by paying 1 grain card—but the knight may not perform any other actions that turn.

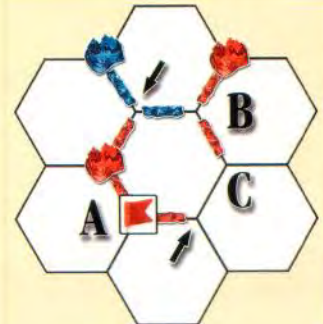
MOVING KNIGHTS

- You may move your active knight. But the intersection you are moving the knight to must be empty, and must be connected to your knight by an unbroken chain of your own roads.
- Each intersection may only have one knight.
- Your knight may not move through other players' knights, settlements, or cities.

- After the knight moves, it becomes inactive (remove the banner).
- If you want to build a settlement on the space your knight is in, you will have to move the knight to another empty intersection first, following your roads. If you cannot move your knight (because it is not active or there is no empty space to move to), you may not build there.

Example:

Larisa, the red player, may move her active knight (on intersection "A") to any space marked with arrows. Larisa cannot move her knight to intersection "B" or "C" because they are not connected to intersection "A" with red roads.

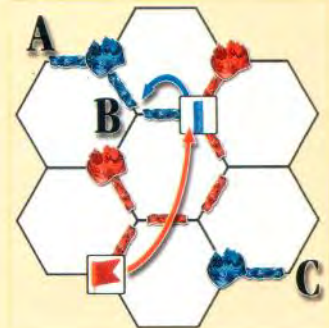


MOVING AND DISPLACING AN OPPONENT'S KNIGHT

- You may move your active knight onto the same intersection as an opponent's knight to "displace" him. However, you can only displace a weaker knight. All the rules for moving a knight apply.
- Your opponent's knight must move to an empty intersection, following that player's roads. The condition of the knight is not changed—if it was active, it stays active.
- If there is no empty intersection for the knight to move to (along that player's unbroken road), it is removed from the board.
- Knights may never move past enemy knights, even if they have been displaced.

Example:

Red may move her knight to the intersection with the blue knight and displace him—since this intersection is connected to her knight with red roads, and the red knight is stronger than the blue knight. The blue player would have to move his knight to intersection "A" or "B," since he cannot move to intersection "C."



- You may not displace your own knights.
- After the knight moves and displaces the opposing knight, it becomes inactive (remove the banner).

MOVING THE ROBBER

The robber may not be moved until after the barbarians reach the island of Catan for the first time:

- Until the first invasion, when a "7" is rolled, players must check if they are holding too many cards as normal, but the robber remains in the desert and you do not steal a card from another player.
- The robber also may not be moved through the play of any progress cards (like the bishop) or knight actions until the first invasion.

You may use an active knight (of any strength) to move the robber, if the robber is on a hex next to the knight.

- The robber is moved using the same rules as the basic game.
- After chasing away the robber, the knight becomes inactive (remove the banner).



Example:

Using her red knight, Larisa could move the robber from the grey hexes. Unfortunately, the robber is not in one of those hexes. In order to move the robber, she would have to take these steps: Move the red knight to intersection "A" or "B," which makes it inactive. Then, pay a grain card to reactivate the knight. On her next turn, Larisa could then use her knight to move the robber.



ATTACK OF THE BARBARIANS

As soon as the barbarian ship moves into the attack space (with the axe symbol), the barbarians land and immediately fight all the active knights in Catan!

- The strength of the barbarian army is equal to the total number of cities (including metropolises) on the island.
- The strength of the defending knights is equal to the sum of all the strength points of the active knights on the island (inactive knights are not counted!).
- Compare the strengths of the two forces, and the result of the battle is determined (see below). Regardless of the outcome of the battle, all knights become inactive.



THE BARBARIANS TRIUMPH

If the barbarian army is stronger than the knights of Catan, then they win the battle! The barbarians will sack the cities of the players who contributed the weakest (or no) knights to the defense.

- If you only have settlements, you need not worry about the results of the battle, as you cannot lose anything. Metropolises are also safe and cannot be harmed by the barbarians.
- Only players who have cities can be affected by the victorious barbarians. Each city-owning player counts the total strength points of his active knights. If you are the player who has the lowest total strength, you must reduce one of your cities to a settlement (you choose which city to lose). If there is a tie for who has the lowest total strength, all the tied players must reduce a city. It is even possible that all players will lose a city (e.g., when no one has any active knights)!
- If a city with a wall is reduced by the barbarians, then the city wall is also destroyed and removed from the board.

Example:

Claudia, Beth, Frank, and Peter are playing.

- Peter, Frank, and Claudia have no active knights. So, the total strength of the Catan knights is only 3.
- Frank and Peter each have two cities, Beth has a metropolis (but no other cities), and Claudia only has settlements. So, the barbarian army has a strength of 5 (4 for the cities plus 1 for the metropolis).
- The barbarians win (5 to 3).
- Frank and Peter must each lose one city. Even though Beth has no active knights, she is not affected because her metropolis is safe from the barbarians. Claudia is also safe, because she has only settlements.

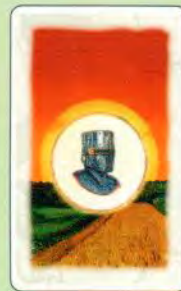
- If your last city is reduced by the barbarians, you may still draw progress cards, but you may not purchase any city improvements until you build another city.
Important: If you lose a city to the barbarians, and all five of your settlements are already on the board, you must turn your city on it's side: this city is treated in all ways as a settlement (it is worth only 1 victory point, it produces only 1 resource, etc.). If you would like to build a city later, you must first rebuild the "reduced" city. You must pay the normal costs (3 ore and 2 grain), then you can turn your city right side up again. You may not upgrade the reduced city to a metropolis. You must first repair the damage done.

THE KNIGHTS OF CATAN ARE VICTORIOUS

If the knights of Catan are stronger than the barbarian army, or if their strength is equal, the knights are victorious!

- If you are the player who had the highest total strength of active knights, you take a "Defender of Catan" victory point card and place it in front of you.
- If there is a tie for the highest total strength, each tied player draws the top progress card from the stack of his choice. But, no one takes the "Defender of Catan" card.

After the battle is over, the barbarian ship is returned to the starting space on the track, so it can begin another voyage to the island of Catan.



THE MERCHANT

The merchant figure only enters the game when someone plays a "merchant" card. When you play the card, you place the merchant in any hex next to one of your settlements or cities. As long as you control the merchant, you can trade the resource produced by this type of hex with the supply at a 2:1 rate. If another player plays a merchant card, he takes control of the merchant and moves it to another hex.

You may trade with the merchant even if the robber is in the same hex.

Control of the merchant is worth 1 victory point.



THE END OF THE GAME

The first player to reach **13 victory points** on his turn is the winner!

THE NASTY VARIANT

Experienced settlers who want a more tactical game might try this variant, which only has one small change to the rules: when the barbarians attack, all players in turn—starting with the player who rolled the dice—must decide how many of their active knights, if any, will defend the island.

Tip: You may choose to let the barbarians win so they will reduce a weaker opponent's city.

Only knights that choose to defend the island become inactive after the battle.

3D SETTLERS OF CATAN ALMANAC

Here you will find detailed and alphabetized rule explanations, clarifications, and examples for *The Settlers of Catan*.

Build

You may build on your turn after you have rolled for resource production and made any trades you wish to make. To build, you must pay certain combinations of resource cards (see the "Building Costs Card"). The cards are returned to the supply stacks. You can build as much as you want to, as long as you can afford to pay the resources, and you still have the items available to build. See also "Settlements," "Cities," "Roads," and "Development Cards."

Each player may build a maximum of 15 roads, 5 settlements, and 4 cities. If you upgrade a settlement to a city, you return that settlement to your supply. Roads and cities, however, are only built once, and remain on the board until the end of the game.

After you finish your building phase, your turn is over and the player to your left takes over. See "Combined Building & Trading Phase" for a new rule variant.

Building Costs Card

The building costs card shows what can be built and which resources must be paid for them. In order to build you must pay the matching resource cards and return them to the supply stacks. You may build settlements and roads, upgrade settlements to cities, and buy development cards.

BUILDING COSTS	
Road	0 VP
Settlement	1 VP
City	2 VP
Development Card	7 VP

Cities

Only an existing settlement can be upgraded to a city. You pay the required resources, return the settlement to your supply, and replace it with a city on the same intersection. Each city is worth 2 victory points, and you receive double production (2 resource cards) when the number on an adjacent hex is rolled. Settlements you take back (by upgrading them to cities) can be used again to build new settlements somewhere else.



Example:

The resource production roll is "8." Cathy, the blue player receives 3 ore cards: 1 for her settlement and 2 for her city. Cole, the red player, takes 2 lumber for his city.

Hint: It is very hard to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only earn 5 victory points from settlements alone.

Coast

When a land hex borders a sea space, it is said to be a "coast." You may build roads along the coast, and you may build settlements and cities on the intersection of a land hex and a sea space.

There is a disadvantage to building on the coast: your settlement will only be able to collect resources from 1 or 2 hexes, which could mean that you won't produce as often. But there can also be an advantage: all the harbors, which can improve the exchange rate for maritime trade, are only on the coasts. But, settlements on coastal intersections that do not have a harbor don't give you any trade benefits.



Combined Building & Trading Phase

Having separate trading and building phases was intended to make it easier for beginners to learn the rules and start playing. However, we recommend that experienced players ignore this separation. After rolling for resource production, you can trade and build in any order. Naturally you can trade, build, trade again, and build again. This will also speed up the game. Also, when you play with the combined building and trading phase, you can use a harbor on the same turn that you build a settlement there.

Desert

The desert is the only land hex that does not produce any resources. At the beginning of the game, the robber makes his home there. If you build a settlement or city adjacent to the desert, you must remember that you will have fewer land hexes to collect resources from.



Development Cards

There are three kinds of development cards: knight, progress, and victory point cards. When you buy a development card, draw the top card from the stack and add it to your hand. You should keep your development cards secret from the other players, so they can't guess what card you have drawn. Development cards cannot be traded or given away.

You can only play 1 development card each turn—either 1 knight card or 1 progress card. You may even play a card before you roll the production dice. But, you may not play a development card on the same turn that you bought it. Exception: You can always play victory point cards. If you buy a victory point card that brings your total score to 10 points, you may immediately reveal the victory point card and win the game! You should only play a victory point card (or several of them) when you have a total of 10 points, at which point you win!

Note: When you are robbed (see "Rolling a '7'—Activate the Robber"), only resource cards from your hand can be stolen. You should set aside your development cards while the stolen card is picked.

Distance Rule

A settlement may only be built on an empty intersection, if all three adjacent intersections do not already have a settlement or city.

Example:

The settlements marked "A" have already been built. New settlements may not be built on the intersections marked "B." The red player could build a new settlement on intersection "C."



Domestic Trade

On your turn, you may trade resources with the other players (after rolling for resource production). The terms of the trade—such as which cards will be

Example:

It is John's turn. He needs a brick to build a road. He has 2 lumber and 3 ore. He says, "Who will give me a brick? I'll give you 1 ore." Walt answers, "If you give me 3 ore, I'll give you a brick." Beth shouts, "I'll give you 1 brick for 1 lumber and 1 ore." John chooses Beth's offer and gives her 1 lumber and 1 ore for her brick.

Note: Walt could not make a trade with Beth, because it is John's turn.

exchanged—can be negotiated between players. You may not give away cards (“trading” 0 cards for 1 or more cards).

Important: The current player must be part of all trades. The other players may not trade amongst themselves.

Ending the Game

If it is your turn and you have at least 10 victory points (or you earn enough points during your turn to reach 10), the game immediately ends—and you win! You can only win during your turn. If somehow you find that you have 10 victory points during another player’s turn, you must wait until your next turn to claim victory.

Example: A player has 2 settlements (2 vp), the Longest Road special card (2 vp), 2 cities (4 vp) and 2 victory point cards (2 vp). She reveals her two victory point cards and now has the 10 points she needs to win!

Game Play

Here is a brief summary of the game, plus where to go for more information:

1. Set up the game board: Setup, Variable
2. Prepare to play: Setup Phase
3. Play:

The starting player begins, and the other players follow clockwise.

On your turn, follow these 3 phases in order:

- Roll for Resource Production (the roll applies to all players)
- Trade
- Build

After your building phase is over, your turn is done and the player on your left takes his turn—following the three phases in order.

Harbors

Harbors allow you to trade resources with the supply more favorably. To use a harbor, you must first build a settlement on a coastal intersection that borders the harbor. See “Maritime Trade.”

Important: You can’t use a new harbor on the turn you built it.

You must wait until your next turn to use it for maritime trade.



Intersection

Intersections are the points where three hexes meet. Settlements may only be built on intersections.

Settlements and cities can collect production (resources) from all 3 adjacent land hexes that form the intersection.



Knights

When you play a knight card (you may even play it before you roll the dice) during your turn, then you **must** immediately **move** the robber. Then the knight card is placed face up in front of you.

- You must place the robber on any land hex with a number token.
- After you move the robber, you may steal 1 random resource card from any player who has a settlement or city next to that hex (and add it to your hand). If there are 2 or more players with buildings there, then you may choose which 1 player you want to rob.
- The player who is robbed keeps his cards hidden and you take one at random.
- If you are the first player to have 3 knight cards face up in front of you, you take the “Largest Army” special card, which is worth 2 victory points.
- If another player reveals more knight cards than you, he takes the special card, and the 2 victory points that go with it.

Example:

Nate plays a Knight card and moves the robber to the pasture with the “4” token. He may now steal one random resource card from either Catherine **or** Jay, the owners of settlements “A” and “B” (i.e., he steals from only one victim).



Longest Road

- If you are the first player to build a continuous route of at least 5 road pieces, you take this special card and place it in front of you. This card is worth 2 victory points.

Note: If you build a road that has branches, then you may only count your single longest branch for purposes of the Longest Road.

- If another player builds a road that is longer than yours, he takes the special card (and the 2 victory points) away.
- Your road can be interrupted (“broken”), if another player builds a settlement

Example:

Emily, the Red player, builds a continuous road of 7 pieces (A to B). The branches marked with arrows do not count towards the Longest Road. Since this road is longer than that of blue (Liam), Emily takes the Longest Road card from Liam.



in an empty intersection between two of your roads!

Example: Liam, the blue player, can build a settlement on intersection “C” (where his blue road is blocked by red). If he does, his settlement “breaks” Emily’s red road. Emily must now give the special card to Liam, who now has the Longest Road—and 2 more victory points.

- If the Longest Road is broken, each player must count his longest unbroken chain of roads. The player who has the longest road that is at least 5 pieces long takes the Longest Road card. If there is a tie for Longest Road, the card is set aside until one player alone can claim it.

Maritime Trade

On your turn, you can trade resources during the trade phase without involving another player: maritime trade makes it possible.

- **Without Harbors:** The simplest (but most expensive) way to trade is 4:1. You may trade 4 identical resource cards back to the supply stacks in exchange for any 1 other resource card of your choice from the supply. You do not need to have any harbors (settlements on a harbor space) to make 4:1 trades.

Example: John puts 4 ore cards on the supply stack and takes 1 lumber card. Naturally, it is usually better to try to get a more favorable trade from the other players (domestic trade).

- **With Harbors:** If you have built a settlement or city on a harbor intersection, you can trade at a better rate. Your maritime trade rate will depend on the nature of the harbor. There are two types of harbors:

Generic Harbor (3:1): You may use this type of harbor during your trading phase to exchange 3 matching resource cards for 1 other resource card from the supply.

Example:

Beth has built a settlement on a generic harbor. She puts 3 lumber cards into the supply and takes 1 ore card.



Specific Harbor (2:1): There is 1 specific harbor for each type of resource (with the same symbol). If you have a settlement or city on one of these harbors, you can get the best maritime trade rate. You may exchange 2 resource cards of the type shown on the harbor to get 1 other resource of your choice.

Example:

Claudia has a settlement on the specific harbor for grain. She may put 2 grain cards back into the supply to get any 1 other resource of her choice. Claudia could also trade 4 grain cards for 2 other cards—if she had them on hand.



Note: You may not use a specific harbor to make 3:1 trades!

Number Tokens

Each number token shows the probability that this hex will produce resources. The larger the size of the number on the token, the more likely that number will be rolled. For example, you can see that a hex with an “8” is much more likely to produce than a hex with an “11” or “12.”



Paths (aka “Ways”)

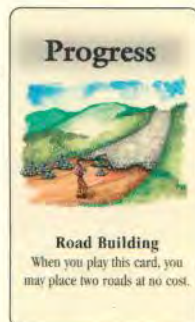
“Paths” (aka “Ways”) run along hex-sides, where two hexes come together. They run along the borders of two land hexes or between a land hex and a sea space. Only 1 road can be built on any path. Each path joins two intersections—where three hexes come together.

Progress Cards

Progress cards are one of the three types of development cards. There are 2 each of 3 different progress cards:

- **Road Building:** When you play this card, you can immediately place 2 free roads on the board (following the normal building rules) without paying any resource cards.
- **Year of Plenty:** When you play this card, take any 2 resource cards of your choice from the supply. If you play this card during the building phase of your turn, you may use these resources right away if you choose.
- **Monopoly:** When you play this card, you must name one type of resource. All the other players must give you all the resource cards of this type they have in their hands. If a player does not have any of that resource, he gives you nothing.

You may play only one development card during your turn.



Resource Cards

There are 5 different types of resources (see pages 2 and 3): grain (from fields),

brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). You receive these cards from hexes during the production phase. Production is determined by the roll of the dice at the beginning of each turn (based on the sum of both dice). You receive production from land hexes next to your settlements and cities, each time the matching number is rolled.



Resource Production

At the beginning of your turn, you must roll the dice to determine which hexes will produce that turn. The numbers on the dice are added together, and each hex with this number produces. Each number appears twice, except for “2” and “12” which only appear once.

All players who have settlements or cities next to the hexes rolled receive resources (cards) from those hexes. Each settlement earns 1 resource card, and each city earns 2.

Example:

Jane, the owner of settlement “A,” rolls a “4.” Her settlement touches two hexes with the number “4”: a mountain and a pasture. Jane takes



1 ore card and 1 wool card from the supply and adds them to her hand. Alan, the owner of settlement “B,” also receives 1 wool card. If settlement “B” had been a city instead, Alan would have taken 2 wool cards.

Note: It is possible during the game that there will not be enough resources in the supply to supply all the production. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn. Production of other types of resources is not affected.

Example:

The Resource Production Roll is “8.” Jay, the blue player, receives 3 ore cards, for Jay has both a settlement (yields 1 card) and a city (yields 2 cards) adjoining the mountain hex bearing an 8. The red player’s (Fred’s) city is adjacent to the forest bearing an 8, so Fred receives 2 lumber cards.



Resource Trading

During the second phase of your turn, you may trade with the other players. The other players may not trade amongst themselves; they can only trade with you during your turn. There are two types of trade: “domestic” and “maritime.”

Roads

Your roads connect your settlements and cities. Roads are always built on paths between two hexes. You cannot build any new settlements until you build some roads. But roads are not worth any victory points by themselves—unless you can claim the Longest Road card. Only one road can be built on each path. Roads can be built along the coast, but they cannot be built between sea spaces. You cannot build roads through another player’s settlement or city. Your new roads must always be connected to one of your roads, settlements, or cities.

Example A:

Lucas, the owner of settlement "A," would like to build a road. He can build a road on the paths marked with arrows.



Example B:

Olivia, the blue player, builds a settlement where her road intersects with Bennie's longer red road. She cuts Bennie's road, so she cannot build further in that direction. Olivia can freely extend her road.



You cannot build roads through another player's settlement or city. Your new roads must always be connected to one of your roads, settlements or cities.

Robber

The robber begins the game in the desert. You only move him if you roll a "7" or if you play a knight card. As long as the robber is in a

hex, he prevents all players from producing resources from that hex. Any player who has a settlement or city on this hex will not receive any resources from that hex when its number is rolled.



Example:

It's Zach's turn, and he rolls a "7." Now he must move the robber off the mountain. Zach places it on the "4" token of a forest hex. Now—until the robber is moved by another "7" roll or a knight card—the owners of settlements "A" and "B" would get no lumber from that hex when a "4" is rolled.

Upon moving the robber, Zach may also draw a random resource card from the band of the owner of either settlement "A" or "B."



Rolling a "7"—Activate the Robber

If you roll a "7" on your turn, no one receives any resource production. Instead:

- Each player must count the number of resource cards he has in his hand. Any player who has more than 7 resource cards (so 8, 9, or more) must discard half of his resource cards back to the supply, rounded down if he has an odd number of cards. E.g., if you have 9 cards, you must discard 4 of them. You choose which of your cards to discard.

Example: Zach rolled a "7." He has only 6 resource cards. Lucas has 8 cards, and Jordan has 11. Lucas must discard 4 cards and Jordan 5 (rounded down).

- Then you (the player who rolled the "7") must move the robber to any other hex. This will block the resource production of that hex.
- When you move the robber, you also may steal 1 random resource card from the hand of any player who owns a settlement or city next to that hex. If there are 2 or more players next to that hex, you may choose which 1 player to steal a card from. See also "Knights."
- The robber may not be moved back to the desert, since there is no number token there. The robber must be moved, you cannot choose to leave him in the same hex.

After moving the robber, your turn continues with the trading phase.

Settlements

A settlement is worth 1 victory point. Settlements are built on intersections (where 3 hexes come together). If you have a settlement, you can collect resource production from the adjacent hexes.

There are 2 conditions that must be met when building a settlement:

- The new settlement must be connected to 1 or more of your own roads.
- The Distance Rule must be observed.

Example:

Dawne, the red player, would like to build a new settlement. She can build it on any of the intersections marked "B." She can't build at "A," since that would violate the Distance rule, and Dawne can't build at "C" because she has no roads leading to that intersection.



Note: If all 5 of your settlements are on the board, you will have to upgrade 1 of them to a city before you can build any more settlements. When you upgrade a settlement, it is returned to your supply so you can use it again.

Set-Up Phase

The set-up phase begins after the variable board has been set up (see "Set-Up, Variable").

- Each player chooses a color and takes the matching playing pieces: 5 settlements, 4 cities, and 15 roads. Each player also gets a building cost card.
- Sort the resource cards into five stacks by type and put them face up in two of the card holders. Place the card holders next to the board.
- Shuffle the development cards and place them face down in the remaining open space of the cardholder.
- Place the two special cards and the dice near the board.
- Put the robber in the desert.

The set-up phase has 2 rounds. In each phase, each player will place 1 settlement and 1 road (for a total of 2 apiece).

Round One:

Each player rolls the dice, the player who rolls highest goes first. Place one of your settlements on an open intersection of your choice. Then, place one of your roads adjacent to the settlement in the direction you choose.



Each player in turn clockwise does the same: placing 1 settlement and 1 road.

Note: When placing your settlement you must remember to follow the Distance Rule!

Round Two:

After everyone has placed their first settlements, the second round can begin. The last player to place a settlement in the first round goes first in the second round, again placing 1 settlement and 1 road.

Note: After the first player places his second settlement, the other players place their second settlements in counterclockwise order. So, the starting player in round 1 is the last to place his second settlement.

You can place your second settlement anywhere on the island, on any open intersection, as long as you follow the Distance Rule. You do not have to connect

your second settlement to the first settlement you placed. Your second road must be connected to your second settlement, but you again choose which direction to place it.

When you place your second settlement, you will receive your starting resources for the game: for each land hex next to the settlement, you draw 1 card of the appropriate resource type from the supply.

After round two is complete, the starting player (who placed last in round two), begins the game: roll the dice and collect production for the first turn. Some helpful hints for the set-up phase can be found under "Tactics."

Set-Up, Variable

Since you cannot turn over the 3-dimensional tiles and shuffle them, you should choose the tiles in a random order. Place the tiles as follows:

1. Place 5 land hexes in a row along the center of the table.

2. Add a row of 4 tiles above and below the center row.

3. Add another row of 3 tiles above and below the previous rows.

4. Now take the 6 frame pieces, each showing 3 sea spaces. Place the 6 frame pieces in any order around the outside of the island. Remember that one side of the frame has no harbors, so make sure you place the side with the harbors up.

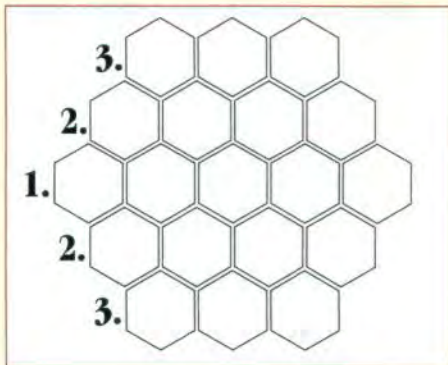
5. Place the number tokens:

- Mix the number tokens beside the board.
- Place 1 token on each land hex. Start at one corner of the island, and place the number tokens in random order.

Important: The tokens with the red numbers must not be next to each other. You may have to swap tokens to make sure that no red numbers are on adjacent hexes.

Note: The desert never gets a number token. It should be skipped.

More setup instructions can be found in "Set-Up Phase."



Starting Set-Up for New Players

If you want to play using the starting set-up, lay out the board as shown here (see pages 2-3 for a larger image):

- Place the land hexes exactly as shown in the illustration.
- Place the border pieces around the outside of the island, with the harbors in the positions shown.
- Place the round number tokens on the land hexes as shown in the picture.
- Place 2 settlements and 2 roads of each color in the positions shown in the illustration.
- If there are only three players, remove the red pieces from the game.
- The game begins by rolling to see who goes first.



Tactics

Since *The Settlers of Catan* is played on a variable board, each game will have different challenges. But, there are some common things you should consider:

1. Early in the game, brick and lumber tend to be the most important. You need both to build roads and settlements. It is often a good idea to start at least 1 of your settlements on a productive forest or hills hex.
2. Do not underestimate the value of harbors. For example, if you have settlements or cities on good grain hexes, try to build a settlement on the grain harbor.
3. When you place your starting settlements, try to give yourself room to expand. Placing both of your settlements in the center of the island is dangerous, since it is easy for the other players to block off your ability to expand.
4. The more you trade, the better your chances for victory. Even if it's not your turn, it's a good idea to offer trades to the current player!

Trade

On your turn, after you roll the production dice and resources are collected, you may make trades. You may trade with the other players ("domestic trade"), or you can trade with the supply ("maritime trade"). You may make as many trades as you want, as long as you have the resources to trade in your hand. You may not trade development cards.

Victory Point Cards

Victory point cards are a type of development card that you can "buy." These development cards represent important cultural achievements, which are represented by certain buildings. Each victory point card is worth 1 victory point. When you buy a victory point card, you do not reveal them to the other players until you have 10+ victory points on your turn. Then you can reveal all of them and you win the game!

Hint: It is best to hold your development cards so that your opponents cannot guess what they are. If you have 1 or 2 development cards in front of you for a long time, other players may suspect that they are victory point cards.

Example:

Zach just built his third city. He has three cities (6 VPs) and two settlements (2 VPs). He now reveals his two hidden VP cards (each worth 1 VP) and wins the game!

University



1 Victory Point!



Victory Points

The first player to reach 10 victory points on his turn is the winner.

You can earn victory points ("VPs") for:

- Settlement = 1 VP
- City = 2 VPs
- Longest Road = 2 VPs
- Largest Army = 2 VPs
- Victory Point Card (Development cards) = 1 VP each

Since you start the game with 2 settlements, you already have 2 victory points. You only need to collect 8 more points to win!

Longest Road 2 Victory Points



This card goes to the first player to build an unbroken road with at least 5 road pieces.

Largest Army 2 Victory Points



This card goes to the first player to play 3 Knight cards.



If another player plays more Knight cards, you must give them this card.

C Progress Card Almanac

SCIENCE (GREEN)

Alchemist



Play this card before you roll the dice. You decide what the results of both numbered dice will be. Then roll the event die normally. The event die is resolved first.

Alchemist (2x)

This is the only progress card you can play before you roll the dice. It allows you to choose the results of both production dice. Then, roll the event die as normal, and resolve the event.

When you play this card, take the red and white dice and turn them so the result you want is face up. You can even make the dice roll "7." However, the event has to be resolved first. Then players receive their production as normal. You may not play this card after you roll the dice.

Crane



One city improvement (abbey, town hall, etc.) that you build this turn costs one less commodity than usual.

Crane (2x)

You can build a city improvement (abbey, town hall, etc.) for 1 commodity less than normal.

The Crane can only be used to reduce the cost of building one city improvement (turning over a page of your flipchart). If you build a city, you must pay the normal resource costs. You may use a Crane to reduce the cost of a first level improvement (to nothing). You may not combine 2 Crane cards on the same improvement.

Engineer



You may build one city wall for free.

Engineer (1x)

You may build one city wall for free.

Helps protect your resources from the robber! Take a city wall and put it under one of your cities. A city wall increases the number of cards you can safely hold in your hand when a "7" is rolled, by 2 cards. Each city can only have 1 city wall, and you cannot have more than 3 city walls at a time. You may not build a city wall around a settlement.

Inventor



You may swap two number tokens on the game board of your choice. You may not choose any 2, 12, 6, or 8 tokens.

Inventor (2x)

Switch two number tokens of your choice, but not 2, 12, 6, or 8.

You can improve your production! You may choose any two number tokens (except 2, 12, 6, or 8), and switch their places on the board. You do not have to have a settlement or city next to the hexes with the numbers you are swapping. If you choose a "9" and an "11" for example, take the "9" token and put it in the hex where the "11" token is. Take the "11" token and put it in the hex where the "9" token was. You can choose to exchange a token that is in the same hex as the robber.

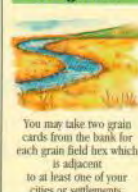
Irrigation (2x)

Collect 2 grain cards for each fields hex adjacent to at least one of your settlements or cities.

You receive 2 grain cards for each fields hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.

Example: You have two cities next to a fields hex. You have a settlement next to a different field. If you play the irrigation card, you will receive 4 grain cards.

Irrigation



You may take two grain cards from the bank for each grain field hex which is adjacent to at least one of your cities or settlements.

Medicine



You may upgrade one of your settlements into a city for two ore and one grain.

Medicine (2x)

You may upgrade a settlement to a city for 2 ore and 1 grain.

When you play this card, you save 1 ore and 1 grain. You may not combine two of these cards on the same city.

Mining



You may take two ore cards from the bank for each mountain hex which is adjacent to at least one of your cities or settlements.

Mining (2x)

Collect 2 ore cards for each mountain adjacent to at least one of your settlements or cities.

You receive 2 ore cards for each mountain hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.

Example: You have 2 settlements next to a mountains hex, and a city next to a different mountain. If you play the mining card, you will receive 4 ore cards.

Printer



1 Victory Point!

Printer (1x)

This card awards you 1 Victory Point.

You must play this card face up in front of you immediately when you draw it, even if it is not your turn. You may not keep victory point cards in your hand. It does not count against your hand limit of 4 progress cards, and it may not be stolen by the Spy.

Road Building



When you play this card, you may place two roads at no cost (if playing with Seafarers, you may place 2 ships, or 1 ship and 1 road instead).

Road Building (2x)

This card allows you to build 2 roads for free.

The roads you build do not have to be together. These roads cost you nothing to build. You must follow all the normal building rules. If you are also playing with the Seafarers expansion, then you may build 2 roads, 1 road and 1 ship, or 2 ships when you play this card.

Smith



You may upgrade up to two of your knights for free (the normal rules for upgrading knights still apply). Mighty knights may not be promoted.

Smith (2x)

You may promote 2 of your knights 1 level each for free.

You may not promote "mighty" knights. You may promote a knight whether it is active or inactive. The condition of the knight (active or inactive) does not change. You may only promote a "strong" knight (level 2) if you have built the "fortress" city improvement (politics—blue). You may only promote a knight one level per turn.

POLITICS (BLUE)

Bishop



Move the robber, following the normal rules. Draw 1 random resource/commodity card from each player who has a settlement or city next to the robber's new hex.

Bishop (2x)

Move the robber, following the normal rules.

Draw 1 random resource/commodity card from each player who has a settlement or city next to the robber's new hex.

When you use this card to move the robber, you can steal 1 random card from each player who has a settlement or city next to the hex that you move to, instead of stealing from only 1 player. If a player has more than 1 settlement or city here, you can still only steal one card from that player.

Constitution



1 Victory Point!

Constitution (1x)

This card awards you 1 Victory Point.

You must play this card face up in front of you immediately when you draw it, even if it is not your turn. You may not keep victory point cards in your hand. It does not count against your hand limit of 4 progress cards, and it may not be stolen by the Spy.

Diplomat



You may remove an "open" road (without another road or other piece at one end). If you remove your own road, then you may immediately place it somewhere else on the island (following all the normal building rules) for free.

Diplomat (2x)

You may remove an "open" road (without another road or other piece at one end). If you remove your own road, then you may immediately place it somewhere else on the island (following all the normal building rules) for free.

An "open" road means a road that is at the beginning or end of a chain of roads, which does not have any knight, city, or settlement of the same color at one end. If you remove an opponent's road, it returns to his supply. If you remove your own road, then you may place it immediately on the board, free of charge (following the normal building rules—connected to your own road or settlement/city). You may remove your own road and choose not to replace it.

Deserter



Choose another player. That player must remove one of his knights from the board. You may then place one of your own knights, of equal strength, on the board for free (the normal rules for placing knights apply).

Deserter (2x)

Choose another player. That player must remove one of his knights from the board. You may then place one of your own knights, of equal strength, on the board for free (the normal rules for placing knights apply).

When you play this card, your opponent chooses which of his knights to remove from the board. If he chooses a knight that you do not have available (for example, if he removes a "strong" knight and both of your "strong" knights are already on the board), then you may instead place a "normal" knight. If you cannot place any knights, your opponent must still remove one of his knights; you just lose the opportunity to play a free knight. If your opponent removes a "mighty" knight, you may place one of your "mighty" knights even if you have not yet built the "fortress" city improvement (politics—blue). The knight you place has the same status (active or inactive) as the knight your opponent removed.

Intrigue



You may displace an opponent's knight. The knight must be on an intersection connected to at least one of your roads.

Intrigue (2x)

You may displace an opponent's knight. The knight must be on an intersection connected to at least one of your roads.

With this card you can displace an opponent's knight without using a knight of your own. You can play this card even if you have no knights of your own. The displaced knight must be moved to an empty space. If he cannot, then remove him from the board (return it to its owner). After the knight is displaced, you can build there or move one of your own knights, following the normal rules.

Saboteur



Your agents spread chaos in your opponent's cities! Each of the other players who has at least as many victory points as you have, must discard half of their resource/commodity cards.

Saboteur (2x)

Your agents spread chaos in your opponent's cities! Each of the other players who has at least as many victory points as you have, must discard half of their resource/commodity cards.

If a player has an odd number of cards, she rounds down the number to discard (so if she has 9 cards she would discard 4 of them). Each player chooses which of his cards he will discard.

Spy



Look at another player's hand of progress cards. You may choose 1 card to take and add to your hand.

Spy (3x)

Look at another player's hand of progress cards. You may choose 1 card to take and add to your hand.

You may even steal another spy and play it immediately, or save it for later. Victory point cards cannot be stolen.

Warlord



You may activate all of your knights for free.

Warlord (2x)

You may activate all of your knights for free.

When you play this card, you can activate your knights without paying any grain. Remember that knights may not perform any actions during the turn after he is activated, but he can be activated after performing an action that turn.

Wedding



Each of your opponents who has more victory points than you must give you 2 resource/commodity cards of his choice.

Wedding (2x)

Each of your opponents who has more victory points than you must give you 2 resource/commodity cards of his choice.

If one of these players only has 1 card in hand, he must give you that card. If he has no cards, then he owes you nothing. Players with an equal number of points as you, or fewer, are not affected by this card.

TRADE (YELLOW)

Commercial Harbor



You may force each of the other players to make a special trade. You may offer each opponent any 1 resource card from your hand. He must exchange it for any 1 commodity card from his hand of his choice, if he has any.

Commercial Harbor (2x)

You may force each of the other players to make a special trade. You may offer each opponent any 1 resource card from your hand. He must exchange it for any 1 commodity card from his hand of his choice, if he has any.

You may use this ability at any point during the turn you play the card. But, you may only force each player to make this trade with you once that turn. Your opponent chooses which commodity card to give you if he has more than one. If you offer a resource to a player who has no commodity cards, then you take your card back and the trade is void. You do not have to give this player the resource card.

Master Merchant



Choose another player who has more victory points than you do. Look at the player's hand of resource and commodity cards and choose 2 cards to take and add to your hand.

Master Merchant (2x)

Choose another player who has more victory points than you do. Look at the player's hand of resource and commodity cards and choose 2 cards to take and add to your hand.

You can only play this card on an opponent who has more victory points than you. There is no defense against this "trade," even if they only have 1 more point than you.

Merchant



Place the Merchant on any hex next to 1 of your settlements or cities. You may exchange the resources produced by this type of hex with the supply at a 2:1 rate, as long as the merchant remains in that hex.

Merchant (6x)

Place the Merchant on any hex next to 1 of your settlements or cities. You may exchange the resources produced by this type of hex with the supply at a 2:1 rate, as long as the merchant remains in that hex.

Place the Merchant on any hex next to 1 of your settlements or cities. You may exchange the resources produced by this type of hex with the supply at a 2:1 rate, as long as the merchant remains in that hex.

When you play this card, take the merchant and put him in any hex next to one or more of your settlements or cities. As long as the merchant remains here (under your control), you may trade the type of resource produced in this hex with the supply at the 2:1 rate (just like a specific harbor). As usual, you may also exchange these resources for commodities. If another player plays a merchant card, then they take control of the merchant, receives the trade advantage, and the victory point. If you want to move the merchant to a different hex, you will have to play another merchant card. The robber does not affect the merchant. If receive 1 victory point for as long as you control the merchant.

Merchant Fleet



You may make any number of 2:1 trades with the supply during the turn that you play this card.

Merchant Fleet (2x)

You may make any number of 2:1 trades with the supply during the turn that you play this card.

For the rest of the turn, you may trade any resources or commodities at a 2:1 rate. You can make as many trades as you wish, with as many different resources and commodities as you have. Each exchange must be 2

matching cards. You may not combine different resources or commodities to make an exchange. As usual, you may exchange commodities for resources and vice versa.

Resource Monopoly



Name a resource. Each player must give you 2 of that type of resource if they have them.

Resource Monopoly (1x)

Name a resource. Each player must give you 2 of that type of resource if they have them.

You may name any of the 5 resources (ore, grain, wool, lumber or brick). Each player must give you 2 of the named resource if he has them. If a player only has 1 of that resource, he only gives you 1.

Trade Monopoly



Name a commodity. Each player must give you 1 of that type of commodity if they have them.

Trade Monopoly (2x)

Name a commodity. Each player must give you 1 of that type of commodity if they have them.

You may name any of the 3 commodities (coin, paper, or cloth). Each player must give you 1 of the named resource if he has them.

CREDITS

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