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| **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. |
| **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. |
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| **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Knight**  When you play this card, move the robber to another hex and steal a resource from the owner of an adjacent settlement or city. | **Victory Point**  You obtain an extra Victory Point with this card, which will remain invisible to the other players until the end of the game. |
| **Victory Point**  You obtain an extra Victory Point with this card, which will remain invisible to the other players until the end of the game. | **Year of Plenty**  When you play this card, you can select two resources of your choice from the bank. | **Year of Plenty**  When you play this card, you can select two resources of your choice from the bank. |
| **Road Building**  When you play this card, you can build two roads free of charge. | **Road Building**  When you play this card, you can build two roads free of charge. | **Monopoly**  When you play this card, announce a type of resource. All other players must give you their entire supply of that resource type. |
| **Monopoly**  When you play this card, announce a type of resource. All other players must give you their entire supply of that resource type. | **Victory Point**  You obtain an extra Victory Point with this card, which will remain invisible to the other players until the end of the game. | **Victory Point**  You obtain an extra Victory Point with this card, which will remain invisible to the other players until the end of the game. |
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| **Alchemist**  (Science)  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.  *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.” Then players receive their production as normal.* | **Alchemist**  (Science)  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.  *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.” Then players receive their production as normal.* | **Engineer**  (Science)  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.* |
| **Crane**  (Science)  One city improvement (abbey, town hall, etc.) that you build this turn costs one less commodity than usual.  *The Crane can only be used to reduce the cost of building one city improvement. 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.* | **Crane**  (Science)  One city improvement (abbey, town hall, etc.) that you build this turn costs one less commodity than usual.  *The Crane can only be used to reduce the cost of building one city improvement. 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.* | **Irrigation**  (Science)  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 settlement.  *Unlike normal production, cities do not increase this bonus.* |
| **Irrigation**  (Science)  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 settlement.  *Unlike normal production, cities do not increase this bonus.* | **Medicine**  (Science)  You may upgrade one of your settlements into a city for two ore and one 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.* | **Medicine**  (Science)  You may upgrade one of your settlements into a city for two ore and one 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**  (Science)  You may take two ore cards from the bank for each mountain hex which is adjacent to at least one of your cities or settlement.  *Unlike normal production, cities do not increase this bonus.* | **Mining**  (Science)  You may take two ore cards from the bank for each mountain hex which is adjacent to at least one of your cities or settlement.  *Unlike normal production, cities do not increase this bonus.* | **Smith**  (Science)  You may upgrade up to two of your knights for free (the normal rules for upgrading knights still apply). Mighty knights may not be promoted.  *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.* |
| **Smith**  (Science)  You may upgrade up to two of your knights for free (the normal rules for upgrading knights still apply). Mighty knights may not be promoted.  *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.* | **Printer**  (Science)  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**  (Science)  When you play this card, you may place two roads at no cost (if playing with Seafarers, you may place 2 ships, or 1 ship and a road instead).  *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.* |
| **Road Building**  (Science)  When you play this card, you may place two roads at no cost (if playing with Seafarers, you may place 2 ships, or 1 ship and a road instead).  *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.* | **Bishop**  (Politics)  Move the robber. You may draw 1 random card (resource or commodity) from the hands of each player who has a settlement or city adjacent to the robber’s new hex.  *If a player has more than 1 settlement or city here, you can still only steal one card from that player.* | **Bishop**  (Politics)  Move the robber. You may draw 1 random card (resource or commodity) from the hands of each player who has a settlement or city adjacent to the robber’s new hex.  *If a player has more than 1 settlement or city here, you can still only steal one card from that player.* |
| **Constitution**  (Politics)  1 Victory point!  *You must play this card face up in front of you immediately when you draw it, even if it is not your turn. You may not keep Victory Point Cards in your hand. It does not count against your hand limit of 4 Progress Cards, and it may not be stolen by the Spy.* | **Diplomat**  (Politics)  You may remove any open road (a road with nothing attached at one end). If you remove one of your own roads, you can place it in another location.  *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.* | **Diplomat**  (Politics)  You may remove any open road (a road with nothing attached at one end). If you remove one of your own roads, you can place it in another location.  *If you remove your own road, then you may place it immediately on the board, free of charge (following the normal building rules—connected to your own road or settlement/city). You may remove your own road and choose not to replace it.* |
| **Deserter**  (Politics)  Choose an opponent. They must remove one of their knights (their choice) from the board. You may place one of your own knights, of equal strength, on the board.  *If you cannot place any knights, your opponent must still remove one of his knights. 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.* | **Deserter**  (Politics)  Choose an opponent. They must remove one of their knights (their choice) from the board. You may place one of your own knights, of equal strength, on the board.  *If you cannot place any knights, your opponent must still remove one of his knights. 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.* | **Intrigue**  (Politics)  You may displace one of your opponent’s knights, without using a knight of your own. The knight must be on an intersection connected to one of your roads or shipping lines.  *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.* |
| **Intrigue**  (Politics)  You may displace one of your opponent’s knights, without using a knight of your own. The knight must be on an intersection connected to one of your roads or shipping lines.  *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.* | **Saboteur**  (Politics)  Each player who has as many or more victory points than you must discard half their cards to the bank (resource and/or commodity).  *Each player chooses which of their cards are discarded.* | **Saboteur**  (Politics)  Each player who has as many or more victory points than you must discard half their cards to the bank (resource and/or commodity).  *Each player chooses which of their cards are discarded.* |
| **Spy**  (Politics)  Examine an opponent’s hand of progress cards. You may take one card of your choice and add it to your hand.  *You may even steal another Spy and play it immediately, or save it for later. Victory Point Cards cannot be stolen.* | **Spy**  (Politics)  Examine an opponent’s hand of progress cards. You may take one card of your choice and add it to your hand.  *You may even steal another Spy and play it immediately, or save it for later. Victory Point Cards cannot be stolen.* | **Spy**  (Politics)  Examine an opponent’s hand of progress cards. You may take one card of your choice and add it 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**  (Politics)  You may activate all 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.* | **Warlord**  (Politics)  You may activate all 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**  (Politics)  Each player who has more victory points than you must give you two cards of their choice (resource and/or commodity).  *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.* |
| **Wedding**  (Politics)  Each player who has more victory points than you must give you two cards of their choice (resource and/or commodity).  *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.* | **Commercial Harbor**  (Trade)  You may offer each opponent a resource card from your hand. In exchange, each player must give you a commodity card of their choice. If they have none, your resource card is returned.  *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.* | **Commercial Harbor**  (Trade)  You may offer each opponent a resource card from your hand. In exchange, each player must give you a commodity card of their choice. If they have none, your resource card is returned.  *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**  (Trade)  Select an opponent who has more victory points than you. You may examine their hand of resource and commodity cards and select any two cards, which you may 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.* | **Master Merchant**  (Trade)  Select an opponent who has more victory points than you. You may examine their hand of resource and commodity cards and select any two cards, which you may 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**  (Trade)  Place the “merchant” on a land hex next to your settlement or city. While the merchant remains here, you may trade the resource produced by this terrain type at a 2:1 ratio.  *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).* |
| **Merchant**  (Trade)  Place the “merchant” on a land hex next to your settlement or city. While the merchant remains here, you may trade the resource produced by this terrain type at a 2:1 ratio.  *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).* | **Merchant**  (Trade)  Place the “merchant” on a land hex next to your settlement or city. While the merchant remains here, you may trade the resource produced by this terrain type at a 2:1 ratio.  *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).* | **Merchant**  (Trade)  Place the “merchant” on a land hex next to your settlement or city. While the merchant remains here, you may trade the resource produced by this terrain type at a 2:1 ratio.  *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).* |
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| **Merchant Fleet**  (Trade)  For the rest of your turn, you may trade one resource or commodity of your choice with the bank at a 2:1 rate. You may make as many trades as you wish.  *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**  (Trade)  Name a resource (brick, grain, ore, lumber, or wool). Each opponent must give you two cards of that type (if they have them).  *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**  (Trade)  Name a resource (brick, grain, ore, lumber, or wool). Each opponent must give you two cards of that type (if they have them).  *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.* |
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| **Trade Monopoly**  (Trade)  Name a commodity (cloth, coin, or paper). Each opponent must give you one card of that type (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.* |  |  |
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