

KLAUS TEUBER

CATAN[®]

TRADERS &
BARBARIANS

EXPANSION



The Catanians huddle closer to the crackling flames, their anticipation palpable as they await the traveling merchant. He just returned from a long travel across the island, and, with a dramatic flourish, he steps out of the caravan wagon motioning the audience for silence.

With a sly smile and a mischievous glint to his eyes, he pulls a weathered journal from his pack and settles by the fire ready to regale them with rumors of a friendly robber, news from the ports, a scientific discovery, and an update of the two lost adventurers.

CATAN® – Traders & Barbarians Expansion™ (aka *Traders & Barbarians*) is an expansion to **CATAN – The Game™** (aka *CATAN*). *Traders & Barbarians* uses the same rules as CATAN with the addition of variant- and scenario-specific rules presented here. The four variants can be used individually or combined with each other. You can also combine them with the five scenarios included in this expansion and with **CATAN – Seafarers Expansion™** (aka *Seafarers*). Most of the variants can also be combined with **CATAN® – Cities & Knights Expansion™** (aka *Cities & Knights*).

COMPONENTS

1 bonus victory point (VP) tile

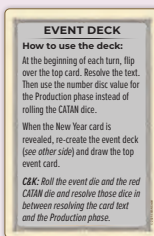


37 event cards



back

1 player aid



20 trade tokens



36 barbarians



40 coins



15x 5 gold 25x 1 gold

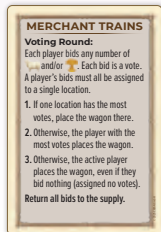


MERCHANT TRAINS

1 watering hole hex



4 player aids

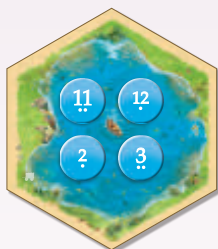


22 trade wagons

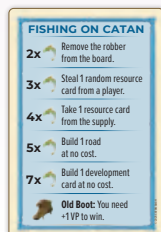


FISHING ON CATAN

1 lake hex

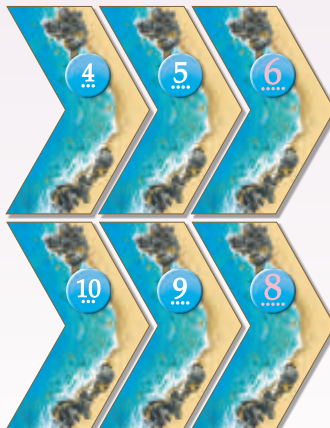


4 player aids



front

6 fishing grounds



30 fishing tokens



back



11x one fish



10x two fish



8x three fish



1x old boot



BARBARIAN ATTACK

1 castle hex

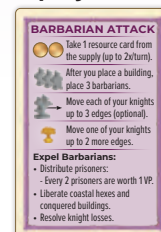


26 development cards



back

4 player aids



24 knights (6x each color)





RIVERS OF CATAN

2 rivers



1x three-hex river

5 wealth status tiles



1x Wealthiest Catanian tile



4x Poor Catanian tile

4 player aids



12 bridges
(3x each color)



Note: This rulebook contains variants and scenarios.

Variants

A variant is an add-on to any CATAN game or setup. Variants are intended to be mixed-and-matched, even with each other.

Variants typically introduce a new rule or modify an existing rule.

Scenarios

A scenario is a specific setup using CATAN and, perhaps, one or more of its expansions. Scenarios have a story tied to them, with scenario-specific rules to help bring that story to life.

You may combine scenarios, but they are generally intended to be played individually.

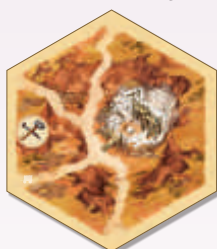


Scan for more information on how to combine with other CATAN Expansions.



TRADERS & BARBARIANS

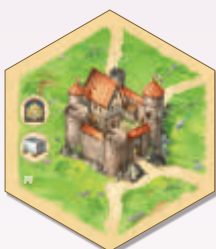
3 commodity hexes



quarry



glassworks



castle

36 commodity tokens



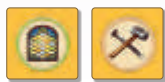
12x quarry front



(6x each back)



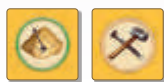
12x glassworks front



(6x each back)



12x castle front



(6x each back)

9 "X" markers



4 cubes

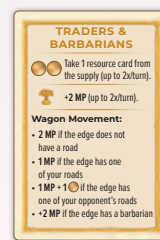


25 development cards



back

4 player aids



4 wagon boards



4 wagons
(1x each color)



THE FRIENDLY ROBBER

There are rumors that the infamous robber holds an unexpected compassion for the downtrodden. He sets his sights on the wealthy and leaves the less fortunate unscathed.

“ACTIVATE THE ROBBER” RULE UPDATE



You may not move the robber to a hex with the building of a player who only has 2 VPs. If there is no valid hex, move the robber to the desert. In this case, steal 1 random card from a player with an adjacent building as long as they have more than 2 VPs.

COMBINING WITH OTHER CATAN PRODUCTS

This variant can be played with CATAN, all other *Traders & Barbarians* variants and scenarios and *Seafarers* scenarios without additional changes.

HARBORS OF CATAN

A visionary among us perceived more than mere commerce along our shores. Like the swift turn of the tide, the Strongest Ports transformed once-dormant harbors into beacons of prosperity by attracting wealthy adventurers from all over the world.

ADDITIONAL COMPONENTS

**1 Strongest Ports
bonus VP tile**



CHANGES TO SETUP

Place the Strongest Ports bonus VP tile next to the game board.

ADDITIONAL RULES

STRONGEST PORTS BONUS VP TILE

The first player to have 3 VPs in buildings on ports receives the Strongest Ports tile. If another player has more VPs in buildings on ports, they immediately receive this tile. The Strongest Ports tile is worth **2 VPs**.

“WINNING THE GAME” UPDATE

If you have **11 or more VPs** at any point during your turn, the game ends immediately and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

This variant can be played with CATAN and all other *Traders & Barbarians* variants and scenarios, *Seafarers* scenarios, and *Cities & Knights*. When doing so, increase the number of VPs needed to win by 1 VP.

CATAN EVENT CARDS

Gather ‘round, seekers of prosperity, for news of great import graces our ears! A marvel of science has descended upon our lands, ending uncertainty, and unveiling the secrets of harvests yet to come.

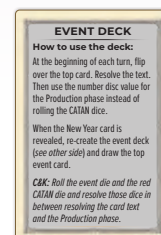
ADDITIONAL COMPONENTS

37 event cards



back

1 player aid



front



back

CHANGES TO SETUP

Create the event deck:

1. Set aside the player aid and New Year cards.
2. Shuffle the remaining 36 cards.
3. Deal 5 cards face down to start the event deck.
4. Place the New Year card face down on top of the deck.
5. Place the remaining cards face down on top of the New Year card to complete the deck.

Return the red and yellow dice to the box. The event deck replaces them during the Production phase.

CARD LIST



A BEAUTIFUL DAY

There is no event effect. Hexes produce as normal.



CALM SEAS

The player(s) with the most buildings built on ports receives 1 resource card of their choice from the supply.



CONFLICT

If you have the Largest Army tile, steal 1 random resource card from any player. Otherwise, if one player has more Knight cards than all others, that player may steal 1 random resource card from any player.

Cities & Knights: The player with the highest total strength of active knights steals 1 random resource or commodity card from another player. If there is a tie, ignore this event effect.

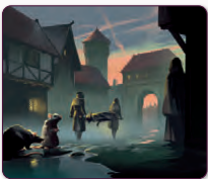


EARTHQUAKE

Each player damages one of their own roads (if possible) by turning it sideways. You may not build additional roads until you repair all your damaged roads. You may not build a settlement on the intersections next to a damaged road. Damaged roads still count for the Longest Route.

It costs 1 brick and 1 wood to repair a road.

REPAIR COST:



EPIDEMIC

Players only receive 1 resource card for each of their cities on a hex that produces this turn.

Cities & Knights: Players do not receive commodity cards from cities this turn.



GOOD NEIGHBORS

Each player gives 1 resource card of their choice to the player on their left. If you have no resource cards, then you do not have to give one.

Cities & Knights: You must give 1 resource card or commodity card of your choice if you are able.

ADDITIONAL RULES

ROLL DICE UPDATE

Instead of rolling the red and yellow dice, flip over the top card of the event deck. Resolve any event effect shown. Then “Collect Resources” or “Resolve a 7” according to the number disc shown on the card.

The event deck provides a more consistent distribution of Production values for players who prefer to avoid the occurrence of extreme dice results.

When you reveal the New Year card, create a new event deck as described in “Changes to Setup” and then reveal the top card, resolving it as normal.



HELPFUL NEIGHBOR

The player(s) with the most VPs gives 1 resource card of their choice to a player with fewer VPs. If you have no resource cards, then you do not have to give one.

Cities & Knights: You must give 1 resource card or commodity card of your choice if you are able.



NEW YEAR

Create a new event deck as described in “Changes to Setup” and reveal the top card, resolving it as normal.



PLENTIFUL YEAR

Each player takes 1 resource card of their choice from the supply.



ROBBER ATTACKS

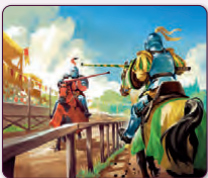
Resolve a 7 as you would in CATAN by “Discarding Resources” and “Activating the Robber.”



ROBBER FLEES

Move the robber to a desert hex. Do not steal a card from any player.

If there is no desert hex, move the robber off the board.



TOURNAMENT

The player(s) with the most faceup Knight cards takes 1 resource card of their choice from the supply.

Cities & Knights: The player(s) with the highest total strength of active knights takes 1 resource card of their choice from the supply. You may not take a commodity card.



TRADE ADVANTAGE

If you have the Longest Route bonus VP tile, steal 1 random resource card from any player.

COMBINING WITH OTHER CATAN PRODUCTS

This variant can be played with CATAN and all other *Traders & Barbarians* variants and scenarios and *Seafarers* scenarios without additional changes.

CITIES & KNIGHTS

Roll the event die and the red die along with drawing the event card. Then use the red die for progress card draws.

CATAN FOR TWO

Even when fate or duty divides the group, two adventurers remain undaunted. They forge ahead, turning their solitude into the perfect opportunity to build new settlements, roads, and prosperous cities of their own.

ADDITIONAL COMPONENTS

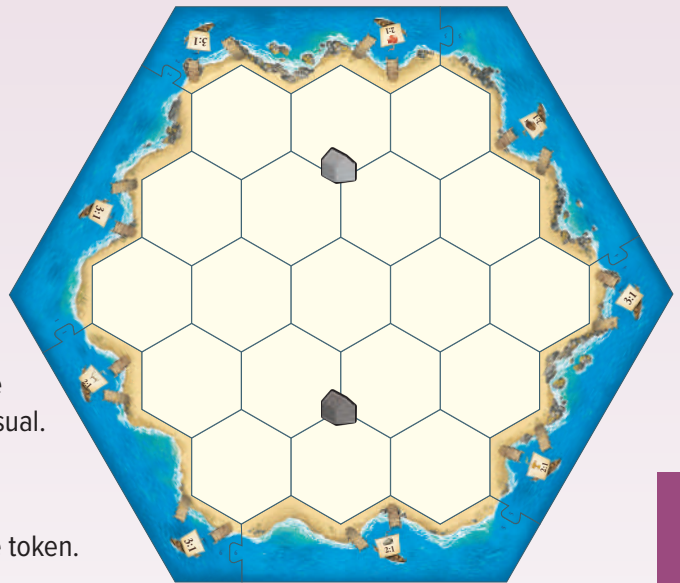
20 trade tokens



CHANGES TO SETUP

Create the board using the Variable Setup from CATAN with the following changes:

- Each player takes 5 trade tokens. Place the remaining 10 trade tokens next to the board.
- After each player selects a color and takes their player pieces, place the remaining two sets of pieces next to the game board. They serve as game components for the two imaginary neutral players.
- For each neutral player, place 1 settlement (no road) on one of the intersections shown here. Then complete setup as usual.
- For each of your settlements built on the desert, take 2 trade tokens.
- For each of your settlements built on the coast, take 1 trade token.



ADDITIONAL RULES

PRODUCTION PHASE UPDATES

In CATAN for Two, complete two full Production phases, one after the other, before moving on to the Action phase. The only restriction is that the second Production phase dice roll may not be the same as the first Production phase roll. If it is, re-roll until you have a different result.

Neutral settlements never receive resources.

ACTION PHASE UPDATES

Build neutral player roads and settlements

Each time you build a road, you must build 1 road for either of the two neutral players at no cost, following normal placement rules.

Each time you build a settlement, you must build 1 settlement for either of the two neutral players at no cost, following normal placement rules. If there are no valid placements for a neutral settlement, then build a neutral road instead.

It is possible for a neutral player to receive the Longest Route tile.

Trade tokens

Acquire trade tokens

- When you build a settlement on the desert, take 2 trade tokens.
- When you build a settlement on the coast, take 1 trade token.
- Once during your turn, you may discard one of your faceup Knight cards to take 2 trade tokens. It is possible to lose control of the Largest Army tile this way.

Spend trade tokens

Once during your turn, you may spend trade tokens to take one of these actions. You may spend trade tokens before rolling dice or at any time during the Action phase.

- **Forced Trade:** Take 2 random cards from the other player's hand; in exchange, give the other player 2 cards of your choice from your own hand. If the other player only has 1 card, take it and still give 2 cards in return.
- **Move Robber:** Move the robber to the desert hex. Do not steal any cards.

If your VP total is less than or equal to the other player's VP total, spend 1 trade token to take one of these actions. If your VP total is more than the other player's total, spend 2 trade tokens. Return spent tokens to the supply. (VPs on hidden Victory Point cards do not count in this calculation).

COMBINING WITH OTHER CATAN PRODUCTS

This variant can be played with CATAN and all *Traders & Barbarians* variants and scenarios and *Seafarers* scenarios that include the Largest Army.

CITIES & KNIGHTS

Scan the QR code on page 3 to find the rules to combine this variant with *Cities & Knights*.

CATAN EVENT CARDS

During the Production phase, draw event cards instead of rolling the dice. Always use the card that was drawn, even if it has the same production number as the previous card.

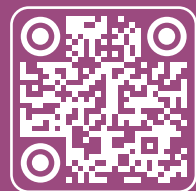
Add more challengers to exciting campaigns!

Expand your Traders & Barbarians experience with additional players!



KLAUS TEUBER
CATAN
TRADERS & BARBARIANS
5-6 PLAYER EXPANSION

Scan to discover more



With prosperity finally achieved, the Catanians seek to expand across the uninhabited island and tackle its many challenges. These include seeking alternative sources of food, crossing wide rivers, transporting goods across large distances, and preparing cities against the ever-present threat of barbarians.

FISHING ON CATAN

Our immediate focus is to find additional provisions to fuel our expansion. Thanks to our shores and the recently discovered lake, we can begin by fishing.

ADDITIONAL COMPONENTS



CHANGES TO SETUP

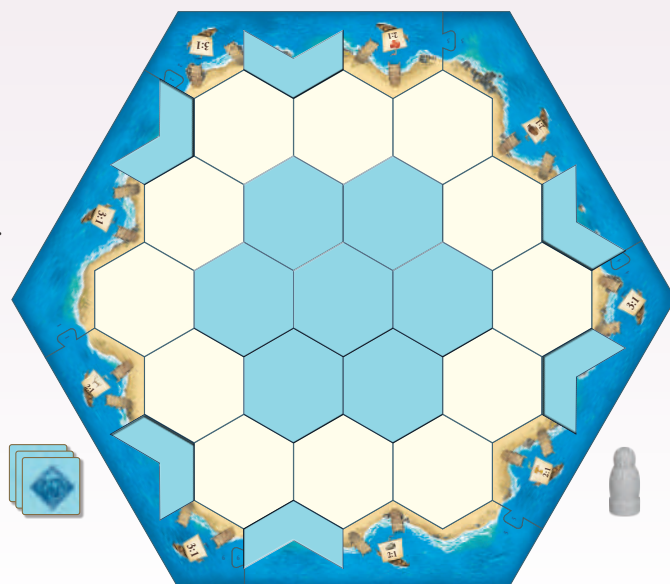
Create the board using the Variable Setup from CATAN with the following changes:

- Replace the desert hex with the lake hex. Place it and six random hexes in the light blue, inner area of the board shown on the right.
- Use the remaining 12 hexes to finish creating the island.
- Place a random fishing ground tile on each frame piece at the six light blue coastal “V” locations shown here.

Mix the fish tokens and the old boot token together face down and place them near the resource cards.

Place the robber next to the game board. It will enter the game when you “Resolve a 7” or play a Knight card.

If your second settlement is adjacent to a fishing ground or lake, you receive a random fish token in addition to your normal starting resources.



ADDITIONAL RULES

FISH TOKENS

Acquire fish tokens



During the Production phase, fishing grounds and the lake produce if their number is rolled. Settlements on a producing fishing ground or lake receive 1 random fish token, and cities receive 2 random fish tokens.

Starting with the active player and proceeding clockwise around the table, players who receive fish this turn draw them from the supply, one token at a time. If you draw the old boot, reveal it immediately, placing it face up in your player area. Otherwise, keep your fish tokens secret.

When the supply of fish tokens is empty, shuffle the fish tokens in the discard pile and place them face down next to the game board to create a new supply.



Important: You may never have more than 7 fish tokens (not including the old boot). Once per turn, if you have 7 fish tokens and would receive more, you may discard 1 fish token and replace it from the supply. Then stop drawing tokens.

The old boot



During your turn, you may give the old boot to any player who has the same or more VPs as you. Hidden Victory Point cards do not count in this calculation.

The player who has the old boot needs 1 additional VP to win.

The robber



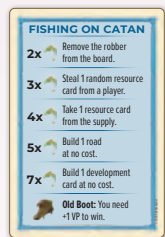
You may place the robber on the lake. It blocks production for all four of the numbers shown there. You may not place the robber on fishing grounds.

Spend fish tokens

During your turn, you may spend fish tokens to take special actions. You may take as many of these actions as you like and can afford. Pay for each action completely before taking a new action. You may not combine fish tokens to pay for multiple actions.

Important: Fish tokens are not resource cards. They do not count toward your hand size when you “Resolve a 7.” They may not be stolen by the robber. Similarly, you may not trade fish tokens during the Action phase.

To pay for an action, spend the indicated number of fish by discarding fish tokens to a faceup pile near the board. If the number of fish on the tokens you discard is more than the cost of the action, you lose the excess fish.



- 2 fish** – Remove the robber from the board. It returns when a player “Resolves a 7” or plays a Knight card.
- 3 fish** – Steal a random resource card from another player.
- 4 fish** – Take a resource card of your choice from the supply.
- 5 fish** – Build a road at no cost.
- 7 fish** – Build a development card at no cost.

WINNING THE GAME

If you have **10 or more VPs** at any point during your turn (11 VPs if you have the old boot), the game ends and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

CATAN FOR TWO

- Trade tokens are not used.
- During setup, each player receives 5 fish tokens: 2 tokens with one fish, 2 tokens with two fish, and 1 token with three fish. Shuffle the remaining fish tokens and place them face down next to the game board.
- Players **only** receive fish tokens when fishing grounds or the lake produce during the Production phase.
- The player who has fewer VPs needs one fewer fish for each action.

RIVERS OF CATAN

Rivers have proven to be treacherous obstacles; we will need to develop new trade routes and build bridges to cross them safely and reach the uninhabited land on the other side.

ADDITIONAL COMPONENTS

2 river tiles



1 Wealthiest Catanian tile



4 Poor Catanian tiles



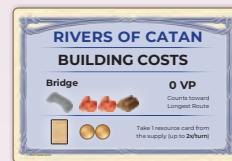
40 coins



12 bridges
(3x each color)



4 player aids



front

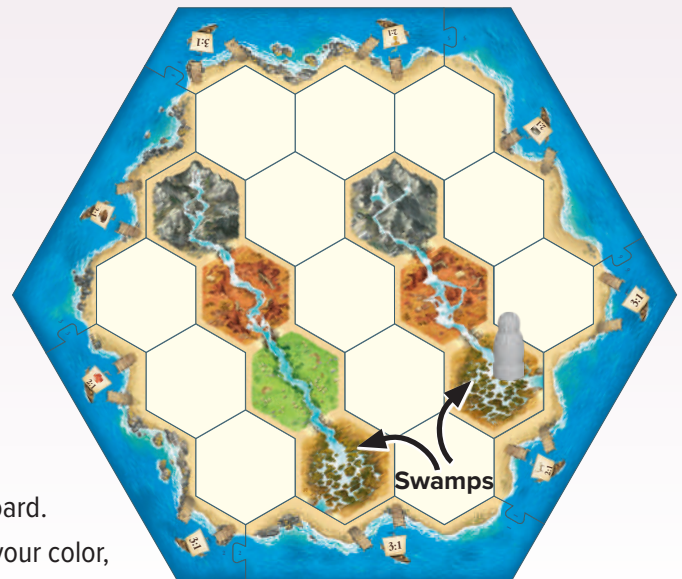


back

CHANGES TO SETUP

Create the board using the Variable Setup in CATAN with the following changes:

- Return 2 hills, 2 pastures, 2 mountains, and 1 desert from CATAN to the box. They are not used with this scenario.
- Place the 2 river tiles as shown here. Randomly place the remaining hexes to finish creating the island.
- Before placing the number discs, set aside the number 2 disc. Then place the number discs as normal, starting in a corner, and skipping over the swamps. Finally, place the number 2 disc on the same hex as the number 12 disc. That hex will produce whenever a 2 or a 12 is rolled.
- Place the robber on either of the 2 swamps.
- Place the coins and the Wealthiest Catanian tile next to the board.
- When you take your player pieces, also take the 3 bridges in your color, 1 player aid, and 1 Poor Catanian tile.
- Each player places their starting settlements as in CATAN with the following changes:
 - ▶ Roads may not be built on bridge sites (see “Bridges” on page 12).
 - ▶ For each settlement you build on an intersection of a river tile, you receive 1 gold.
 - ▶ For each road you build on an edge of a river tile, you receive 1 gold.



ADDITIONAL RULES

BRIDGES

Bridges are worth **0 VP**.

Bridges are placed on empty bridge sites. A new bridge must connect to one of your existing roads or buildings. You may not build a bridge past an opponent's settlement or city.

The Road Building development card does not allow you to build bridges.

LONGEST ROUTE

Bridges count as roads for purposes of the Longest Route bonus VP tile.

COINS



Acquire coins

You receive 1 gold each time you build a road or settlement on a river tile.

You receive 3 gold each time you build a bridge.

You may also trade resource cards with the supply for gold at the general 4:1 rate (3:1 or 2:1 if you have a building at a port).

Spend coins

You may use coins in trades with other players.

You may spend 2 gold to take 1 resource card of your choice from the supply **up to two times** during your turn.

Coins do not count toward your hand size, nor may they be stolen when a player "Resolves a 7." You may not use the Monopoly development card to take coins from other players.



Check Wealth status

The player with the most gold immediately receives the Wealthiest Catanian bonus VP tile. It is worth **1 VP**. If there is a tie, the Wealthiest Catanian tile remains next to (or is returned to) the supply.



The player(s) with the least gold immediately receives a Poor Catanian tile. It is worth **-2 VP**. As soon as you do not have the least gold, return the tile to the supply.

WINNING THE GAME

If you have **10 or more VPs** at any point during your turn, the game ends and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

CATAN FOR TWO

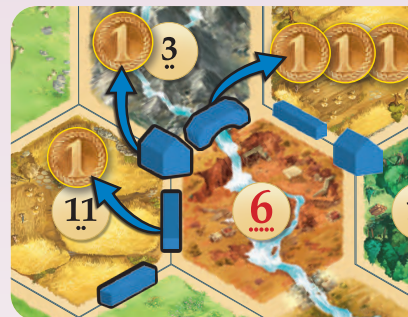
- When you build a settlement on a swamp, you receive 2 trade tokens in addition to the 1 gold for building on a river hex.
- Actions that move the robber to the desert move it to a swamp instead.

BUILDING COST:



Bridge Sites:

Any location where the river crosses or meets an edge.



Example:

Blue builds the pieces outlined in black and receives 5 gold.

MERCHANT TRAINS



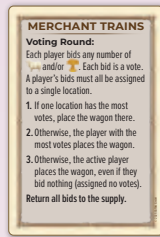
Now that we have bridges and supplies, we need to create efficient trade routes for our wagon trains to transport the new resources back and forth across the island.

ADDITIONAL COMPONENTS

22 trade wagons



4 player aids



1 watering hole hex



CHANGES TO SETUP

Create the board using the Variable Setup in CATAN with the following changes:

- Return the desert hex to the box.
- Place the watering hole in the center of the board.
- Randomly place the remaining hexes to finish creating the island.
- Place the wagons and the robber next to the game board. The robber will enter the game when a player “Resolves a 7” or plays a Knight card.

ADDITIONAL RULES

ACQUIRE WAGONS

Collect 1 wagon when you build any number of buildings during your Action phase. That wagon will be placed on the board during a voting round at the end of your turn.

END OF TURN PHASE

After you finish your Action phase, a voting round occurs where each player may bid to influence the placement of a wagon collected during the turn.

Voting round

Starting with the active player and proceeding clockwise, players may place any number of wool and/or wheat resource cards face up in front of themselves. You must bid at least 1 resource card to participate in negotiations.

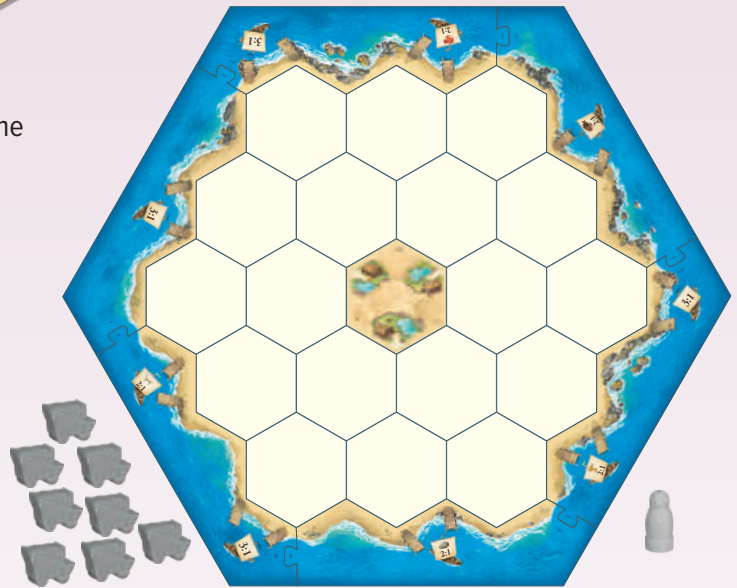
Each resource card is worth one vote.

If one player has the majority of votes, that player chooses where to place the wagon.

Otherwise, players negotiate and assign their vote(s) to the location where they want to place the wagon. Players may not split votes across multiple locations.

1. If one location has the most votes, place the wagon there.
2. Otherwise, the player with the most votes chooses where to place the wagon.
3. Otherwise, the active player chooses where to place the wagon (even if they bid nothing).

Finally, return all bids to the supply.



Add wagons to a merchant train

Merchant trains consist of a string of wagons starting at the watering hole hex.

There are three locations for starting a merchant train. Wagons must start facing away from the hex.



Wagons are placed on edges that do not already have a wagon (although they may have a road).

A new wagon must either start a new merchant train or connect to an existing one.

Place wagons “nose to tail” so that players can always tell where the front of the wagon train is.



Unlike roads, merchant trains may not branch. Merchant trains merge when they meet at an intersection (1 and 2). A merchant train ends when it may no longer be extended (1) or when the wagon supply is empty.



Merchant trains and VPs

A wagon on the same edge as a road counts as an additional road for determining the Longest Route.



Example: Blue has 3 continuous road segments. Two segments share an edge with a wagon. Therefore, Blue’s road has a length of five for the Longest Route.

Buildings located between 2 wagons are each worth **+1 VP**.



Example: White’s settlement is worth 2 VP because it is between 2 wagons. Blue’s city is worth 3 VP.

WINNING THE GAME

If you have **12 or more VPs** at any point during your turn, the game ends and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

CATAN FOR TWO

- Place 2 wagons during voting rounds instead of 1 wagon.
 - ▶ If you have more votes than your opponent, you choose where to place the 2 wagons. Add each one to a different merchant train.
 - ▶ If there is a tie, each player places 1 wagon, starting with the active player.
- Actions that move the robber to the desert move it off the board instead.

BARBARIAN ATTACK



As expected, the greedy eyes of barbarian sea raiders have set their sight on our prosperous shores. We must rally our knights and prepare to defend our settlements and cities against their attacks.

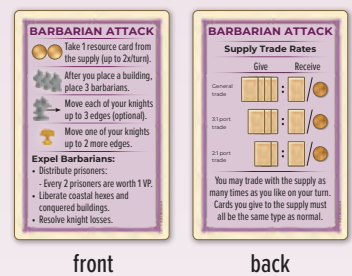
ADDITIONAL COMPONENTS



26 development cards:



4 player aids



CHANGES TO SETUP

Create the board using the Variable Setup in CATAN with the following changes:

- Return 1 forest hex, 1 number 11 disc, the development cards, the Largest Army bonus VP tile, and the robber from CATAN to the box. They are not used in this scenario.
- Place the castle hex and the desert hex in the positions shown. Collect 2 hills, 2 forests, 3 pastures, 2 fields, and 1 mountain hex. Randomly place them in the gray coastal area of the board.
- Collect 1 hill, 1 forest, 1 pasture, 2 fields, and 2 mountain hexes. Randomly place them in the white inner area.
- Place the number discs as shown.
- Place 1 barbarian on the hex with the number 2 disc and 1 barbarian on the hex with the number 12 disc. Then place the remaining barbarians next to the game board.
- Shuffle this scenario's development cards and place them face down in the card tray.
- Take the 6 knights in your player color along with the rest of your player pieces.
- When placing your starting pieces, your second placement is a city. Each player takes 1 matching resource card from the supply for each hex adjacent to their city. During setup, only take 1 card for each hex.



ADDITIONAL RULES

PRODUCTION PHASE UPDATES

When you “Resolve a 7,” hexes do not produce and players “Discard Resources” as normal. Since there is no robber to move, steal 1 random resource card from a player of your choice.

ACTION PHASE UPDATES

Coins

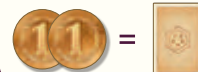
You may use coins in trades with other players.



You may also trade resource cards with the supply for gold at the general 4:1 rate (3:1 or 2:1 if you have a building at a port).

You may spend 2 gold to take 1 resource card of your choice from the supply **up to two times** during your turn.

2x PER TURN



Coins do not count toward your hand size, nor may they be stolen when a player “Resolves a 7.” You may not use the Monopoly development card to take coins from other players.

Buildings: Barbarians land on Catan

Each time you place a building, you must immediately interrupt your turn and resolve a barbarian attack.

Barbarians attack



1. Roll the dice until you get a result that is not 7. Find the coastal hex with a number disc matching your dice result. If there are fewer than 3 barbarians on the hex, place 1 barbarian from the supply onto that hex.
2. If there is still at least 1 barbarian in the supply, repeat this action, rolling the dice until you get a result that is not a 7 and is different from the number rolled in step 1.
3. If there is still at least 1 barbarian in the supply, repeat this action, rolling the dice until you get a result that is not a 7 and is different from the numbers rolled in steps 1 and 2.

Barbarians conquer a coastal hex

If there are 3 barbarians on a hex, turn that hex’s number disc face down to show it is conquered. The hex no longer produces, and you may not add any more barbarians to that hex.

You may not build on the edges or intersections of a conquered hex.



Example: Orange builds a settlement and must immediately resolve a barbarian attack.

1. The first roll is a 3, so Orange places 1 barbarian on the coastal hex with the number 3 disc.
2. The second roll is a 9, so Orange places a barbarian on the coastal hex with a number 9 disc.
3. The third roll is a 3. Orange already rolled that number, so they roll the dice again. The reroll is an 8. That hex is conquered, so Orange does not place any additional barbarians. Orange may now continue their turn.

Barbarians conquer a building

A building is conquered when it touches only conquered hexes and the frame. Stand the building on its end to show that it is conquered.

- You receive no VPs from conquered buildings.
- You may not use ports next to conquered buildings.

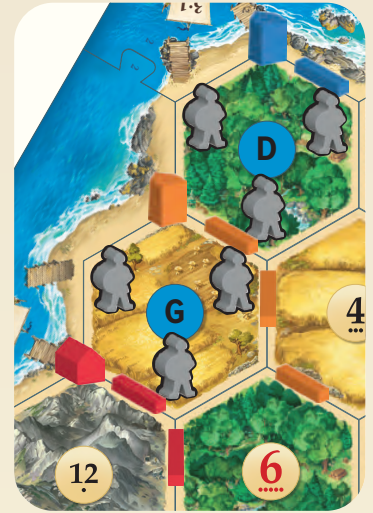
Development cards

Any time you build a development card, you must immediately play and then discard it. You may take this action as often as you like, as long as you have the resources to do so.

When the stack of development cards is empty, shuffle the discard pile to create a new stack.

Example:

Blue and Orange's settlements are conquered. Red's settlement is not. Blue may not use this port to trade 3:1.



CAPTURE

Remove 1 barbarian from a coastal hex of your choice and add it to your pool of prisoners. If there are no barbarians on the coastal hexes, discard this card and draw a new one.

If you remove a barbarian from a conquered hex, turn the hex's number disc face up and return any adjacent conquered buildings to their upright position.



KNIGHTHOOD

Place one of your knights on an empty castle hex edge.



SWIFT KNIGHT

Place one of your knights on any edge that does not already have a knight.



TREASON

Take 2 gold from the supply.

Move 2 barbarians. They must come from two different coastal hexes and must be moved to two

other unconquered coastal hexes. If there are not enough barbarians on the board to complete this action, take barbarians from the supply as needed.

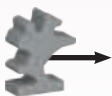
If you move a barbarian from a conquered hex, turn the hex's number disc face up and stand up any adjacent conquered buildings. If you move a barbarian to a hex and it is the third barbarian placed there, the hex is conquered.

END OF TURN PHASE

After you finish your Action phase, you may move your knights. Then expel the barbarians from Catan.

Move knights

Knights move along connected edges.



- You may move each of your knights up to three edges. If you spend 1 wheat when you move a knight, you may move up to five edges instead. If you want to increase the movement of multiple knights, spend 1 wheat for each of them.
- If you have a knight on a castle edge, you **must** move it this turn.
- Knights ignore roads, buildings, and other knights while moving. However, they must end their movement on an edge without another knight.
- You may not end a knight's movement on a castle hex edge.

Expel barbarians

Check for victory over the barbarians

Starting with the number 4 coastal hex (next to the castle) and moving clockwise around the island, check each coastal hex for victory.

For a given hex, victory occurs if there is at least 1 barbarian on the hex and there are more knights on the hex's edges than barbarians on the hex.

Resolve victories

When a victory occurs on a hex, the defeated barbarians are taken prisoner. Distribute them among the “involved” players—the players with knights on that hex's edges.

- If you are the only involved player, you receive all the prisoners.
- If multiple players are involved, each player receives 1 prisoner.
 - ▶ If there is a prisoner remaining, the player who has the most knights on that hex receives the prisoner. If it is a tie, roll the dice, giving the prisoner to whoever rolls highest. The other player receives 3 gold.
 - ▶ If there are not enough prisoners for everyone, each player rolls the dice instead. Hand out the prisoners to players, starting with the highest dice roll (re-roll ties, if necessary) and proceeding to the next highest roll, etc. If you are involved and do not receive a prisoner, you receive 3 gold instead.

Every 2 prisoners are worth **1 VP**. Unpaired prisoners are worth **0 VP**.

Liberate coastal hexes

When a victory occurs on a hex, turn the hex's number disc face up and stand up any adjacent conquered buildings. The hex may now produce, buildings are worth VPs, and ports are active again.

Resolve knight losses

After each victory, roll a die. The number rolled indicates one of three pairs of edges on that hex.

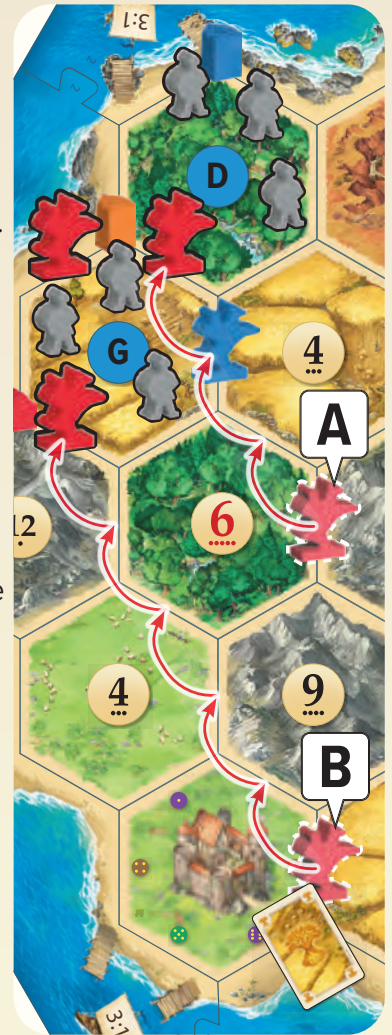
-  A 1 or 6 refers to the purple edges.
-  A 2 or 5 refers to the green edges.
-  A 3 or 4 refers to the brown edges.

Check each knight involved in the victory. If it is on an edge with the same orientation as the indicated castle hex pair of edges, return that knight to its player's supply. For each of your knights removed from the board, you receive 3 gold.

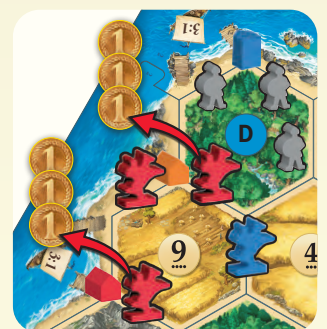
Example:

1. Red moves 1 knight (A) three edges.
2. Red spends 1 wheat to move their other knight (B) five edges. The knights now outnumber the barbarians. Red and Blue are each involved in the victory, so they each receive 1 barbarian prisoner. The remaining prisoner goes to Red because they have more knights involved in the conflict.

This field hex (disc G) is now liberated.



Example: After the knights' victory, Red rolls a 5, which refers to a green edge.



Red has 2 knights on green edges. They return those knights to their supply and receive 6 gold. Red's third knight and Blue's knight remain on the hex.

WINNING THE GAME

If you have **12 or more VPs** at any point during your turn, the game ends and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

CATAN EVENT CARDS

The following events have a different effect when played with this scenario:

- **Conflict:** If one player has more knights placed on the board than everyone else, that player steals 1 random resource card from a player of their choice.
- **Robber Attacks:** “Discard Resources” as normal. Then, the current player steals 1 random resource card from a player of their choice.
- **Robber Flees:** There is no event effect. Hexes produce as normal.

CATAN FOR TWO

- After a player builds the first knight of the game, they build 1 neutral knight at no cost, following normal placement rules. Either player may move this knight as if it were their own piece.
- After you build a settlement and place a neutral settlement, resolve a barbarian attack twice – once for each settlement.
- When you spend trade tokens to take the Move Robber action, move a barbarian from one coastal hex to a different coastal hex instead.
- During the End of Turn phase:
 - ▶ Move your own knight(s) before moving the neutral knight.
 - ▶ When distributing prisoners, do not roll a tie-breaking die for the neutral player. Their “die roll” is always a 3. If you do not receive a prisoner, you receive 2 gold and 1 trade token.
 - ▶ Never remove the neutral knight after a victory. For each of your knights removed from the board, you receive 2 gold and 1 trade token.

TRADERS & BARBARIANS



The barbarians were driven back, but their attack caused a major delay to our plans and left us vulnerable. We must repair the castle and protect our trade routes before they return in force. It will take everything we have learned to succeed.

ADDITIONAL COMPONENTS

3 commodity hexes



quarry

glassworks

castle

4 wagon boards



4 cubes



3 barbarians



36 commodity tokens



12x quarry



12x glassworks



12x castle

9 "X" markers



4 wagons (1x each color)



40 coins



15x 5 gold



25x 1 gold

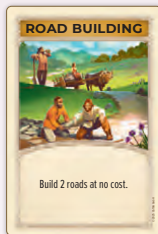
25 development cards



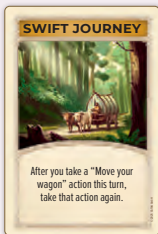
back



16x Knight



3x Road Building

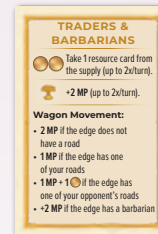


3x Swift Journey



3x Victory Point

4 player aids



front

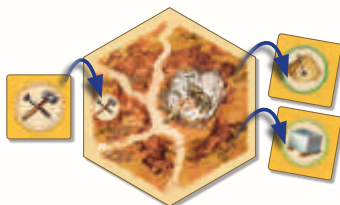


back

Commodity hexes

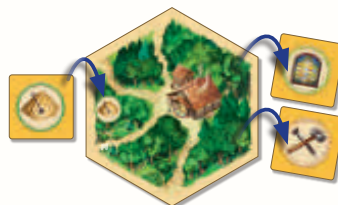
There are 3 commodity hexes that provide goods for transport and pay to receive other goods. Each commodity hex has four interior paths, leading to the hex's center plaza.

Quarry



The quarry needs tools. It provides sand and marble.

Glassworks



The glassworks needs sand. It provides glass and tools.

Castle



The castle needs marble and glass. It provides tools and sand.

CHANGES TO SETUP

Create the board using the Variable Setup in CATAN with the following changes:

- Return 1 pasture, 1 field, 1 desert, the “2” and “12” number discs, the development cards, the Longest Road bonus VP tile, and the robber from CATAN to the box. They are not used in this scenario.
- Place the 3 commodity hexes, the 9 “X” markers, and the 3 barbarians as shown. Make sure the sides of the commodity hexes with no interior paths touch the frame.
- Place the number discs as normal, minus the number 2 and 12 discs and skipping over the commodity hexes.
- Sort the commodity tokens into three stacks by the location shown on the back of the tokens (castle, glassworks, quarry). Shuffle each stack and place each one by their corresponding commodity hex.
- Shuffle this scenario’s development cards and place them face down in the card tray. Place the coins in a pile next to the game board.
- Each player takes 5 gold, 1 wagon board, 1 cube, and 1 wagon in their player color. Place the cube in the leftmost hole on your wagon board.
- When placing your starting pieces, your second placement is a city. Each player takes 1 matching resource card from the supply for each hex adjacent to their city. During setup, only take 1 card for each hex.
- Place your wagon on the intersection with your city.



ADDITIONAL RULES

PRODUCTION PHASE UPDATES

Resolve a 2 or 12

When you roll a 2 or a 12 during your Production phase, reroll the dice.

Resolve a 7

When you roll a 7, hexes do not produce and players “Discard Resources” as normal. Then, move 1 barbarian to an edge not occupied by another barbarian. If you move the barbarian to an edge with a road, steal 1 random resource card from the owner of that road.

ACTION PHASE UPDATES

Coins

You may use coins in trades with other players.

You may also trade resource cards with the supply for gold at the general 4:1 rate (3:1 or 2:1 if you have a building on a port).

You may spend 2 gold to take 1 resource card of your choice from the supply up to two times during your turn.

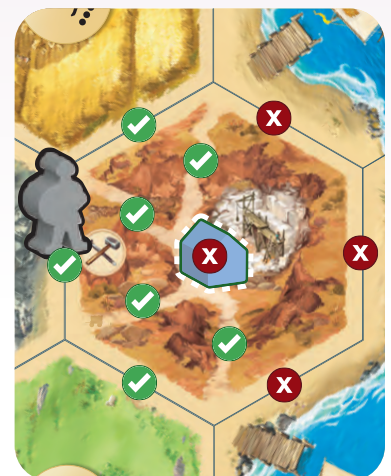
Coins do not count toward your hand size, nor may they be stolen when a player “Resolves a 7.”

Roads

You may build roads on edges with barbarians as normal. You may also build roads on the interior paths of commodity hexes, but not on edges with the “X” markers.

Settlements

You may not build a settlement in the center of a commodity hex.



Wagon upgrades

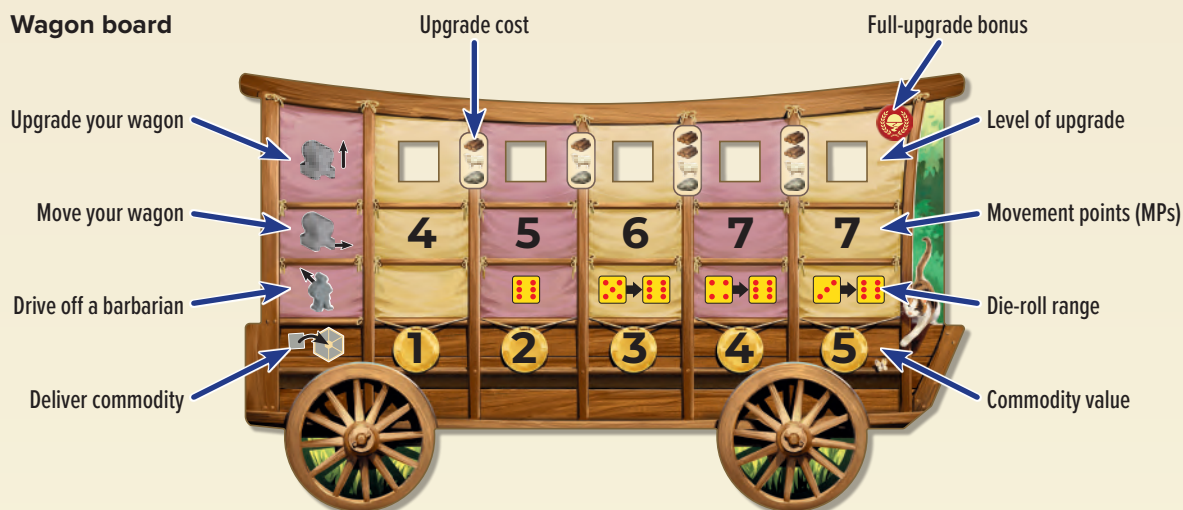


The wagon board shows how far you may move your wagon around the game board and how easy it is to drive off barbarians in your way as you pick up goods from one commodity hex and deliver them to another.

Each player starts with their cube in the leftmost hole of the track. You receive the benefits shown in the cube's column during the End of Turn phase.

Upgrade your wagon by spending the resources shown to the right of the cube on your wagon board and moving the cube one space to the right. If you upgrade your wagon four times, you receive **1 VP** as shown on the board.

Wagon board



Example: The first upgrade costs 1 wood, 1 wool, and 1 ore. Move your cube to the right. You now receive the benefits of the second column.

Development cards



KNIGHT

Move 1 barbarian to an edge without a barbarian. If you place it on a road, steal 1 random resource card from the road's owner.



SWIFT JOURNEY

After you take a "Move your wagon" action this turn, take that action again.



ROAD BUILDING

Build 2 roads at no cost.



VICTORY POINT

Reveal all your Victory Point cards, including any built this turn, if you can reach the number of VPs needed to win. Otherwise, you must keep Victory Point cards hidden in your player area.

END OF TURN PHASE

After you finish your Action phase, you may move your wagon around the board to visit commodity hexes, picking up and delivering commodities. Commodities are worth VPs and provide you with gold, which is useful in trades and in accessing faster delivery routes.



WINNING THE GAME

If you have **13 or more VPs** at any point during your turn, the game ends and you are the winner!

COMBINING WITH OTHER CATAN PRODUCTS

CATAN EVENT CARDS

The following events have a different effect when played with this scenario:

- **Earthquake:** You must spend 2 MPs to move along a road that is turned sideways.
- **Robber Attacks:** Resolve a 7 as described in this scenario's rules.
- **Robber Flees:** There is no event effect. Hexes produce as normal.

CATAN FOR TWO

The following actions have a different effect when played with this scenario:

- Take 1 trade token when you build a settlement on a commodity hex (including during the Setup phase).
- You may spend 1 commodity token to move 1 barbarian to an edge without a road or another barbarian instead of moving the robber.
- When you move your wagon along a path that includes neutral roads, spend half what you would spend on neutral roads to the supply (rounded up) and half to the other player (rounded down).

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