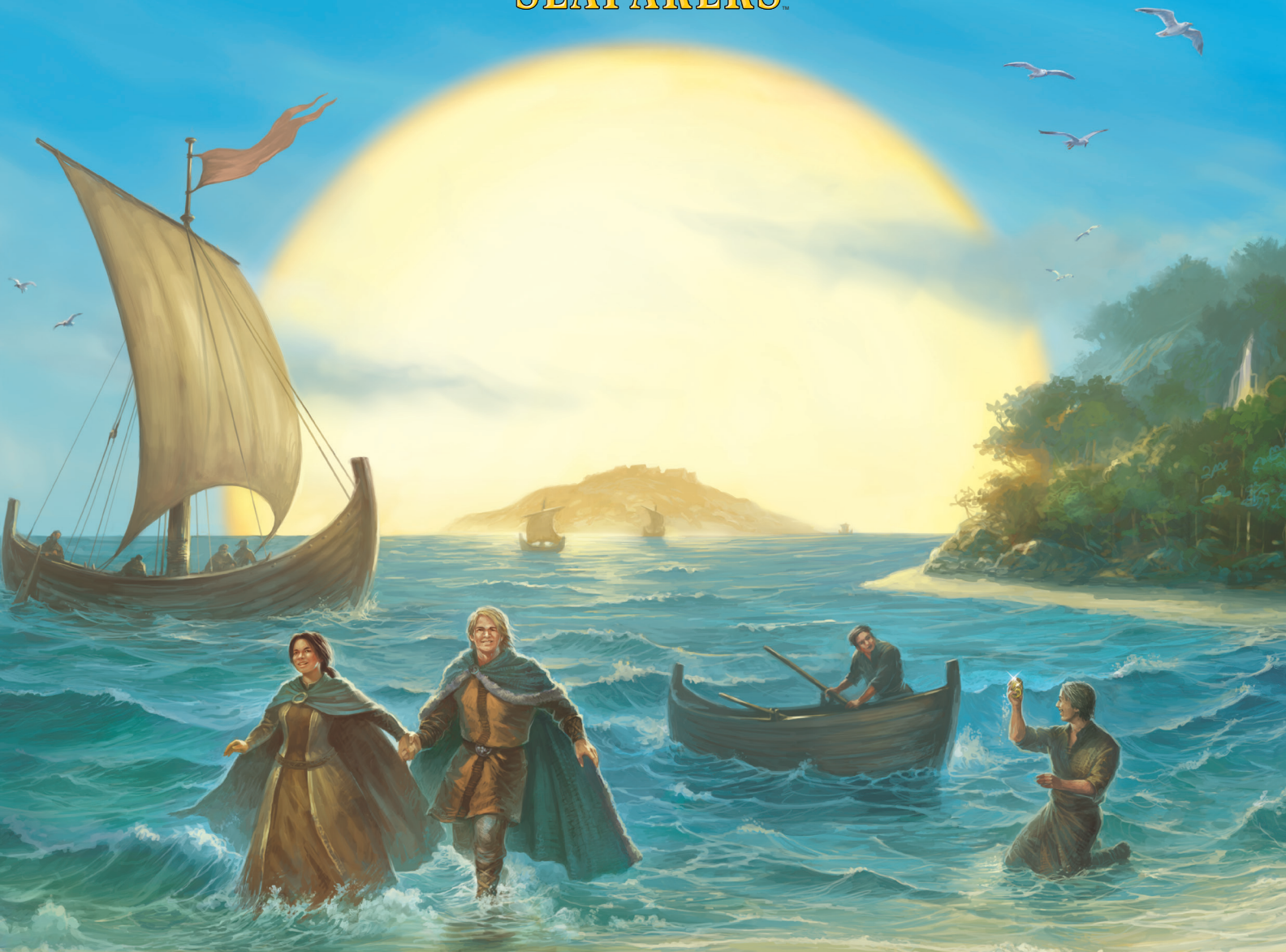


KLAUS TEUBER

# CATAN

— 3D EXPANSION —

## SEAFARERS.



# RULES

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# CATAN 3D – SEAFARERS OVERVIEW AND RULES

## VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by embarking on a series of famous voyages from the history of Catan! You can find the destinations of these adventures in the included Appendix booklet. Experience the journey for yourself!

This epic campaign consists of 8 scenarios. Scenarios 1-4 use only the basic *CATAN – 3D Expansion – Seafarers* (aka *Seafarers 3D*) rules. They are easier to play.

Scenarios 5-8 are more complex. Each has their own special rules. You should play the scenarios in the order shown in the Appendix.

Scenario 9 is intended for free play using your own ideas.

## OVERVIEW

### GAME COMPONENTS AND SETUP

In order to play this expansion, you will need to add some components from *CATAN – 3D Edition* (aka *CATAN 3D*). A list of these requirements, as well as an illustrated list of *Seafarers 3D* components, are in the Appendix.

The rules for setup can also be found on page 3 of the Appendix.

### SEAFARERS 3D EXPANSION RULES

In general, all of the rules in *CATAN 3D* apply to *Seafarers 3D*. This expansion modifies and adds to those rules as follows:

- Ships
- Ships and roads
- Special victory points and CATAN chits
- Gold fields
- The pirate!

## NEW RULES

### Ships

#### 1. Ship Building

In order to travel from one island to another, you need to build ships.

The ships in the game do not represent individual ships, just as roads do not represent actual carts and wagons. Instead, the



ship pieces represent a *shipping route* you use to trade and travel between the islands.

**Building a ship requires:** lumber + wool

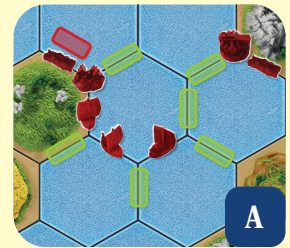
Like roads, ships can only be placed on a path. You may place ships on paths on the the sea or bordering the sea. You can never

place a ship on a path between 2 land hexes. There can only be 1 ship **OR** 1 road on any given path (see the CATAN rules for details on paths and roads).

When you build a ship, you may place it:

- Adjacent to any settlement or city you have on the coast.
- Adjacent to any of your ships that are already on the board.

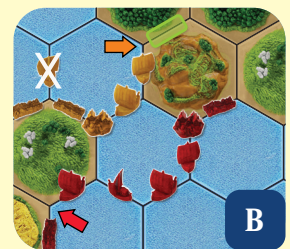
**Example A:** Red can build a ship on any of the paths marked in green but not on the path marked in red.



When you place ships, any amount of branching is allowed, just like when you build roads.

You cannot connect shipping routes (ships) to land routes (roads) directly. You must have a settlement or city where they meet. You can build ships and roads towards each other, but even if they both reach the same intersection, they are not considered connected until you build a settlement there. Unconnected routes do not count toward the “Longest Trade Route” (see page 3).

**Example B:** Orange cannot build a ship at the “X.” Additionally, he cannot build a road onto the path marked in green until he builds a settlement at the intersection indicated by the orange arrow. Red’s land and sea routes are not connected until she builds a settlement at the red arrow.



#### 2. The Purpose of Ships

You build and place ships in much the same way as roads. They connect intersections. A chain of connected ships of the same color form a “shipping route.” Shipping routes act the same way as roads for expanding your principality. You can build new pieces on any path that is connected to your network of roads and shipping routes. Count shipping routes when you calculate the “Longest Trade Route” (see page 3).

If your shipping route reaches a coastline, you can then build a new settlement on that coast. Of course, you must still obey the “distance rule” from CATAN, even if you are building on a new island. Once you build a settlement on a different island, you can use it as a base for further expansion, building new roads and ships.

**Example C:** Orange cannot build a new settlement on the intersection marked in red (it violates the distance rule). He can build 1 on the intersection marked in green.



### 3. Shipping Routes

A shipping route is either “open” or “closed.” A “closed shipping route” is any unbroken line of ships that connects at least 2 of **your** settlements and/or cities. An “open shipping route” is any route that does not connect 2 of your settlements or cities.

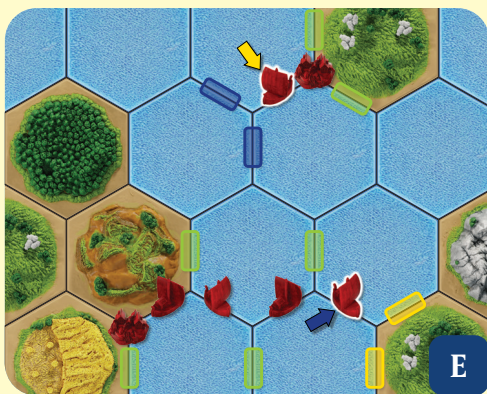


**Example D:** Orange’s shipping route is open. Red’s is closed.

### 4. Moving Ships

The biggest difference between ships and roads is the ability of ships to sail from one location to another. Unlike road pieces, you may move your ships on the board. However, there are limits to how you may move them. You must obey these restrictions:

- You may only move **1 ship per turn**.
- You may not move a ship during the turn you build it.
- You may never move a ship that is part of a closed shipping route, even if that movement would not break the connection between the settlements/cities.
- When you move a ship, you must obey all of the usual rules for placing a new ship.
- You may only move a ship if one of its two ends is not adjacent to any of **your** other pieces.



**Example E:** Red has 2 open shipping routes, here outlined in white. The ends of those routes are indicated by arrows. Since Red didn’t build those ships this turn, she may move either of them to a path marked in green. Additionally, the ship with the yellow arrow can move to a path marked in yellow, and the one with the blue arrow can move to a path marked in blue.

### 5. Ships During Starting Setup

Some players will wish to get a jump on the opposition by first exploring the oceans around Catan. These foresighted leaders may elect to place 1 or both of their starting settlements on the coastline. If you do so, you have the option of placing a ship, instead of a road, adjacent to that settlement. This strategy works well if you are planning rapid maritime expansion.

### Ships and Roads

#### 1. The “Longest Trade Route”

Because shipping routes are just as important as roads, players no longer compete for the “Longest Road.” Instead, they compete for the “Longest Trade Route.” The longest trade route is in all ways identical to the longest road (i.e., it is worth 2 victory points, etc.). However, players may count shipping routes (open or closed) as well as roads to determine who controls the longest trade route. The player with the longest connected line of roads and/or ships receives the “Longest Trade Route” special card and the 2 victory points for it.

Remember that you can only connect a road to a shipping route if there is a settlement or a city at the intersection where the two meet. Also, you can only count the single longest branch of a road and/or shipping route to calculate the longest trade route.



**Example F:** Red has the longest trade route of 6 segments. That route includes 4 ships (a closed shipping route) and 2 roads, which are linked by settlement “A”. She also has an open shipping route of 2 ships starting at settlement “B.” Red can connect this open route to her road if she builds a settlement on the intersection marked in green. The length of her trade route then increases to 8.

## 2. The “Road Building” Development Card

When you play a “Road Building” development card in a game of *Seafarers*, you have the option of substituting 1 or both of the roads with ships.



## OTHER NEW RULES

### Special Victory Points and CATAN Chits

In this expansion, you can earn new types of special victory points in addition to those available in *CATAN*.

Many of the scenarios have goals other than expanding your principality. These goals can award a successful player special victory points. When you earn a special victory point, you receive a *CATAN* chit. Each scenario describes the rules for how to acquire these chits.



When you earn a special victory point, you must place the corresponding *CATAN* chit beside the settlement or city that earned you the chit. This allows all the other players to see how many points you have earned and how you gained those points.

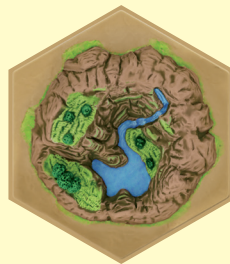
**Example:** In *Scenario 1: Heading for New Shores*, Red earns 2 *CATAN* chits when she builds her first settlement on one of the smaller islands. This settlement is thus worth a total of 3 victory points: 1 for the settlement and 2 for the chits.

While *CATAN* chits act as special victory points in some scenarios, they can take on different meanings in other scenarios. For example, they might be used as markers or to help count results. Each scenario provides detailed instructions on how to use the *CATAN* chits for that game.

### Gold Fields

Eager prospectors could discover gold on some of the islands around *Catan*.

The gold field hexes represent regions rich in gold nuggets. While there are no gold resource cards in the game, gold remains very valuable, indeed.



Whenever the number on a gold field hex is rolled, players collect resources for each adjacent settlement or city as normal, except they may select **any** of the regular resources (lumber, brick, wool, grain, or ore). They may choose any combination, following the limits of 1 per settlement and 2 per city.

## The Pirate

Just as the lands of *Catan* are harassed by the robber, the sea is vulnerable to the scourge of the dreaded pirate who works the sea lanes looking for profit!

Place the pirate piece near the board before the game begins. The pirate can affect the game in 3 ways:

1. If you roll a “7” during your turn, you may choose to move the pirate **instead** of the robber. Like the robber, place the pirate in the center of any hex you choose—except that you may only place it on a sea hex. You **must** then steal 1 random resource from any **one** player who has a ship adjacent to that hex! If a player has more than 1 ship adjacent to that sea hex, you are only allowed to steal 1 card from that player.
2. If you play a “Knight” card, you now have the choice of moving either the robber or the pirate.
3. Because sailors fear the pirate, they will not sail near its location. You may not place any new ships on the border of the hex the pirate is on. In addition, no ship may be moved away from the pirate if it is on the border of the hex in which the pirate is sailing.



**Note:** In *CATAN – Seafarers*, certain scenarios have no desert hexes. In such cases, start the robber off the board (just like the pirate).

**PERFECT FOR  
YOUR TRAVELS!**

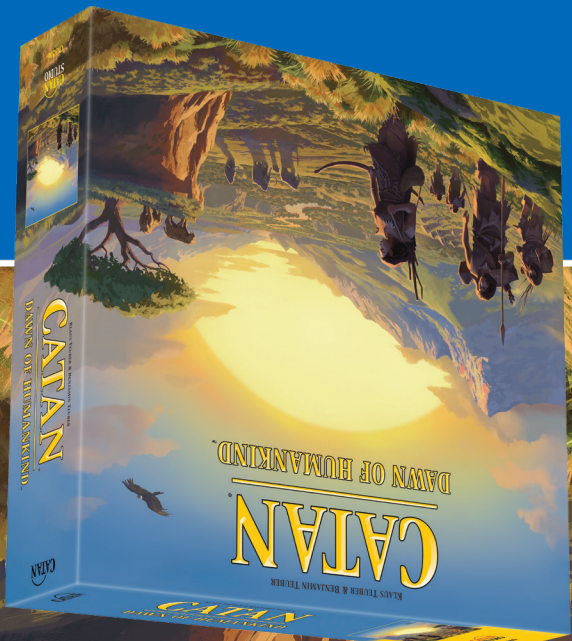


A folding case, six-piece variable board, pegged pieces, card holders, dice shaker, and component drawers make it perfect for your travels. Take CATAN with you anywhere!

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unknown universe has begun.



In CATAN - Dawn of Humankind™ you explore the globe while developing new technologies and culture. This fresh and vibrant reboot of the Settlers of the Stone Age™ is filled with new mechanics, strategies, and adventures waiting to be discovered.



## NASTY VARIANT (FOR EXPERIENCED PLAYERS)

If you want even more tactics in your *Cities & Knights* game, you should try this variant. It has only one small, but very consequential, rule change:

When the barbarian army attacks, all players decide in turn (starting with the active player) how many of their active knights they will contribute to defend Catan. Each player may choose to commit some, none, or all of their active knights.

This set of decisions may cause Catan to lose the battle (due to a shortage of knight strength), which would result in 1 or more players losing a city.

Only knights that are committed to the defense count toward the defenders' strength. Only committed knights are taken into account when determining who contributed the weakest force.

**Be warned:** Using this rule can make the game very nasty (and longer as well).

## KNIGHT-ERRANT VARIANT

This rule allows you to use 1 of your active knights to chase away the robber before rolling the dice on your turn. Your knight then becomes deactivated. This has the same effect as playing a "Knight" card before rolling the dice in CATAN.

## QUICK START VARIANT

Many players, especially those new to the game, find it difficult to get started if a lot of "7"s are rolled and/or the barbarians strike early. For these players, or for players who want a friendlier game, use these rules:

- If any player rolls a "7" during their first two turns, they should re-roll. Continue rolling until a result other than "7" is obtained. Beginning with the first player's third turn, all of the normal rules for rolling a "7" apply.
- Do not roll the event die during everyone's first 2 turns. The barbarian ship does not move, and no player draws any progress cards during this time. Starting with the first player's third turn, roll all three dice and resolve them normally.

This variant is designed to give all players a chance to get "rolling" at the beginning of the game without being stymied by an early barbarian attack or by rolling a lot of "7"s.

## SEAFARERS VARIANT

For some added fun, you can combine the *Cities & Knights* expansion with the *Seafarers* expansion! The best *Seafarers* scenarios to use are those that do not involve the exploration of hidden portions of the board (such as "The Fog Islands") or many small islands (such as "The Four Islands"). These types of scenarios make it very difficult to defend against the barbarians. Scenarios such as "Heading for New Shores" or "Through the Desert" both work very well. If you choose to play this "combo-expansion," here are some important rules:

- All rules in *Cities & Knights* that concern roads also apply to ships.
- When the barbarians attack, they are assumed to attack all the islands at once. Count cities and knights on all of them.
- You may move your knights across the sea if your trade route (roads and ships) connects your knight's starting intersection to its ending position.
- You may move a knight to an intersection of 3 sea hexes if you have a line of ships to that intersection (consider the knight as riding on an adjacent ship). However, you cannot build a new knight on such an intersection.
- If your knight stands on an intersection that is bordered by the last ship of your shipping route, the shipping route is closed. You cannot relocate that ship because it would break your knight's connection to 1 of your settlements or cities.
- If you interrupt an opponent's shipping route with a knight, this route is considered interrupted for purposes of calculating "Longest Trade Route" (just like with a settlement). In addition, that opponent may not relocate the ships bordering your knight.
- You may use a knight on a sea hex intersection to chase away the pirate, just as you would chase away the robber.
- The number of VPs needed to win the *Seafarers* scenario should be increased by 2.
- Cities on gold fields only produce resources, never commodities.
- You cannot place the merchant on a gold field.
- The rules about not moving the robber before the first barbarian attack also apply to the pirate.

*Cities & Knights* has 3 new, “refined” materials in the game. We refer to the 5 basic materials (lumber, brick, wool, grain, and ore) you already know from CATAN as resources. The 3 new materials (cloth, coin, and paper) are called commodities. In many ways, the commodities are treated the same as resources, but there are also some ways in which they differ.

### COMMODITIES IN DETAIL

- Commodities are produced only by cities, and only from forests, pastures, and mountains.
- Add any commodities you produce to your hand of resource cards. You count them toward your hand limit when a “7” is rolled. They may be stolen by the robber or lost as a discard.
- You trade commodities just like any other resource.
- You may trade them freely with other players.
- You may trade them with the supply— $\frac{1}{4}$  of the same commodity for 1 of any other resource or commodity.
- If you have a settlement or a city on a 3:1 harbor, you may trade 3 of the same commodity for 1 of any other resource or commodity.
- In the same manner as above, you may also trade resources for commodities.
- You need commodities to acquire city improvements.
- Some progress cards specifically mention “resources” or “commodities.” These cards can only affect the type of material they specifically mention.

*Note: The backs of commodity cards are the same as the backs of resource cards. However, the border on the front is intertwined with ribbons that match the color of the commodity (gold for cloth, gray for coin, and green for paper).*

### ENDING THE GAME

The first player to accumulate 13 or more victory points during their turn immediately wins the game.

If you lose a city and have 5 settlements on the board, temporarily treat the city as a settlement. Turn the city on its side to indicate its reduced status (remember that its VP value and resource production capabilities are that of a settlement). If you want to build a new city, it must be this one. Pay the cost to the supply and return the piece to its upright position. If the only city you have is this reduced one, you cannot build new city improvements until you repair it.

### The Knights Win

Catan is saved! The player with the highest total strength of active knights (this will not always be the greatest number of knights) is declared the Defender of Catan!

- Place 1 “Defender of Catan” card in front of the player. It is worth 1 VP.

- If 2 or more players tie for the highest total strength of active knights, no one receives a VP card. Instead, the tied players each draw 1 card from the progress card stack of their choice. Draw these cards in player order.

### The Barbarians Return Home

Regardless of the outcome of the attack, return the barbarian ship to its starting position on the track to begin a new journey towards Catan. All knights on the board become inactive (remove their helmets).

### THE MERCHANT

When you play a “Merchant” progress card, place the merchant figure on any terrain hex adjacent to 1 of your cities or settlements. As

long as the merchant remains, you may trade the resource (not the commodity) that this hex produces at a rate of 2:1. All of the usual CATAN rules for 2:1 harbor trades apply to trades with the merchant.

Whoever plays another “Merchant” card (it could be you) may move the merchant figure to any hex adjacent to 1 of their settlements or cities.

Control of the merchant figure is worth 1 VP.





**Compare Attacker's and Defenders' Strengths**

The side with the greatest strength wins the battle. If the attacker's strength is greater than the defenders' strength, the barbarians win. If the defenders' strength is equal to or greater than the attacker's strength, the knights win.

**The Barbarians Win**

The barbarians pillage 1 city belonging to the player with the weakest defenders. A pillaged city is reduced to a settlement (replace the city with a settlement). If the weakest defender has multiple cities, that player chooses which city to pillage.

- The player whose active knights have the lowest combined strength is the weakest. If you contributed no active knights to the defense, you are automatically considered the weakest.
- If the weakest player is protected (see Metropolis on page 6), the barbarians pillage the next weakest player.
- If multiple players tie for weakest, the barbarians pillage 1 city belonging to each of the tied players.
- Players who only have settlements (no cities) are considered protected. They cannot be pillaged and lose nothing.
- Metropolises are always protected.
- If a pillaged city has a city wall, the wall is destroyed as well.
- In the extreme case where no players had active knights, all players lose a city.

**Example:** The barbarians attack!

- Red and Blue have 2 cities each. Orange has only 1 metropolis. White has only 2 settlements. So the attacker's strength is 5 (4 cities + 1 metropolis).
- Red, Blue, and White each have 1 active basic knight, and Orange has no active knights. So, the defenders' strength is 3. The barbarians win (5 is greater than 3).
- Orange is the weakest defender, but he only has a metropolis which is protected. So, the barbarians look at the next weakest.
- Red, Blue, and White all tie for next weakest. But, White has no cities to lose, so they are protected. Red and Blue each lose 1 of their cities.

**Special Cases**

**If you lose your last city,** you still keep your city improvements. You can draw and play progress cards normally. However, you cannot build new city improvements until you have a city again.

To determine the defender's strength, add up the strengths of all the active knights (ignore the inactive ones). The strength of each knight is determined by its type: basic (1), strong (2), or mighty (3). **Tip:** Count the points on their banners. This total is the defender's strength.

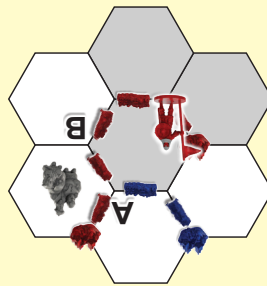
**Determine the Strength of Catan's Knights**

To determine the barbarian army's strength, count the total number of cities owned by all players (including metropolises). This total is the attacker's strength.

**Determine the Attacker's Strength**

When the barbarian ship reaches Catan's shore (the last space on the barbarian track), the barbarians attack. All players contribute their active knights to defend Catan. Resolve the battle as follows:

**ATTACK OF THE BARBARIANS**



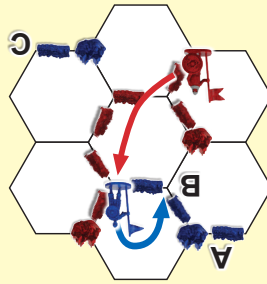
**Example:** Red's knight can only chase away the robber from the gray hexes. To chase the robber away, Red moves her knight to intersection "A" or "B" and deactivates it. Red pays 1 grain to activate her knight again. On her next turn, Red uses this knight to chase away the robber.

**Note:** You cannot chase the robber out of the desert until after the first barbarian attack.

You may chase away the robber with 1 of your active knights. Any knight will do, regardless of its strength. Your knight may only chase away the robber if the robber is on a hex adjacent to that knight. The evicted robber is handled exactly as if you had played a "Knight" development card from CATAN. After you chase away the robber, deactivate your knight.

**Chasing Away the Robber**

Red has a road that connects the 2 intersections. Blue must now move his displaced knight to "A" or "B," which are both connected by roads to his knight's original position. Blue moves his knight to "B." Note that "C" is not a connected intersection, so the knight cannot be moved there.



**Example:** Red moves her strong knight to the intersection indicated by the red arrow. It is allowed because Red's knight is stronger than Blue's basic knight (note the banners), and Red has a road that connects the 2 intersections. Blue must now move his displaced knight to "A" or "B," which are both connected by roads to his knight's original position. Blue moves his knight to "B." Note that "C" is not a connected intersection, so the knight cannot be moved there.

**Playing Progress Cards**

During your turn, you may play as many progress cards as you wish, in any order. All progress cards may only be played after you roll the dice (**exception:** the “Alchemist”). Below are some specific rules about the play of progress cards.

- You may never hold more than 4 progress cards in your hand. If you draw a fifth progress card, and you cannot play it for some reason, you must discard 1 card of your choice. Place it facedown under the corresponding draw stack.
- You may play a progress card on the same turn you draw it. You may play progress cards between other actions you take on your turn.
- If you draw a VP card, you must play it immediately. The “Spy” may not steal them, and they cannot be hidden in your hand. These cards do not count toward your progress card limit of 4 cards.
- You cannot trade progress cards, nor may the robber steal them.
- When you play a progress card, place it facedown under the corresponding draw stack. VP cards, however, remain face-up and in play.

*Note: More detailed instructions about each specific progress card can be found in the Appendix.*

## Knight Actions

Knights are essential to victory. They serve you in 2 ways. First, they help protect Catan from the barbarians (see Attack of the Barbarians on page 8). Second, they can perform various actions during your turn. These are the general rules for knights:

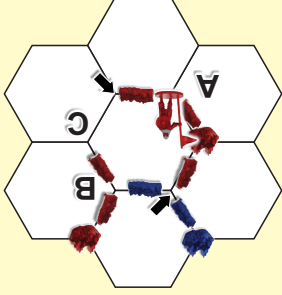
- **Important:** A knight can only act if it is active (helmet on) at the beginning of your turn.
- **Important:** After any action, you must deactivate the knight (remove its helmet).
- Knights can only act on your turn during the *Trading, Building, and Action Phase*.
- Each of your active knights can perform a maximum of 1 action per turn.
- You can “reactivate” a knight (put a helmet on) during a turn in which it took an action. However, that knight cannot perform another action this turn.
- To activate a knight, you pay 1 grain to the supply.

Here are the various actions that you may perform with an active knight:

You may move an active knight from one intersection to another. After movement, the knight becomes inactive. Moving a knight has the following restrictions:

- Both intersections must be connected to each other by your own road network.
- An intersection may only be occupied by 1 knight at a time.
- A knight may move through any number of intersections that are occupied by your own pieces.
- A knight may not move through an intersection occupied by an opponent’s pieces (their knight or otherwise).
- If you wish to build a settlement on an intersection occupied by 1 of your knights, then you must first move the knight. If you cannot move the knight (e.g., no empty intersection, knight not active), then you may not build at that intersection.

**Example:** Red may move their active knight from intersection “A” to either intersection marked with an arrow. That knight cannot be moved to “B” or “C,” because Red does not have roads connecting “A” to these intersections.



## Displacing a Knight

On your turn, you may move 1 of your knights to an intersection that is occupied by 1 of your opponent’s knights. This is called *displacing* a knight.

- You can only displace a knight if your knight is stronger. Thus, a mighty knight can displace a basic or a strong knight. A strong knight can only displace a basic knight. A basic knight can never displace another knight.
- The owner of the displaced knight must move it from that intersection to another empty intersection. The new intersection must be connected to the old one by their own road network (Note: it cannot move through an intersection occupied by an opponent’s pieces). The status of the displaced knight does not change (if it was active, it remains so).
- If there is no empty intersection for the displaced knight to move to, it is removed from the board and returned to its owner’s supply.
- After you displace an opponent’s knight, your knight becomes inactive.
- You may not displace your own knights.

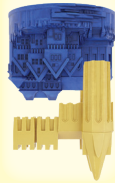
Once you improve a category to its third stage, you receive benefits for the rest of the game:



- **Merchant Guild (yellow):** From now on, you can trade commodities with the supply at a rate of 2:1. You can trade commodities for 1 resource or 1 other commodity. The 2 commodities you give to the supply must be of the same type, as usual. This advantage does not apply to resources.
- **Fortress (blue):** From now on, you can promote strong knights to mighty knights. You must still pay to promote the knights.
- **Aqueduct (green):** From now on, if you receive no resources from a production roll, you may take 1 resource or commodity of your choice from the supply. This even applies when a robber blocks your production. **Exception:** You cannot use this ability when a “7” is rolled.

## The Metropolis

Building city improvements is also important if you want to have a metropolis (worth 2 VPs). There are only 3 metropolis pieces in the game, 1 for each category: trade, politics, and science. They are called the bank, the cathedral, and the theater.



Metropolis on city



Metropolis token

- If you are the first player to improve your city to the fifth stage in a category, take the corresponding metropolis piece from the player who has it and place it on top of 1 of your cities (or keep it if you already have it). No one can take it from you for the rest of the game. Place the corresponding metropolis token in front of yourself to indicate this permanent status.
- Example:** Two turns ago, an opponent was the first to improve their city to stage 4 – *Cathedral*, placing the *Politics* metropolis piece on their city. Last turn, you improved to stage 4 – *Cathedral* but could not take the metropolis piece (you were not first). This turn, you improve to stage 5 – *High Assembly*. You take the *Politics* metropolis piece from the other

- A city with a metropolis is worth a total of 4 VPs (2 VPs for the city + 2 additional VPs for the metropolis).
- A metropolis is immune to the barbarians. It can never be pillaged or reduced. However, the metropolis is counted when determining the strength of the barbarian army.
- You may build more than 1 metropolis, but you must have a separate city for each metropolis piece. If you only have 1 city, and it is already a metropolis, you cannot improve the other categories beyond stage 3. If you want to improve one of these categories to stage 4, you must build another city.

## Progress Cards



Progress cards replace the development cards from CATAN. You don't purchase progress cards like development cards; instead, you draw them with the right combination of event die and red die results.

## Acquiring Progress Cards

You receive progress cards whenever you meet all 3 of the following conditions:

1. Your city improvement flip chart must be at stage 1 or more in at least 1 category. A stage 1 improvement shows 2 red dice, the second stage shows 3, and so on.



2. The event die result must show a city gate symbol that matches the color of one of your city improvements. **Note:** If you have improvements in all three categories, you have a chance to draw a progress card every time a city gate is rolled.



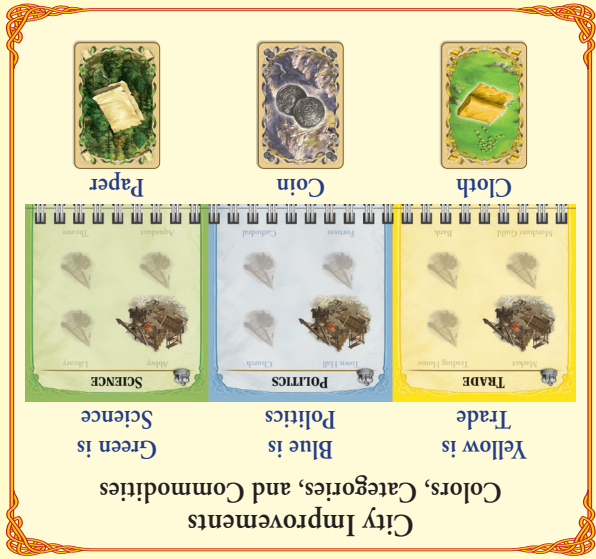
3. The number on the red die, rolled at the same time, must match 1 of the red dice displayed on your flip chart in the corresponding category color.
- If these 3 conditions are met, you may draw the top card from the corresponding progress card stack. If more than 1 player is allowed to draw on the same turn, each player draws in turn order, beginning with the active player.

**Example:** White rolls the dice. The results are a yellow city gate on the event die, a “3” on the red die, and a “6” on the yellow die. Blue has already built a merchant guild (yellow, stage 3, trade) and a town hall (blue, stage 1, politics). Since the merchant guild improvement shows a red die with a “3,” Blue may draw a yellow (trade) progress card.



## City Improvements

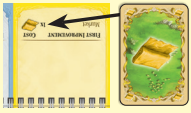
One of your most important considerations in *Cities & Knights* is the continued improvement of your cities. You use commodity cards to pay for these improvements. You may purchase improvements in all 3 categories, even if you own only 1 city. Track your city improvements on your flip chart, which is divided into 3 separate categories, each with an associated color: Trade, Politics, and Science.



Each category has 5 stages. Each stage represents structures or civic improvements you've added to your cities, such as markets, cathedrals, or libraries. These improvements increase your chance of drawing progress cards. The more you improve, the greater your chances (see Progress Cards on page 6).



At the beginning of the game, open the flip chart cover to reveal the pages that show no improvements. They have a blank city icon in the upper left corner of each category.



The cost of an improvement is shown in the lower right corner of each flip chart page by a number of commodity icons.

The first improvement in each category costs 1 commodity card of the type shown. The second improvement costs 2. The cost of each subsequent improvement is again increased by 1.

**Example:** The market costs 1 cloth. Pay 1 cloth and flip down the trade section of your flip chart.

**Important:** There is one restriction on purchasing

improvements. If you have no cities on the board (because the barbarians have pillaged your last city), you may not purchase any city improvements until you have built at least 1 city (see Attack of the Barbarians on page 8).

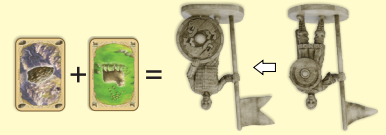
Activating a knight requires: 1 grain



In order for a knight to take an action, it must be active. To activate a knight, pay 1 grain to the supply, then place a helmet on the knight.

- The strength of the knight does not affect the activation cost.
- You may activate a knight on the same turn you build it.
- A knight cannot perform actions on the turn it is activated (see Knight Actions on page 7).

Promoting a knight requires: 1 wool + 1 ore



You can increase the strength and effectiveness of your knights by promoting them. To promote a knight, you must pay 1 wool and 1 ore to the supply. When you promote a knight, return it to your supply and replace it with a knight one level stronger. The new, stronger knight must be placed in the same location as the knight you removed.

- You may only promote a knight once per turn.
- You may promote a basic knight on the same turn that you build it.
- You may promote a knight in either state (active or inactive). Promotion does not change its state.

• The cost to promote a basic knight to a strong knight, or a strong knight to a mighty knight, is the same. However, you may only promote a strong knight to a mighty knight after you have reached the *Fortress* city improvement (the third stage on the politics track (blue) of the flip chart).

**Important:** You only have 2 knights of each strength level. If both of your basic knights are on the board, you must promote 1 of them if you want to build another basic knight.

## 2. Trading, Building, and Action Phase

### Knights



Knights have three strength levels:

- A basic knight has 1 strength point (1-point banner).
- A strong knight has 2 strength points (2-point banner).
- A mighty knight has 3 strength points (3-point banner).

Knights have two activation states:

- A knight without a helmet is inactive. An inactive knight cannot take actions.
- A knight wearing a helmet is active. An active knight can take actions.



**Building a city wall requires:** 2 brick



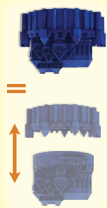
To build a city wall, you must pay 2 brick to the supply. Place the city wall under any city you own on the board. There are three restrictions on the placement of city walls:

- You may only build city walls under cities—never under settlements.
- A city can only have 1 city wall.

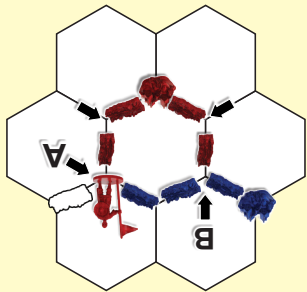
- If you lose a city with a wall, the city wall is also destroyed. Remove both from the board and put them back in your supply. They can be rebuilt.

**Important:** You are limited to the 3 city walls in your supply. You cannot build more than that.

Each city wall you build increases the number of cards you can safely hold in your hand by 2 when a “7” is rolled. **Example:** If you have 2 cities, each with a city wall, you may safely hold up to 11 cards in your hand without having to discard half of them when a “7” is rolled. If you have 12 resource cards in this case, you must discard 6 of them.



- New knights are placed on any unoccupied intersection connected to your roads.
- New knights always start inactive.
- The distance rule does not apply to knights.
- If your knight occupies an intersection on an opponent's road/trade route, that knight interrupts the route. Your opponent cannot build a road adjacent to that intersection. Nor can they build anything on that intersection.
- A knight interrupts a road/trade route if it stands on an intersection within an opponent's road network. This affects the **Longest Road/Longest Trade** route count.



**Example:** Red can choose 1 of the 4 intersections to place her new knight. Red chooses intersection “A.” This placement blocks Blue's road. Only Red can build a road on the empty path. Had Red placed her knight on intersection “B,” it would have interrupted Blue's road count.

As in CATAN, you can build roads, settlements, and cities on your turn – nothing changes.

The rules for trading resource cards in CATAN remain unchanged. They also apply to the new commodity cards. Commodity cards can be traded with other players or the supply. For trading purposes, these cards are interchangeable.

### Trading

### City Walls

*Cities & Knights* adds new things that you can build:

# THE TURN IN DETAIL

## Dice Roll

Begin your turn by rolling all 3 of the dice. The dice roll results must be resolved in a specific order: Depending upon the combination of dice, different results are possible:



**1) Ship.** Move the barbarian ship along the barbarian track 1 space closer to Catan's shore. When the ship reaches the last space on the track, the barbarians attack Catan (see Attack of the Barbarians on page 8).



**2) Progress Cards.** Announce the color of the gate (blue, green, or yellow) and the number on the red die (e.g., "Yellow - One:"). All players check to see if they are eligible to draw progress cards.

• To be eligible, the number on the red die must appear on your flip chart in the corresponding color section (see example).

*Example:* After rolling the dice, the event die shows a yellow gate and the red die shows the number "1." The active player announces "Yellow - One." Any player whose yellow city improvement chart is at stage 1 or higher can draw 1 yellow progress card.

• Each eligible player draws the topmost card from the progress card stack that matches the color on the event die. Start with the active player and continue clockwise.

You may look at your cards, but keep them secret from your opponents until you play them. You may never have more than 4 progress cards in your hand (see Progress Cards on page 6).

**3) Production.** Add the red and the yellow dice together to determine which hexes produce.



• Each settlement produces 1 resource card as usual. Each city produces 2 cards. The specific cards produced are determined by the type of terrain rolled (see the chart on the right).

*Note:* You are not allowed to substitute production. You must take 1 of each, never 2 of one and 0 of the other. Also, commodity cards go in your hand. They count when a "7" is rolled and may be stolen by the robber.

## 1. Production Phase

### City Resource Production

These terrains produce 2 resources



hills



A city on a: Produces 2 brick



fields



2 grain

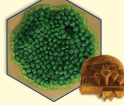
These terrains produce 1 resource + 1 commodity



pasture



A city on a: Produces 1 wool + 1 cloth



forest



1 lumber + 1 paper



mountain



1 ore + 1 coin

### 4) Rolling a "7" and moving the robber. In Cities & Knights, you cannot move the robber until after the barbarians reach the island of Catan for the first time. Until then:

- If you roll a "7," all players must check if they are holding too many cards and discard as usual. However, you do not move the robber from the desert and you cannot steal a card from another player.
- You are not allowed to move the robber by playing any progress cards (like the "Bishop") or by performing knight actions. The robber stays in the desert, no matter what.

It is possible for you to roll a "7" and a ship on the event die that causes the barbarian ship marker to reach Catan on that turn. Since the barbarian attack gets resolved first (*step 1*), you are allowed to move the robber for the first time in this case.

## GAME COMPONENTS AND SETUP

In order to play *Cities & Knights 3D*, you will need most of the components from *CATAN – 3D Edition*. A list of these requirements, as well as an illustrated list of *Cities & Knights 3D* components, can be found in the Appendix.



Before you read the rest of these rules, go to page 3 of the Appendix to learn how to prepare the game board. The Appendix will also tell you how to do the initial player setup which varies slightly from *CATAN*. Once you have completed the setup, you can return to these rules.

## NEW RULES

### TURN OVERVIEW

On your turn, perform the following three phases in the order listed:

#### 1. Production Phase

- Roll all 3 dice.
  - Resolve the results of the event die.
    -  The event die shows which event occurs.
    -  The red die shows which city improvements produce progress cards.
  - Collect resource and commodity cards based on the red and yellow dice roll.
- Important:** You can only play the “Alchemist” progress card before the production dice roll. It is the only progress card that you can use before the dice are rolled and the results resolved. You cannot build or trade before production.

#### 2. Trading, Building, and Action Phase

You may do any or all of these actions in any order:

- Trade resources and/or commodities with other players and/or the supply
  - Build:
    - Roads, settlements, and cities (as in *CATAN*)
    - NEW: City walls
    - NEW: Basic knights, activating and promoting them as desired
    - NEW: City improvements
  - Play any number of progress cards, even cards obtained on that turn
  - Perform actions with your knights:
    - Move your knights
    - Displace knights
    - Chase away the robber
- 3. End your turn**
- Pass the dice to the player on your left. They become the active player and start a new turn.

These rules contain everything you need to play *CATAN - 3D Expansion* – *Cities & Knights* (aka *Cities & Knights 3D*). All of the components and the instructions on how to set up a game are located in the Appendix. We recommend that you first read the Overview below. Then, read the *Cities & Knights Setup* portion of the Appendix. Finally, read the rest of the rules in this book to familiarize yourself with the basic changes in this expansion.

If questions about particular progress cards arise during play, you can refer again to the Appendix for a full description of each card.

## DEFENDING THE SHORES OF CATAN

*Catan* is in danger. Storm clouds are gathering over the island and a sense of foreboding has set in among the people. Lured by the wealth of *Catan*, wave after wave of barbarians approach from the sea – intent upon invasion.

## OVERVIEW

You have time to prepare to face this danger. The strength of the barbarian army always corresponds to the number of cities on *Catan*. You and your fellow *Catanians* must gather a group of knights at least as strong in order to repel the barbarian threat. If you defeat the barbarians, the danger is abated for the moment. However, if the knights of *Catan* are too weak, the barbarians sack a city and reduce it to a settlement.

The barbarians prey on the weak. Whoever contributed least to the defense of *Catan* will bear the burden of the destruction. Don't put your fate at risk – raise knights to defend the island! Aside from this external threat, players compete to build three great metropolises. To build a metropolis, you must improve your cities. A metropolis is worth 2 additional victory points (VPs).

You can improve your cities along 3 possible categories using a new type of resource in the game – commodities (cloth, coin, and paper). Commodities are produced at cities that border certain terrains. **Trade** improvements (yellow) require cloth. **Politics** improvements (blue) require coin. **Science** improvements (green) require paper. If you are the first player to make all 4 improvements in a single category, you receive the metropolis upgrade.

Improving a city provides benefits. The more improvements it has, the more likely you are to receive new **progress cards**. These cards provide strong benefits and effects on the game. You get these cards when someone rolls the appropriate combination of the red die and the event die.

To get you moving quickly on all these improvements, the game starts you with 1 settlement and 1 city.

# CATAN<sup>®</sup>

3D EXPANSION

## CITIES & KNIGHTS™

KLAUS TEUBER



# RULES

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