

KLAUS TEUBER

# CATAN®

## CITIES & KNIGHTS

EXPANSION



# INTRODUCTION

Trouble is brewing off the shores of Catan. Though your thriving communities have begun to grow into majestic cities, your success and wealth have caught the attention of marauding invaders.

To ensure the collective security of the island, you must stand together and muster an army of the bravest knights.

Maintaining an army while also advancing your society is no simple task, but the greatest leaders thrive on a good challenge!



*CATAN® – Cities & Knights Expansion™* (aka *Cities & Knights*) is an expansion to *CATAN – The Game™* (aka *CATAN*). *Cities & Knights* uses the same rules as *CATAN* with a few additions:

- A revised turn structure
- New build options, including city walls and knights
- Commodities and progress cards
- City improvement options
- Barbarians!

## OBJECTIVE

The first player to reach 13 victory points (VPs) on their turn wins. Earn VPs by building and defending the island. Collect and trade for the resources you need to build.



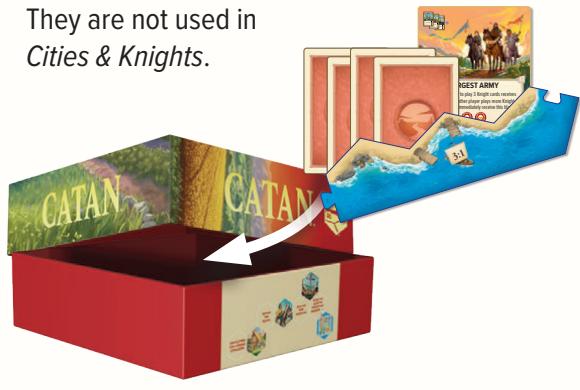
**Enrich your journey  
with more friends!**

Expand your island to include  
up to two additional players.



To play *Cities & Knights*, you will need most of the components from CATAN. Return the development cards, sea frame 1-2, and the Largest Army tile to the CATAN box.

They are not used in  
*Cities & Knights*.



### 36 commodity cards



12x paper



12x cloth



12x coin

### 54 progress cards

progress card back



18x science



18x trade



18x politics

### 3 metropolis pieces



science



trade



politics

### 12 city walls (3x each color)



### 24 knights (8 basic, 8 strong, 8 mighty)



### 1 sea frame with the barbarian track



replaces the 1-2 sea frame from CATAN

### 4 city improvement boards



### 12 city improvement cubes (3x per player)



### 6 VP tokens



### 4 player aids



front



back

### 2 card trays



### 1 barbarian ship



### 1 merchant



### 1 event die



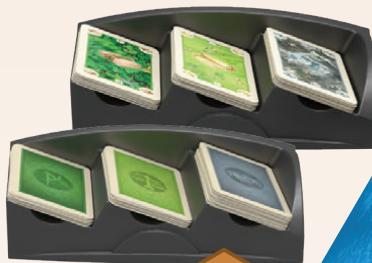
## 1 Assemble the Frame

Assemble the frame as shown. Be sure to use the sea frame 1-2 from *Cities & Knights* that shows the barbarian track.

## 2 Place the Hexes and Number Discs

If this is your first time playing *Cities & Knights*, we recommend placing the hexes and number discs in the frame as shown. It provides a balanced set of starting positions for your first experience.

If you are ready for some variety in your board setup, follow the instructions in CATAN for creating a variable board.



## 3 Create the Supply

Sort the resource cards and commodity cards by type and place them in eight faceup stacks in the card trays. Sort the progress cards by type, then shuffle each stack. Place the three stacks face down in the remaining card tray. Finally, place the VP tokens in a pile within easy reach.



## 4 Place Remaining Components

Place the 3 metropolises, the merchant piece, the 3 dice, and the Longest Route tile next to the game board. Place the barbarian ship on the starting space of the barbarian track. Place the robber next to the final space of the barbarian track.



## 5 Choose the First Player

Each player rolls the dice. The player with the highest roll is the first player.

Then each player selects a color and takes the roads, buildings, city walls, and knights in that color along with a player aid. Each player should also take 1 city improvement board and 3 cubes. Place a cube in the bottom space of each track.



## 6 Place Your Starting Pieces

### ROUND 1

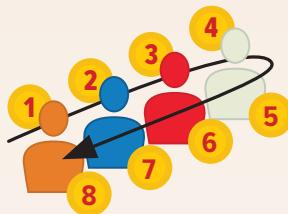
The first player places **1 settlement** on an empty intersection of their choice and then places 1 road on an empty edge next to that settlement. The next player to the left does the same until all players have 1 settlement and 1 road on the board.



### ROUND 2

Starting with the last player and going in reverse order, each player places **1 city** on an empty intersection of their choice and their second road on an empty adjacent edge.

**Important:** When placing settlements and cities, follow the Distance Rule and stay two edges away from all other buildings.



## 7 Collect Your Starting Resources

Each player takes 1 matching resource card from the supply for each hex adjacent to their city. During setup, only take 1 card for each hex.



**Example:** If the players' round 2 placements were as shown above, they would collect the resources shown below:



# TURN OVERVIEW

*Cities & Knights* uses all the rules from CATAN with the following additions. You play over a series of turns, starting with the first player, and moving clockwise around the table. Each turn consists of three phases, which occur in this order:

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

Once you have finished the Action phase, if you have not won, pass the dice to the player on your left. They begin their turn with the Roll Dice phase.

## ROLL DICE PHASE

### PLAY A PROGRESS CARD

You may only play an Alchemy card before rolling the dice. See “Progress Cards: Alchemy” on page 13.



Roll all 3 dice. Resolve the event die before resolving the production dice.

### Move the Barbarian Ship

If the event die shows a ship icon, move the barbarian ship along the barbarian track, one space closer to the shore. When the ship reaches the last space on the track (3:1), the barbarians attack Catan. See “Barbarians Attack” on page 11.

**Important:** The first time the barbarians attack, move the robber from its space by the barbarian track to the desert. The robber is now active.



### Draw Progress Cards

If the event die shows one of the city improvement icons, each player checks to see if they draw a progress card.

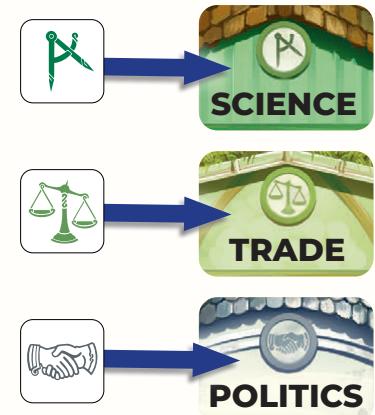
First, see if the number on the red die is part of the range shown next to your cube on the city improvement track matching the event die. If it is, draw the topmost card from the progress card stack matching the event die. Cards are drawn in turn order (starting with the current player and continuing clockwise around the table).

Look at your cards, immediately placing Victory Point cards face up in your player area (even if it is not your turn). Then, if it is not your turn, discard down to 4 progress cards. If it is your turn, you have until the end of your Action phase to play or discard down to 4 progress cards. Discarded cards are placed face down under their matching deck. Keep your remaining cards secret.



**Example:** White rolls the dice. The event die shows the politics icon, and the red die shows the number 1. Orange and Blue have each built at least the first level on their Politics track (where their cube is currently), so they each draw 1 politics card.

### CITY IMPROVEMENT ICONS



# PRODUCTION PHASE

## COLLECT RESOURCES

Settlements collect resources as normal. However, cities collect resources and commodities as shown on the chart to the right.

## RESOLVE A 7

When you roll a 7, hexes do not produce any resources or commodities.

### 1. DISCARD RESOURCES

Each player who has more than 7 cards in hand (resource cards + commodity cards) returns half of them (rounded down) to the supply. Building city walls increases the number of cards you may hold in your hand (see “City Walls” on page 8).

### 2. ACTIVATE THE ROBBER

 The robber does not activate until after it has been placed on the desert following the first barbarian attack. Until that time, the robber does not move, and you may not steal a card from another player.

Once the robber is placed on the board, it activates as usual. You must move it to a new hex and steal 1 random card from the hand (resource cards + commodity cards) of a player who has a building on that hex.

**Important:** A hex with the robber does not produce resources or commodities when its number is rolled.



# ACTION PHASE

You may take actions in this phase as often as you like and in any order, as long as you have the resources to do so. For all these actions, “buildings” refers to settlements and cities.

## TRADE

### Trading Commodities

When trading with other players, you may trade any combination of resources and commodities.

When trading with the supply, you may also trade resources for commodities. When performing a 4:1 trade or a 3:1 trade (via a port), you may also trade commodities for resources or other commodities.

**Important:** You may not trade progress cards.

### The Merchant

 When you play a Merchant progress card, you take control of the merchant piece. Place it on a land hex next to one of your buildings. While you control the merchant, you may trade the resource (not commodity) represented by its current hex at a 2:1 rate. See “Progress Cards: Merchant” on page 14.

Control of the merchant piece is worth **1 VP**.



**Example:** It is Red's turn. They choose to trade 2 wood for 1 paper.



**Example:** It is Orange's turn. They choose to trade 3 cloth for 1 wheat.

## BUILD

There are several new build options in *Cities & Knights*.

### City Walls

City walls are placed under cities. Each city may only have 1 wall.

City walls increase the number of cards you may keep when a 7 is rolled. Each city wall adds 2 to the number you may hold before having to discard.

You may have a maximum of 3 city walls built at the same time. If one of your cities with a wall is reduced to a settlement during a barbarian attack (see “Barbarians Attack” on page 11), return the city wall to your player area, where it is available to be built again.

### City Improvements

City improvements give you access to progress cards in three disciplines—science, trade, and politics. You must have **at least 1 city** on the board to make city improvements. You may make any number of improvements on any track as long as you have at least 1 city built.

**Note:** If you lose your last city (see “Barbarians Attack” on page 11), you do not lose your improvements. However, you may not make any new improvements until after you build a city.

To move up a track, discard the commodities shown by the next space on the track and move your cube up the track to that space. You may not skip over spaces.

When you reach level 3 on a track, you gain a new, permanent ability specific to that track.

If you are the first player to reach level 4 on a track, you gain **temporary** control of that track’s metropolis.

If you are the first player to reach level 5 on a track, you gain **permanent** control of that track’s metropolis.

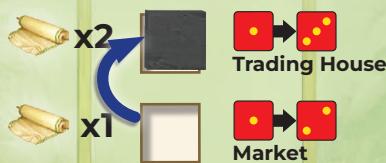
#### BUILDING COST:



**Example:** Blue has built 2 city walls. When a 7 is rolled, they do not have to discard unless they have more than 11 cards in hand.



You may trade any 2 identical commodities for any 1 other commodity or resource.



**Example:** Red is at level 1 on the Trade track. They discard 2 cloth and move the cube up the Trade track to level 2. Now Red will receive trade progress cards when a 1, 2, or 3 is rolled along with the trade icon.



#### Science

If you receive no cards during the Production phase, you may take 1 resource card of your choice (except when a 7 is rolled).



#### Trade

You may trade commodities 2:1 for resources or other commodities.



#### Politics

You may promote strong knights (level 2) to mighty knights (level 3).



science



trade



politics

### Metropolises

There are 3 metropolises, each one corresponding to one of the city improvement tracks. If you are the first player to reach level 4 or level 5 on a track, take the matching metropolis piece and place it on one of your cities. You may control multiple metropolises, but each one must be placed on a different one of your cities. If you do not have an available city, you may not purchase the level 4 (or level 5) improvement.

Control of a metropolis is worth **2 VP**, so a city with a metropolis is worth a total of 4 VP.

Metropolises affect the barbarian attack in two ways (see “Barbarians Attack” on page 11):

- Each metropolis on the board adds to the barbarians’ strength.
- Metropolises may not be pillaged.

## Knights

Players each have 6 knights, two of each strength.

### Recruit a Knight

 Recruited knights are placed on empty intersections. Knights must connect to one of your existing roads, but do not need to follow the Distance Rule. Place it laying down to indicate it is inactive.

You may only recruit basic knights. If you do not have any in your supply, you must promote one of your existing basic knights before taking this action.

In general, knights interact with routes as if they were a building. You may not build a road past another player's knight (active or inactive); knights block settlement build sites; and knights break up opponents' routes into smaller segments when calculating the Longest Route.

### Promote a Knight

 Promoted knights always replace the previous knight piece. To promote a knight, remove one of your knights, return it to your player area, and place the next higher strength knight where the weaker knight was. The active/inactive status of a knight does not change when you promote it. If all your next higher strength knights are on the board, you may not take this action.

You may only promote a knight once per turn. You must have reached level 3 on the politics track to promote strong knights to mighty knights.

### Activate a Knight

 Activate a knight by paying the cost and standing up one of your inactive knights. In a single turn, you may recruit a knight and then activate it, **or** you may take a knight action (which makes a knight inactive) and then activate it. However, you may not activate a knight and then take an action with it on the same turn.

## Knight Actions

Knights that are active at the beginning of your Action phase may perform one of three actions:

### Move a Knight

Move an active knight to an empty intersection with the following restrictions:

- You may only move along your continuous routes.
- You may move past intersections occupied by your pieces (buildings and knights), but not other players' pieces.
- You must stop your movement on a connected, empty intersection.

After moving your knight, lay it down to show that it is now inactive.

### BUILDING COST:



**Basic (Level 1)**

Strength = 1



**Strong (Level 2)**

Strength = 2



**Mighty (Level 3)**

Strength = 3



**Example:** Blue may place a knight on any of the intersections along their road. If Blue places their knight at intersection A, then Orange will not be able to extend their road past that point.

### BUILDING COST:



### BUILDING COST:



**Example:** White's knight may move to either of the intersections with a check mark. The knight may not move to either of the intersections with an "X" because the knight cannot reach them along a continuous route. After the knight is moved, White lays it down to show it is now inactive.

### **Displace a Knight**

Move an active knight to an intersection containing another player's knight with the following restrictions:

- You may only move along one of your continuous routes.
- Your knight must be stronger than the other player's knight.

After your knight has displaced an opponent's knight, lay your knight down to show that it is now inactive.

The other player must then move their displaced knight following the same restrictions as the "Move a Knight" action. The status of the other player's knight does not change due to this move. If the other player is unable to move their knight, then they remove it from the board and return it to their supply.

### **Chase Away the Robber**

An active knight adjacent to the robber may "Activate the Robber" (see page 7).

After chasing away the robber, lay your knight down to show that it is now inactive.

### **Progress Cards**

You may play any number of progress cards during your Action phase except for the Alchemy card, which you may only play before you "Roll the Dice," and Victory Point cards, which you must play immediately. Additionally:

- There is a hand limit of 4 progress cards. If it is not your turn, discard down to 4 progress cards. If it is your turn, you have until the end of your Action phase to play or discard down to 4 progress cards.
- Place Victory Point cards face up in your player area rather than discarding them (even if it is not your turn). They do not count toward your hand limit and may not be stolen with the Espionage card.
- You may play a progress card during the same turn it is drawn.
- After you play a progress card, discard it, placing it face down at the bottom of its matching deck.
- If you play a card and get no benefit from it, the card is still considered to have been played.

**Example:** Red moves their active strong knight to the Blue basic knight's location, displacing it. Blue must then move their displaced knight to a legal intersection (one with a green check mark). Blue may not move their knight to the intersection marked with a red "X" because it is not connected by a continuous blue route. Finally, Red lays down their knight to show it is now inactive.



**Example:** Blue's knight may only chase away the robber from the intersections with a check mark. Blue will have to move their knight to one of those intersections (which makes the knight inactive) and then activate it. On a future turn, the knight may chase away the robber from the hill hex.



**Example:** Red plays a Resource Monopoly card and names wool. No one has any wool cards to give, so Red receives no benefit. The card has still been played and must be discarded.

## **WINNING THE GAME**

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

# BARBARIANS ATTACK

When the barbarian ship reaches the end of the barbarian track (●), it attacks. Complete the following steps in order:

## DETERMINE THE BARBARIANS' AND DEFENDERS' STRENGTHS

- The barbarians' strength is equal to the number of cities (including ones with a metropolis) currently on the board.
- The defenders' strength is equal to the sum of the strength of all **active** knights currently on the board.

## THE BARBARIANS ARE VICTORIOUS

If the barbarians' strength is **greater than** the defenders' strength, the barbarians win and pillage 1 or more cities. Reduce pillaged cities to settlements by replacing the city piece with a settlement. If a city with a city wall is pillaged, the city wall is also removed from the board. If you do not have any settlements in your supply, turn the city piece on its side and treat it as a settlement. You must upgrade this settlement to a city before upgrading any other settlement.

- The player(s) who contributed the lowest total strength of active knights has one of their cities pillaged. If that player is unable to pillage a city, then the player who contributed the next lowest total strength has one of their cities pillaged. This sequence continues until a city has been pillaged.
- Cities with a metropolis piece cannot be pillaged.
- Any players with zero active knights are automatically considered to have contributed the lowest total strength.

**Example:** The barbarians' total strength is 5 (5 cities). The defenders' total strength is 4 (2 basic knights + 1 strong knight). The Barbarians are victorious.



		2
Active Knights	1 basic	
		2
Active Knights	1 basic	
		1 (metropolis)
Active Knights	0	
		0
Active Knights	1 strong	

**Example:** In the example above, White contributed the least to Catan's defense. However, White's only city is a metropolis, which cannot be pillaged. Blue and Red contributed the next lowest amount to Catan's defense. As a result, they each have one of their cities pillaged (reduced to settlements).

## THE DEFENDERS ARE VICTORIOUS

If the defenders' strength is **greater than or equal to** the barbarians' strength, the knights successfully drive off the barbarians.

- The player who contributed the highest total strength of active knights receives a VP token worth **1 VP**.
- If multiple players contributed the same strength, no one receives a VP token. Instead, starting with the player whose turn it is, each of the tied players draws a progress card from the deck of their choice.

## THE BARBARIANS RETURN HOME

Move the barbarian ship back to the starting position on the barbarian track. Lay all knights down so that they are inactive.

## COMBINING WITH CATAN – SEAFARERS EXPANSION™

You can combine your *Cities & Knights* game with *CATAN – Seafarers Expansion* (aka *Seafarers*). The best *Seafarers* scenarios to use are ones that do not involve the exploration of hidden portions of the board (such as “The Fog Islands”) or the exploration of many small islands (such as “The Four Islands”) because they noticeably increase the impact of the barbarian army. Scenarios such as “Heading for New Shores” or “Through the Desert” work well with the rules from *Cities & Knights*.

Here are additional rules when combining these games:

- **Ships:** Rules in *Cities & Knights* that apply to roads also apply to ships.
- **Setup:** Place the pirate on the final space of the barbarian track. The pirate does not enter play until after the first barbarian attack. At that point, follow the directions in the *Seafarers* scenario for initial pirate placement.
- **Barbarians Attack:** Barbarians attack all islands at the same time. Players count all cities and knights on the board when determining barbarian and defender strength.
- **Gold Fields:** Gold fields only produce resources, never commodities. You may not place the merchant on a gold fields hex.
- **Move a Knight:** You may move knights along your continuous routes of roads and ships, including ending their move on an empty intersection of sea hexes.
- **Move a Ship:** Knights must always be connected to a route of their color. You may not move ships that would break that connection.



**Example:** Red may move their knight to any of the green check mark locations shown.



**Example:** Red may move any ship with a green check mark, but not a ship with a red “X.”

- **Chase Away the Pirate:** Knights on a sea hex intersection may chase away the pirate just like knights on land chase away the robber.
- **Taxation:** You may only use the Taxation card to move the robber. This card may not be used to move the pirate.
- **Diplomacy:** When you use the Diplomacy card to remove one of your roads, you may only then build a new road. Similarly, if you use this card to remove one of your ships, you may only then build a new ship.
- **Winning the Game:** Increase the number of VPs needed to win a *Seafarers* scenario by 2 VPs.

# PROGRESS CARDS: SCIENCE



## ALCHEMY (2x)

**Important:** You must play this card at the start of the Roll Dice phase before rolling dice.

Set the production dice to the result you want. Then, roll and resolve the event die as normal before moving to the Production phase.



## CRANE (2x)

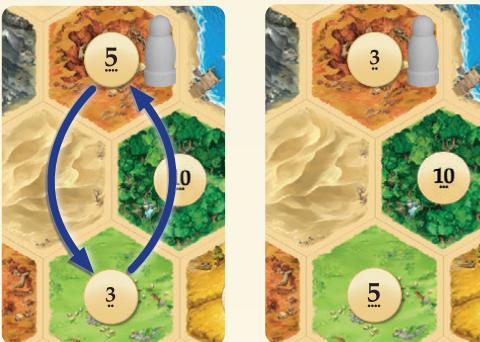
Build 1 city improvement for 1 commodity less than normal.

You may only use 1 Crane card per city improvement. It is possible to use a Crane to reduce the cost of a level 1 improvement to nothing.



## ENGINEERING (1x)

Build 1 city wall at no cost.



**Invention example:** You choose to swap a number 3 and a number 5 disc. Place the number 3 disc on the hex where the 5 disc is. Then place the number 5 disc on the hex where the number 3 disc was. The robber remains where it was and does not move with the disc.



## INVENTION (2x)

Swap 2 number discs of your choice (except 2, 6, 8, or 12). You do not need to have a building adjacent to the number disc. The robber does not move with a swapped disc.



## IRRIGATION (2x)

Take 2 wheat cards for each field hex adjacent to at least one of your buildings. If there are not enough resource cards in the supply, take as many as remain.



## MEDICINE (2x)

Upgrade one of your settlements to a city for 1 wheat and 2 ore.

You may only use 1 Medicine card per settlement you upgrade.

**Irrigation example:** Orange has 2 cities adjacent to a field hex. They also have a settlement adjacent to a different field hex. Playing an irrigation card gives Orange 4 wheat cards (2 for each field hex).



### MINING (2x)

Take 2 ore cards for each mountain hex adjacent to at least one of your buildings.



### ROAD BUILDING (2x)

Build 2 roads at no cost.



**Mining Example:** White has 2 settlements adjacent to a mountain hex. White also has a city adjacent to a different mountain hex. Playing a Mining card gives White 4 ore cards (2 for each mountain hex).



### SMITHING (2x)

Take the “Promote a Knight” action on up to 2 of your knights at no cost.

A knight may only be promoted once per turn.



### VICTORY POINT: PRINTING (1x)

Play immediately into your player area, even if it is not your turn. This card is worth **1 VP**.

## PROGRESS CARDS: TRADE



### COMMERCIAL HARBOR (2x)

You may offer each other player one of your resource cards. They must give you 1 commodity card of their choice in exchange. If the other player does not have any commodity cards, take back your resource card.

You may use this ability at any time during the turn in which you play the card as long as you only make one offer per player.



### GUILD DUES (2x)

Look at the hand of a player with more VPs than you. Take any 2 cards of your choice (resource cards and/or commodity cards) from their hand and add them to your own.



### MERCHANT (6x)

Take control of the merchant piece. Place it on any land hex next to one of your buildings. While you control the merchant, you may trade the resource (not commodity) represented by its current hex at a 2:1 rate.

Control of the merchant piece is worth **1 VP** (see “The Merchant” on page 7).



### MERCHANT FLEET (2x)

Name 1 resource or commodity of your choice. For the rest of this turn, you may make any number of 2:1 trades with the supply using that resource or commodity.



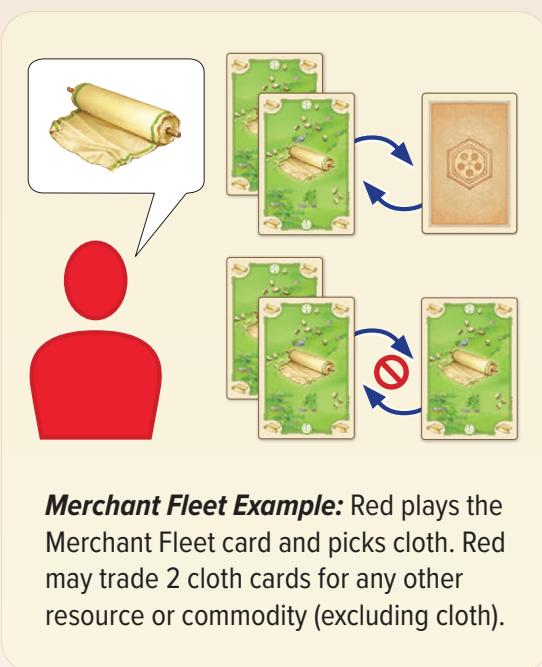
### RESOURCE MONOPOLY (4x)

Announce one type of resource. Each player must give you 2 resource cards of that type if they have them. If a player only has one of those resource cards, they must give it to you.



### TRADE MONOPOLY (2x)

Announce one type of commodity. Each player must give you 1 commodity card of that type if they have it.



**Merchant Fleet Example:** Red plays the Merchant Fleet card and picks cloth. Red may trade 2 cloth cards for any other resource or commodity (excluding cloth).

## PROGRESS CARDS: POLITICS



### DIPLOMACY (2x)

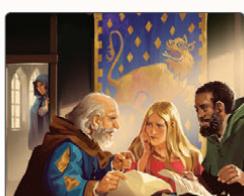
Remove an “open” road. If you remove another player’s road, return it to their supply. If you remove your own road, you may immediately build 1 road at no cost.

A road is “open” if one of its ends is not next to one of your roads or buildings and if it is not part of a continuous route connecting two of your buildings and/or knights.



### ENCOURAGEMENT (2x)

Activate all your knights at no cost.



### ESPIONAGE (3x)

Look at another player’s hand of progress cards. You may choose to take 1 card and add it to your hand. VP cards may not be stolen.



### INTRIGUE (2x)

Take the “Displace a Knight” action (see page 10) without using one of your knights. The displaced knight must start on an intersection connected to at least one of your routes.



## SABOTAGE (2x)

Each player with as many or more VPs as you must discard half of their resource and/or commodity cards (rounded down).



## TAXATION (2x)

Move the robber to a new hex and steal 1 random resource/commodity card from the hand of each player with a building on the robber's new hex. Progress cards may not be stolen.

If a player has more than one building on the new hex, only steal 1 card. You may only play this card after the first barbarian attack (when the robber is placed on the board).



## TREASON (2x)

Choose another player. That player must choose one of their knights to remove from the board. You may then place one of your knights of the same strength or lower on the board, following the normal placement rules. Your knight's status is set to the same status as the removed knight (active or inactive).

The chosen player must remove one of their knights, even if you cannot place a knight. If the other player removes a mighty knight, you may place a mighty knight, even if you have not built that level of city improvement.



## VICTORY POINT: CONSTITUTION (1x)

Play immediately, even if it is not your turn. This card is worth **1 VP**.



## WEDDING (2x)

Each player with more VPs than you must give you 2 resource and/or commodity cards of their choice. If a player does not have 2 cards, they must give you as many cards as they are able.

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