

CATAN

CITIES & KNIGHTS[®]

BY KLAUS TEUBER

GAME RULES & ALMANAC

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Dear Knights of Catan,

This booklet contains all of the guidelines you need to play *Catan: Cities & Knights*. We recommend that you first read the “Game Overview” on the back of these rules. Then read the “Game Rules” to familiarize yourself with the basic changes in this expansion. Finally, refer to the “Almanac” when special questions arise during play. Also note that the Almanac includes instructions on how to label the game parts.

— Klaus Teuber

You can find further information on the Internet at:

www.catan.com

www.mayfairgames.com

www.universityofcatan.com

www.klausteuber.com

GAME RULES

Except where noted below, *Catan: Cities & Knights* (aka “*Cities & Knights*”) uses all the rules from *The Settlers of Catan* (aka “*Settlers*”). The additional rules include:

- a revised turn order;
- rules for placing and using knights;
- rules for city development and Progress Cards; and
- rules for the attacking barbarians!

These 12-page rules (pages 2-13) contain all the important information that you need to play! Look for specific information about the individual Progress Cards in the “Almanac,” which follows these rules (see pages 14-18).

GAME COMPONENTS

- 1 “Barbarian Tile” with movement spaces for the Barbarian Ship
- 36 Commodity Cards, including:
 - 12 paper (from forest)
 - 12 cloth (from pasture)
 - 12 coin (from mountains)
- 54 Progress Cards:
 - 18 Science Progress Cards
 - 18 Politics Progress Cards
 - 18 Trade Progress Cards
- 6 “Defender of Catan” Victory Point Cards

- 4 development flip-charts (“city calendars”)
- playing pieces in 4 colors:
 - 12 city walls (square wooden tokens; 3 of each color)
 - 24 knights (round wooden tokens; 6 of each color)
- 3 metropolis pieces (“Golden City Gates”)
- 2 sheets of knight labels
- 1 Barbarian Ship
- 1 Merchant (wooden cone)
- 1 Game Rules & Almanac Booklet
- 1 game overview (on back of this booklet)
- 1 event die (with 3 ships and 3 city gate symbols)

WHAT YOU NEED FROM YOUR SETTLERS GAME

To play *Cities & Knights* you will need **most** of the components from a copy of *Settlers*. Set aside the following *Settlers* pieces, as you won’t need them:

- the Development Cards;
- the Building Cost Cards; and
- the “Largest Army” card.



Illustration A

Set aside all of these *Settlers* components!

See Illustrations A and B. *Cities & Knights* pieces replace these components. Use all of the remaining pieces from *Settlers*.

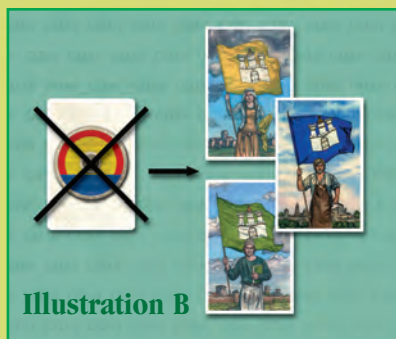


Illustration B

NEW GAME PIECES

Knights

Before you play *Cities & Knights* for the first time, you will need to label all 24 knight tokens (the round wooden “disks”). There are 6 tokens of each color.

There are 6 knights per player (color):

- 2 basic knights (1 ring, open helmet)
- 2 strong knights (2 rings, full helmet)
- 2 mighty knights (3 rings, great helmet with crest)

You need to attach 2 labels to each knight token. Label the front side of each token with the inactive symbol (a black and white head). (See Illustration C.) Label the reverse side of each token with the active symbol (a color head). Note that the 3 types of knights’ heads correspond to similar heads on the reverse side of the token.



Illustration C

Basic Knight
(Front)

Basic Knight
(Back)

Development Flip-chart

Before playing your first game, you must separate the spiral-bound pages of the development flip-charts. Each page of the flip-charts is perforated, so there are 3 parts to each page.



Development Flip-chart
(Starting Page Positions)

Gently pull the sections of each page apart. When finished, you should have 5 pages, each separated into 3 separate sections.

You use the development flip-charts to track the city improvements that you purchase. Each page of the flip-chart shows the building costs of each piece. Each section is also labeled with the cost to purchase the next level of improvement. When you buy a city improvement, you flip the page section matching the improvement you purchased.

Each page section also bears an illustration of the improvements that you’ve purchased, and a number of red dice. These red dice tell you when you acquire Progress Cards. The third improvement in each category describes the special ability you’ve just earned for that development track.

City Walls

City walls are low, square wooden blocks that you can place beneath your cities. To build a city wall, you pay 2 brick resources to the bank. Each city wall that you have on the board increases the maximum number of cards you can safely hold in your hand when a “7” is rolled on the production dice. Each city wall adds 2 cards to your “safe” hand limit.

You may only build a city wall under a city. You can **not** place a city wall under a settlement. If one of your cities with a city wall is reduced to a settlement (by the barbarians), you must also remove that city wall from the board. Also, you may only build 1 city wall under a given city, and you can have a maximum of 3 city walls on the board at any given time.

SETTING UP THE ISLAND OF CATAN

Normally, you play *Cities & Knights* on a random, variable game board, just like the basic *Settlers* game. However, we recommend that you use the prepared board set up shown in Illustration E (see page 4) for your first few games. It’s ideal for your first game of *Cities & Knights*. This layout provides a balanced production of resources and commodities (most especially grain) that may prove scarce during the game.

Hexagon Tiles and the Barbarian Tile

After constructing the frame, place the hexagonal tiles (hexes) within the frame as shown in the Game Overview. If you are constructing a random board, place the land hexes in the center of the framed area as you would normally. Next, place the “Barbarian Tile” as noted. The Barbarian Ship will move along this track toward Catan. Again, if using a random board, shuffle the harbor tokens and place them normally.

SETTING UP THE GAME

Sort the Resource Cards into 5 stacks, 1 for each resource. Place them face up near the island.

Sort the new Commodity Cards into 3 stacks, one for each commodity. Place them face up by the Resource Cards.

Divide the Progress Cards into 3 stacks by the flag color on the back of each card (green, blue, and yellow). Shuffle each stack separately, and place them face down near the island.

Place the 3 metropolises, the trader cone, the 3 dice (1 yellow, 1 red, and 1 event die), and the “Longest Road” card near the island.

Place the black wooden ship on the “Barbarian Ship” space on the Barbarian Tile. The Barbarian Ship moves along this track on its way to Catan.

Place the robber on the desert hex.

Each player selects a color and takes all of the pieces of that color. Each player receives:

- 5 settlements,
- 4 cities, and 15 roads (all from the basic *Settlers* game);
- 6 knights (2 each of basic, strong, and mighty knights);
- 3 city walls; and
- 1 development flip-chart.



SET-UP PHASE

Once you’ve constructed the board and arranged the pieces, begin the Set-up Phase. Now the players place their initial settlements, cities, and roads.

Each player rolls the yellow and red dice; the player rolling the highest begins.

Starting with the first player and continuing clockwise around the table, each player places 1 settlement and 1 road (as in basic *Settlers*).

Then, the second building round begins with the last player to place a settlement. It continues counter-clockwise around the table (so the first player to place a settlement will be the last to place). Each player now places 1 city and 1 road, following all of the normal rules for placement described in the basic game of *Settlers* (i.e., no city may be placed less than 2 spaces away from all settlements, etc.).

You receive your first resources immediately after you place your city. You get 1 resource for each terrain that your city is adjacent to.

Place your development flip-chart in front of you with the first page showing (indicating that you have not built any city improvements).



TURN OVERVIEW

The player who placed the last city takes the first turn. Each player, going clockwise around the table, performs the following actions, in the order listed:

- You must roll all 3 dice.
- The results of the event (symbol) die are resolved.
- Progress Cards may be drawn (depending on the result of the event die).
- All players produce the resources indicated by the red and yellow dice.
- All players produce the commodities indicated by the red and yellow dice.
- You may do any or all of the following in any order:
 - Trade resources and/or commodities with the bank and/or other players.
 - Build roads, settlements, cities, knights, city walls, and/or city improvements.
 - Activate, promote, and/or perform actions with your knights.
 - Play any number of Progress Cards.

Note: The “Alchemist” Progress Card can only be played before the dice are rolled. It is the only Progress Card that can be used before the dice are rolled and the results resolved.

SPECIFIC ACTIONS

Dice Rolls

Each player begins his turn by rolling all 3 of the dice. The result of the dice will determine not only which terrain hexes produce resources and commodities, but also what actions the barbarians will take, and if any Progress Cards are drawn. The effects of the die roll must be resolved in a specific order:

- First, use the white event die to determine what event takes place that turn. If the ship symbol is showing, then move the Barbarian Ship 1 space closer to the island of Catan. The ship follows the track on the Barbarian Tile. The ship begins its journey on the space illustrated with the ship. The barbarians attack when the ship reaches the last space. (See “Attack of the Barbarians” on page 11.)
- If the event die shows one of the three city gate symbols (blue, green, or yellow), then all players may be eligible to draw a Progress Card. To be eligible, a player must be able to match the number rolled on the red die with one of the red die icons showing on his flip-chart in the section that matches the color of the city gate rolled on the symbol die.



Event Die



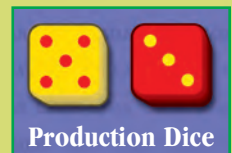
Example: See Illustration H. The event die shows a yellow gate, and the red die shows the number “1.” All those players who have purchased at least the second level yellow city improvement (the trading house) are eligible to draw a yellow Progress Card.



Illustration H

Beginning with the player whose turn it is, and continuing clockwise, each eligible player draws the topmost card from the Progress Card stack that matches the color of the city gate showing on the event die. Keep your Progress Cards 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 9.

- Add the red and the yellow dice together to determine which hexes produce resources and commodities for all players. All hexes whose number matches this sum produces 1 of the appropriate resources for each settlement adjacent to it.



Production Dice

Production for a city bordering a producing hex depends on the type of terrain that is rolled. See Illustration J.

As in basic *Settlers*, any hex that is occupied by the robber does not produce any resources or commodities. Also, if a “7” is rolled on the dice, no hexes produce; instead, the player who rolled the seven must move the robber and may be able to steal 1 card from any opponent who is adjacent to the robber.

The robber cannot be moved until after the barbarians reach the island of Catan for the first time. Until the first invasion, when a “7” is rolled, each player must check if he is holding too many cards as normal; but the robber remains in the desert and you do not steal a card from another player. The robber may also not be moved through the play of any Progress Cards (like the Bishop) or knight actions until after the first invasion.

RESOURCE & COMMODITY CARD PRODUCTION		
City Production		
Pasture = 1 Wool & 1 Cloth		
Hills = 2 Brick		
Mountains = 1 Ore & 1 Coin		
Fields = 2 Grain		
Forest = 1 Lumber & 1 Paper		
Desert = Nothing		

Illustration J

Trading and Building

In *Cities & Knights*, you are allowed to build and trade any number of times and in any order. You do not need to finish all of your trading before you begin your building. All of the rules from *Settlers* apply to trades made in *Cities & Knights* (with the addition of the Commodity Cards). Progress Cards may never be traded at any time.

All of the basic rules for building remain in effect. The cost of roads, settlements, and cities remain unchanged. There are, however, 2 new items that you may elect to build during your turn. Also, you may no longer purchase Development Cards.

The 2 new items are city walls and knights.

City Walls

To build a city wall, you must pay two brick resources to the bank. The city wall (square wooden token) is placed 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 settlements.
- You may only build one city wall under each city.
- You may never have more than 3 city walls at one time.

Each city wall you control increases the maximum number of cards you safely hold in your hand when a “7” is rolled on the production dice. Each city wall adds 2 cards to this limit.

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 the barbarians pillage your city (i.e., reduce it to a settlement), the city wall is also destroyed. You must remove the city wall from the board.

Knights

Knights are represented by the round wooden tokens. Each knight token is labeled on both sides. One side—showing the symbol of a knight’s helmet in black and white—is the inactive side. An inactive knight may not perform any actions. The other side of the token, which depicts the helm in color, is the

active side. The type of helmet and the number of rings indicate the strength of the knight.

Note: *See Illustration K. The open-face helmet and single ring denotes a “basic knight.” The full helmet surrounded by pair of rings indicates a “strong knight.” The full helm adorned with the glowing sun and trio of rings represents a “mighty knight.”*

When you wish to “hire” a knight, you must pay 1 wool and 1 ore to the bank. This allows you to take a basic knight (open helm/one ring) and place it on the board. Always place your newly-built knight with its inactive side up. You may place your knight on any unoccupied intersection connected to your roads. There are 2 special purchases you can make once you have a knight:

Activating a Knight

In order for a knight to take an action, he must first be activated. To activate a knight you must pay one grain to the bank. Then you may turn the knight token over to the active side, which depicts the helm in color. The strength of the knight does not affect the cost to activate it. It costs only one grain regardless of whether it is a basic knight or a mighty knight. A knight may be activated on the same turn that it was built. But, a knight may not perform an action later on the turn it was activated.

Promoting a Knight

You can increase the strength and effectiveness of your knights by paying additional commodities. The cost to promote a basic knight to a strong knight **or** a strong knight to a mighty knight is one wool and one ore. When you promote a knight, return the old knight token (which may be repurchased later), and replace it with a token showing the next higher strength of knight. The new, stronger knight must be placed in the same location as the knight you have promoted. The status of the knight, active or inactive, is not changed when you promote the knight. You may promote a knight on the same turn that it was originally built, or on any later turn. A knight may only be promoted once per turn. You may only promote a strong knight to a mighty knight after you have purchased the third level politics (blue) city improvement (the “Fortress”).

Playing Progress Cards

During your turn, after you have rolled the dice, you may play any number of Progress Cards in any order. You may play them between other actions taken during your turn. When you play a Progress Card, resolve all of its effects, then place it, face down, under the progress stack of the matching color. For more information about Progress Cards, see “Progress Cards” on page 9, or consult the *Cities & Knights* Almanac.



Illustration K

COMMODITIES

In *Cities & Knights*, we've added 3 new, "refined" materials to the game. As in *Settlers*, we refer to the 5 basic materials (lumber, wool, grain, brick, and ore) 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. Here are all of the details about commodities:

- Commodities are produced only by cities, and only in forest, pasture, and mountains.
- Commodities, when produced, are added to your hand of Resource Cards. They count toward the robber limit when a "7" is rolled. They may be stolen by the robber, or lost as a discard.
- The parchment icon symbols (i.e., cloth, paper, or coin) on Commodity cards are surrounded by two-colored borders (brown and green, grey and blue, and yellow and light green, respectively). Both Commodity Cards and Resource cards have the same card backs (i.e., the 5-terrain map).
- Commodities may be traded in all the same ways as resources. You may trade them freely with other players. You may exchange 4 of the same commodity for 1 of any resource or commodity you choose. If you have a settlement or a city on a 3:1 harbor, you may trade 3 of any commodity for 1 of any resource or commodity you choose. You may also trade 4 of any resource for 1 of any commodity (3:1 at a harbor; 2:1 if you have the matching specific harbor).

- You need commodities to acquire city improvements.
- Some Progress Cards specifically mention "resources" or "commodities." These cards can only affect the type of raw material they specifically mention.

CITY IMPROVEMENTS

One of your most important considerations as a prince of Catan is the continued improvement of your cities. This improvement is made possible through the use of Commodity Cards. You are able to improve your cities in three areas of development: trade (yellow); politics (blue); and science (green). You may purchase improvements in all 3 areas even if you own only 1 city.

Your city improvements are tracked with your development flip-chart. Your flip-chart is divided into 3 separate parts, 1 for each of the 3 areas of development. Each section has 5 pages, which correspond to the 5 levels of improvement that you can acquire in each area. At the beginning of the game, your flip-chart begins opened to the first page, so you have no improvements.

The various improvements are represented by important buildings that can be constructed in your cities, such as a market, a cathedral, or a library. The cost of a building is shown in the lower right corner of each flip-chart page.

Example: See Illustration M. The Market costs 1 cloth. Pay 1 cloth and flip the Market section of your development flip-chart.

The first improvement in each area always costs 1 commodity of the matching type. The second improvement in each area costs 2 of that commodity. The cost of each subsequent improvement is again increased by 1.

There is one restriction on the purchase of improvements, however. 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 11.)

Each improvement increases your chance of being eligible to draw Progress Cards. Each improvement shows a picture of the improvement. Above that picture is a row of red dice.



Illustration M

Each die shows a number. When the event die roll shows a city gate, you may draw a Progress Card of like color—but only if the number on the red die matches one of the dice pictured on that color’s section on your development flip-chart. A higher level of improvement increases your chance to draw Progress Cards.

Example: See Illustration N. If you have built the market improvement, it shows 2 red dice. If the event die rolls the yellow city gate, and the red die shows a “1” or “2,” then you may draw a yellow (i.e., trade) Progress Card.

In addition, when you build the third improvement in each area, you receive a special ability. You are able to use this ability for the remainder of the game, even if other players also achieve the third level of improvement (in which case they also get the advantage) or if you purchase improvements beyond the third level. The advantage that you gain from each color of improvement is different:

- **Counting House (yellow):** You may trade commodities (of the same type) 2:1 for any commodity or resource.

You may make this trade only during your turn, as if you were using a harbor. This special trade advantage does not include resources, only the three commodities.

- **Fortress (blue):** You may promote strong knights to mighty knights after you have built the Fortress. You must still pay to promote the knights normally.

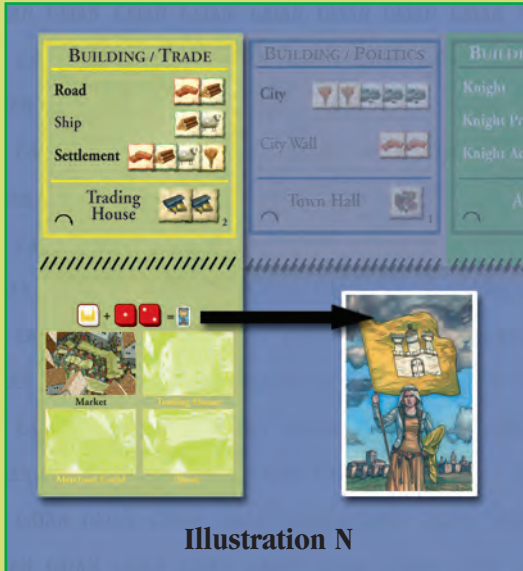


Illustration N



3 City Improvements

- **Aqueduct (green):** If, when the dice are rolled for production, you do not receive any resources or commodities, you may take any one resource of your choice from the bank. You may not, however, use this ability when a “7” is rolled.

THE METROPOLIS

In addition to their other advantages, you need to build city improvements if you are going to have a metropolis. A metropolis is represented by a golden city gate. These gates are designed to fit over the wooden city playing pieces.



Only 3 metropolises may be in play at any given time: one each for trade, politics, and science. The first player who achieves the fourth level of improvement in any one of these 3 areas (the bank, the cathedral, or the theater) may place one of the metropolis gates on any one of his cities on the board. You may take the metropolis only if no other player already controls the fourth level improvement of that color, for there can be only 1 metropolis for science, trade, or politics. When you acquire a metropolis, place the metropolis token of the appropriate color on your flip-chart to show which area is associated with your metropolis.

A city with a metropolis is worth a total of 4 victory points! This includes 2 points for the city, and 2 additional points for the metropolis.

You may take another player’s metropolis if you are able to acquire the fifth level of improvement in the matching color before he does. If another player reaches the fifth level of improvement before the metropolis owner does, he may take both the metropolis piece and the colored metropolis token. If you have reached the fifth level of improvement in any area, no player may take your metropolis away.

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 one metropolis. If you are the first player to reach the fourth level of improvement in more than one area (or if you reach the fifth level, thereby taking another player’s metropolis away), you may place another metropolis gate on one of your cities. But, you may not purchase any improvements beyond the third level of a given color unless you have a city where you could build a metropolis. If you do not have such a city on the board, you must wait until you have built at least one more city.

PROGRESS CARDS

In *Cities & Knights*, Progress Cards replace the Development Cards from the basic *Settlers* game. You don't purchase Progress Cards like Development Cards; instead you draw them with the right combination of the event die and the red die.



Acquiring Progress Cards

To be able to draw a Progress Card:

- You must possess at least one level of city improvement in one or more areas of development. The first level of improvement displays two red dice, the second level displays three, and so on.
- The white event die, when rolled on any player's turn, must show the city gate symbol whose color matches the color of one of your city improvements.
- The number on the red die, rolled at the same time, must match one of the red dice displayed on your city improvement whose color matches the city gate on the event die.

If these three conditions are met, you may draw the top card from the progress stack that matches the color of the city gate on the event die. If more than one player is allowed to draw on the same turn, then each player draws in turn order, beginning with the player whose turn it is.

Example: Bob rolls a "6" on the yellow die, a "3" on the red die, and the yellow city gate on the event die. Mo has already built a City Hall (blue) and a Guildhouse (yellow). Since Mo's yellow improvement shows a red die with "3" showing, Mo draws a yellow Progress Card.

Playing Progress Cards

During your turn, you may play as many Progress Cards as you wish. All Progress Cards may only be played after you roll the dice (exception: the "Alchemist"). Here are some specific rules about the play of Progress Cards. More detailed instructions about every card can be found in the *Cities & Knights* Almanac:

- Victory Point Cards must be played immediately when drawn. The spy may not steal them, and they cannot be hidden in your hand. These cards do not count against your hand limit of 4 cards.

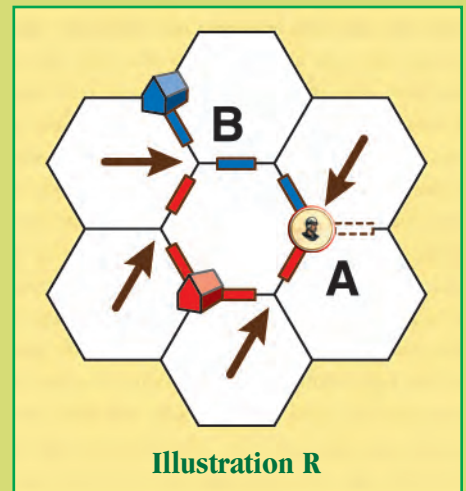
- You may never hold more than four Progress Cards in your hand. If you draw a fifth Progress Card, and you cannot play it because it is not your turn, you must discard one card (of your choice) to the bottom of the appropriate stack.
- Progress Cards may be played on the same turn that they are drawn.
- Progress Cards may not be traded with other players, nor may the robber steal them.
- When you play a Progress Card, place it face down under the appropriate Progress Card stack. Victory points, however, remain face up and in play.

KNIGHTS

Knights are essential for achieving victory in *Cities & Knights*. Without them, the barbarians will surely pillage your cities and ruin your hopes for victory.

Knights are placed at the intersection of three hexes, in much the same way as settlements. However, knights do not have to observe the two-space rule. Knights can be placed to block construction of other players, and they can also be used to break another player's "longest road."

Example: See *Illustration R*. A knight placed at the intersection of two players' roads will keep the other player from building past the knight. The red player has four available intersections for knight placement (marked with arrows).



If the red player places a knight at intersection "A," the blue player will not be able to build past that knight. Only the red player can build a road there. If the red player places his knight at "B," it will break blue's road, shortening his road for purposes of determining the longest road.

There are 3 strengths of knights: basic knights, strong knights, and mighty knights. A basic knight has a strength of 1, a strong knight has a strength of 2, and a mighty knight has a strength of 3.

Knights serve you in 2 ways. First, they help protect Catan from the barbarian army. (See "Attack of the Barbarians" on page 11.) Second, active knights can perform one action

during your turn. Each knight may perform any 1 of the actions each turn. A knight may not be activated and then perform an action on the same turn. A knight can, however, perform an action and then be activated again later in the same turn (though he could not then perform a second action). When a knight performs an action, the knight token is turned over to the inactive side. To activate that knight again, you must pay one grain.

Here are all of the actions that you may perform with an active knight...

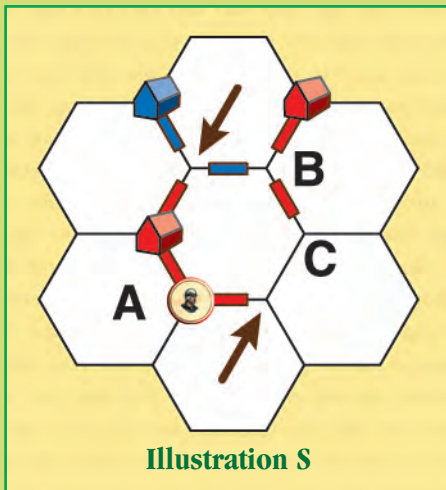
Moving a Knight

An active knight may be moved to another intersection. In order for the knight to move, you must have built roads linking the intersection the knight is moving from to the intersection that he is moving to.

An intersection may only have one knight at a time. However, a moving knight may pass through any number of intersections that are occupied by pieces of the same color (assuming that they are all connected by roads, as above).

After the knight moves, he becomes inactive.

If you wish to build a settlement on an intersection occupied by a knight, then you must first move the knight. If there is no empty intersection for you to move your knight to, then he may not move and you may not build at that intersection.



Example: See Illustration S. The red player may elect to move his active knight at intersection "A" to either intersection marked with an arrow. The knight may not be moved to "B" or "C," as red does not have roads connecting these intersections to "A."

Displacing a Knight

On your turn, you may move one of your active knights to an intersection that is occupied by one of your opponent's knights. This is called "displacing" a knight. You may only displace a knight if it is weaker than the knight that you are moving. Thus, a strong knight can only displace a basic knight, and a mighty knight may displace a basic or a strong knight. A basic knight may never displace another knight.

The owner of the displaced knight must move his knight to any empty intersection that is connected, by roads of his color, to the place from which he was displaced. The status of the displaced knight (active or inactive) does not change.

If there is no empty intersection for the displaced knight to move to, he is removed from the board.

You may not displace your own knights.

After you displace an opponent's knight, move your (displacing) knight to the displaced knight's former intersection. Your knight is then turned over to his inactive side.

Example: See Illustration T. The red player is at it again! He moves his strong knight to the intersection indicated by the arrow. He may do this because his knight is stronger than the blue (basic) knight (note the number of rings), and he has a road that connects the two intersections. The blue player must now move his displaced knight to "A" or "B," which are both connected to his original site by roads. He moves to "B." Note that "C" is not a connected site, so he cannot move to that spot.

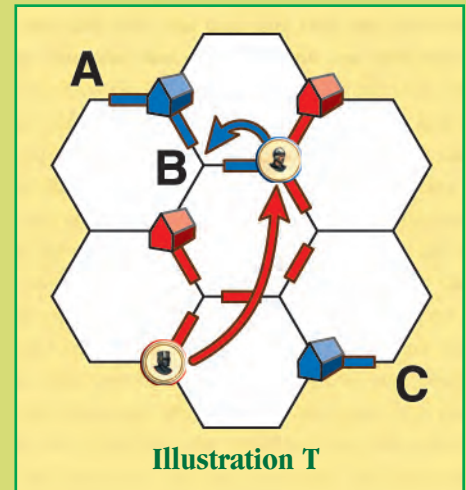


Illustration T

Chasing Away the Robber

You may use one of your active knights to chase away the robber. Any knight may do so, regardless of his strength. A knight may only chase away a robber if the robber is in one of the three hexes adjacent to that knight.

When you displace the robber, move him to any numbered hex and steal one resource from any player who has a settlement or city adjacent to that hex (as if you had played a "Knight" Card from the basic Settlers development deck). After you chase away the robber, your knight is turned over to his inactive side.

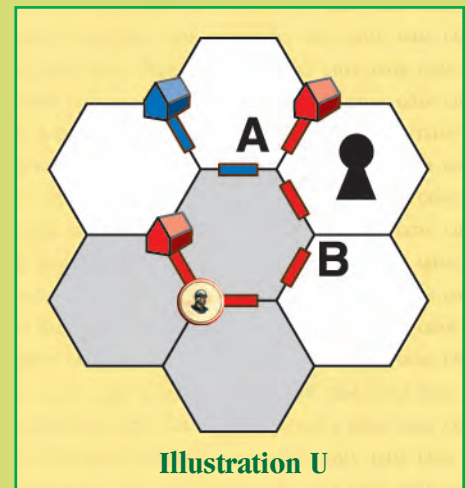


Illustration U

***Example:** See Illustration U. The red player's knight can only displace the robber from the gray hexes. In order for the red player to chase away the robber, he must first move his knight to intersection "A" or "B" (which makes him inactive). Then he must pay one grain to activate his knight. On a future turn, he could then use his knight to chase away the robber.*

ATTACK OF THE BARBARIANS!

Catan is in constant danger of attack from the barbarians that live across the sea. Each turn that the event die shows a black ship, the barbarian navy moves one space closer towards Catan. When the ship reaches the space with the burning city, the barbarians attack Catan!



When the barbarians attack, follow these steps...

Determine the Barbarian Strength

The strength of the barbarians is equal to the number of cities (including metropolises) that are owned by all players. Add up all of the cities owned by all of the players anywhere on the island to determine this strength.

Determine the Strength of Catan's Knights

All *active* knights of all players (even those who do not own any cities) will defend against the barbarians. Count only the active knights! Inactive knights do not assist in defending the island in any way. Remember that the strength of each knight is based upon its type: basic (1), strong (2), or mighty (3). Sum up the value of all the active knights to determine the strength of the defending army.

Compare Attackers' and Defenders' Strengths

There are 2 possible outcomes of this battle:

- If the **barbarians are stronger**, they are victorious! When the barbarians win a battle, they will pillage one or more cities. Pillaged cities are reduced to mere settlements (replace the city playing piece with a settlement). The barbarians will pillage 1 city belonging to the player who had the lowest total strength of active knights when the barbarians attack. Any player who contributes no knights will automatically be considered to have the lowest total strength of active knights. If more than one player ties for having the lowest total strength of active knights, each of those players loses 1 of his cities.

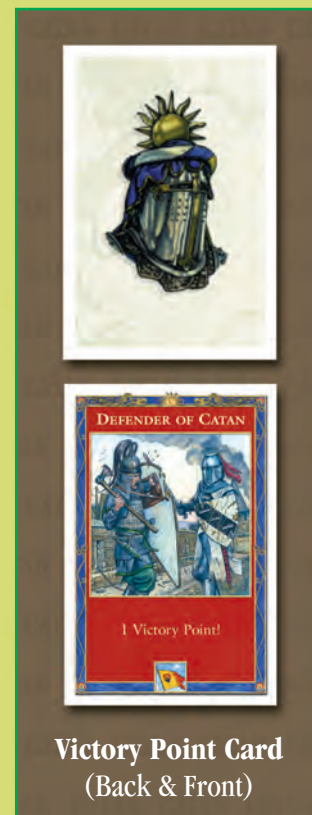
***Important:** When determining which player has contributed the weakest group of knights, do not count any player who has no cities, or any player who has only metropolises. These players are immune to the effects of the barbarian attack.*

If the barbarians pillage a city that has a city wall, the city wall is destroyed and removed from the board.

***Example:** Bill and Elaine each have two cities. Jeff has only a metropolis, and Laura has only settlements. The barbarians attack, and their strength is 5 (i.e., 4 cities plus 1 metropolis). Bill, Elaine, and Laura each have one simple knight activated, and Bill has no active knights. Therefore, the knights defend with a strength of 3. Since the knights are weaker, the barbarians win and Catan loses. Because of the loss, Bill and Elaine each lose one of their cities. Jeff cannot lose anything because he has only a metropolis. Similarly, Laura has no cities to lose. Even though Jeff contributed fewer knights than all the other players, since he is immune to the attack, it is the next smallest contributor who thus suffers the effects of the barbarians.*

- If the **knights have a strength equal to or greater** than the barbarians, the knights win and Catan is saved! The player with the highest total strength of **active** knights (this will not always be the greatest number of knights) will be declared the

"Defender of Catan!" As a reward, he is presented with one of the 6 "Defender of Catan" Victory Point (VP) Cards. Each VP Card is worth 1 VP and is placed face up in front of the player. If 2 or more players tie for the highest total strength of knights, no player is declared the Defender of Catan, and no one receives a VP Card. Instead, each of the players who tie for the highest strength draws the top card from any 1 of the 3 Progress Card stacks (his choice). Starting with the player whose turn it is and, clockwise, each eligible player selects 1 card.



Victory Point Card
(Back & Front)

Barbarians Return Home

Regardless of the outcome of the attack, the Barbarian Ship is returned to its starting position. Each of the knights on the board are turned to its inactive (black & white) side. Starting with the next player's turn, the barbarians will begin a new journey to the rich island of Catan.

Losing Your Last City

If you are unfortunate enough to have your last city pillaged by the barbarians, you are allowed to keep any city improvements that you may have built before the attack. You also keep all of your Progress Cards. You may continue to draw and play Progress Cards normally. Note, however, you may not build any additional city improvements until you have built at least one city. Once you own a city again, you may continue to purchase city improvements normally.

THE MERCHANT

The Merchant figure (the cone) is put into play whenever any player uses one of the “Merchant” Progress Cards (from the yellow stack). If you play one of these cards, you may place the Merchant on any land hex adjacent to one of your cities or settlements. Until another “Merchant” card is played, you may trade the resource (not commodity) that is produced in that land hex at a 2:1 rate. All of the normal rules for trading at a 2:1 harbor are in effect for these trades.

Note: In addition, as long as you retain control of the Merchant, you receive 1 victory point!

If another “Merchant” card is played, whoever played that card (it could be you) takes control of the Merchant. He may move the Merchant to any hex adjacent to one of his settlements or cities. He receives the trade benefit, and he gets the bonus victory point.



ENDING THE GAME

The first player to accumulate **13 or more victory points** during his turn immediately wins the game. This player becomes the “Lord of All Catan” and receives the endless praise and love of all the people of Catan!



Merchant Card
(Back & Front)

Progress Cards



Science

Trade

Politics

See the Almanac on pages 14-18 for card details.

VARIANTS AND OPTIONAL RULES

These rules are strictly optional and should only be used if agreed on by all players before the game begins.

CATAN: SEAFARERS VARIANT

You may use *Catan: Seafarers* expansion along with the *Catan: Cities & Knights* expansion. The best scenarios to use are those that do not involve the exploration of unrevealed portions of the board (such as “The Fog Island”) or many small islands (such as “The Four Islands”), as these types of scenarios may make it too difficult to combat the barbarian army. Scenarios such as “Heading for New Shores” or “The Wonders of Catan” all work very well with the new rules included in *Cities & Knights*. If you choose to play *Cities & Knights* with the *Catan: Seafarers*, here are some important rules:

- All rules in *Cities & Knights* that concern “roads” also apply to “ships” as well.
- When the barbarians attack, they are assumed to attack all the islands, counting all cities and knights on all of them.
- Knights may be moved across sea hexes if there are ships and roads already connected.
- You may move a knight (but not place a new knight) on an intersection of sea hexes, if there is a line of ships to that intersection. The knight is considered to be on the ships.
- A knight must always be connected to a settlement or city of its color. If you have a knight at sea, or across the sea on another island, you may not move any ships if they would break this connection (the route is considered “closed”).
- A knight on a sea hex intersection may be used to chase away the pirate in the same manner as chasing away the robber.

NASTY VARIANT FOR EXPERIENCED PLAYERS

This rule adds a new level of strategy and politics to the battle between the barbarians and the knights. Be warned: using this rule can make the game very nasty (and quite a bit longer as well).

When the barbarians land, all of the knights are no longer assumed to aid the defense. Each player, in turn, beginning with the player whose turn it is will declare how many of his active knights will be defending Catan. Each player may choose to commit some, none, or all of his active knights to the defense. This may cause Catan to lose the battle (due to a shortage of knight strength), which would result in some

players losing a city. Only knights that are committed to the defense are counted in the strength of the knight army, and only committed knights are counted to determine who has contributed the weakest force (and will have a city pillaged). Only the knights that were involved in the battle are turned to their inactive sides. The other knights remain in active status.

THE KNIGHT-ERRANT VARIANT

This rule allows you to use one of your **active** knights to chase away the robber before rolling the dice on your turn. Your knight deactivates. (See Illustration Z.) This has the same affect as playing a “Knight” card before rolling in the basic *Settlers* game.



THE EASY 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 those players who wish a friendlier game, use these rules:

- If any player rolls a “7” on his first two turns, he 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 special die during the first two turns of each player. 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 handicapped by an early attack by the barbarians or by rolling a lot of “7”s.

ALMANAC



Here is a list and descriptions of all of the Progress Cards. You may find it useful to familiarize yourself with all of the cards before playing. You may then refer to this section as needed during play. After the name of

each card is a number, the quantity of that type of card in the play deck.

Science Cards (Green)

Alchemist (2)

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

When you play this card, take the red and yellow dice and turn them so the result you want is face up. You can even make the dice roll "7."

However, the event has to be resolved first. Then players receive their production as normal. You may not play this card after you roll the dice.

Crane (2)

You can build a city improvement (Abbey, Town Hall, etc.) for 1 commodity less than normal.

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

Engineer (1)

You may build one city wall for free.

Take a city wall and put it under one of your cities. A city wall increases the number of cards you can safely hold in your hand when a "7" is rolled, by 2 cards. Each city can only have 1 city wall, and you cannot have more than 3 city walls at a time.

Inventor (2)

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

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

Irrigation (2)

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

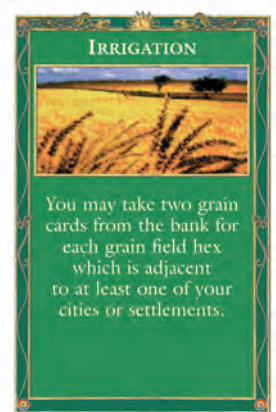
You receive 2 grain cards for each fields hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.

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



INVENTOR

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



IRRIGATION

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



MEDICINE

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



ALCHEMIST

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



CRANE

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



ENGINEER

You may build one city wall for free.

Medicine (2)

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

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

Mining (2)

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



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

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



Printer (1)

This card awards you 1 victory point.

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



Road Building (2)

This card allows you to build 2 roads for free.

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

Smith (2)

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

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



BUILDING / TRADE	BUILDING / POLITICS	BUILDING / SCIENCE
Road	City	Knight
Ship	City Wall	Knight Promotion
Settlement	Cathedral	Knight Activation
Bank		Theater

Market Trading House You may trade any commodity at the 2:1 rate!	Town Hall Church You may promote strong knights to mighty knights!	Abbey Library If you receive the production for a turn (and the high cost is 2), you may take 1 resource of your choice!
Merchant Guild	Fortress	Aqueduct

City Development Generates Progress Card Production

Politics Cards (Blue)

Bishop (2)

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

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

Constitution (1)

This card awards you 1 victory point.

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

Deserter (2)

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

When you play this card, your opponent chooses which of his knights to remove from the board. If he chooses a knight that you do not have available (for example, if he removes a "strong" knight and both of your "strong" knights are already on the board), then you may instead place a "normal" knight. If you cannot

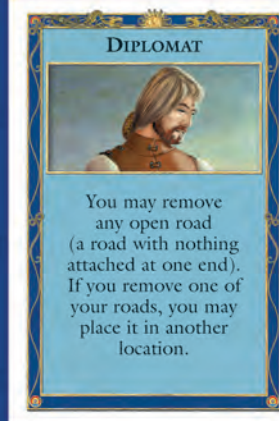


place any knights, your opponent must still remove one of his knights. You just lose the opportunity to play a free knight. If your opponent removes a "mighty" knight, you may place one of your "mighty" knights even if you have not yet built the "Fortress" city improvement (politics—blue). The knight you place has the same status (active or inactive) as the knight your opponent removed.

Diplomat (2)

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

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



Intrigue (2)

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

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



Saboteur (2)

When you play this card, each player who has as many or more victory points than you must discard half (round down) of his cards to the bank (resource and/or commodity cards).

Your agents spread chaos in your opponents' cities! Each of the other players who has at least as many victory points as you have, must discard half of his resource/commodity cards. Each player chooses which of his cards are discarded.

**Spy (3)**

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

You may even steal another Spy and play it immediately, or save it for later. Victory Point Cards cannot be stolen.

Warlord (2)

You may activate all of your knights for free.

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

Wedding (2)

Each of your opponents who has more victory points than you must give you 2 Resource/Commodity Cards of his choice.

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

Trade Cards (Yellow)**Commercial Harbor (2)**

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

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

Master Merchant (2)

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

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

Merchant (6)

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

When you play this card, take the Merchant and put him in any land hex next to one or



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

Merchant Fleet (2)

You may use one resource or commodity of your choice to make any number of 2:1 trades with the supply during the turn that you play this card.

For the rest of the turn, you may trade one resource or commodity of your choice at a 2:1 rate. You can make as many such trades as you wish. As usual, you may exchange commodities for resources and vice versa.

Resource Monopoly (4)

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

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



Trade Monopoly (2)

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

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

CREDITS

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GAME OVERVIEW

Setting Up the Game

- Construct the board as shown, according to the scenario, or using random set-up.
- Place number markers on the board.
- Construct the frame around the board.
- Sort the new Commodity Cards according to type into 3 face-up stacks.
- Divide the Progress Cards according to type (by flag color) into 3 face-down stacks.
- Place the 3 metropolises, the merchant cone, the 3 dice (1 yellow, 1 red, and 1 event die), and the “Longest Road” card near the island.
- Place the black wooden ship on the “Barbarian Ship” space on the Barbarian Tile. The Barbarian Ship will move along this track on its way to Catan.
- Place the robber on the desert hex.
- First, starting with the first player and continuing clockwise, each player places 1 settlement and 1 road (as in *Settlers*).
- Second, start with the last player to place a settlement and continue counterclockwise. (The first player to place a settlement will be the last to place). Each player places 1 city and 1 road. No city may be placed less than 2 hex edges away from any city or settlement.
- Each player receives his first resources when he places his city. He gets 1 resource for each region adjacent to his city.
- Players place their development flip-charts in front of themselves with the first page showing (indicating no city improvements).

STARTING MAP FOR BEGINNERS
Beginners should set-up the game according to the example shown here.

Turn Sequence

- Roll all 3 dice.
- Resolve the results of the white event die.
- Depending on the white event die and the red die, players may draw Progress Cards.
- All players produce the resources indicated by the red and yellow dice.
- All players produce the commodities indicated by the red and yellow dice.
- You do any or all of the following in any order:
 - Trade resources and/or commodities with bank and/or other players.
 - Build roads, settlements, cities, knights, city walls, and/or city improvements.
 - Activate, promote, and/or perform actions with knights.
 - Play any number of Progress Cards.



City Production

Terrain	Resources	Commodities
Forest	1 Wood	1 Paper
Pasture	1 Wool	1 Cloth
Fields	2 Grain	None
Hills	2 Brick	None
Mountains	1 Ore	1 Coin