

GAME RULES

This section contains the Game Rules for the *Catan Card Game Expansion Set*. If you have any questions about a specific card or its effects, you should refer to the *Card Almanac* that starts on page 12.

INTRODUCTORY SUMMARY

Settle Catan! The people of your small principality are eager to expand! Now you are provided with a stunning assortment of options! Here you will find six different expansion decks, each with its own distinct flavor and style. We call them "Theme Decks." Now you can concentrate on trade, embrace science, recruit powerful Wizards, or lead an army of Knights against the barbarian threat! All of this and more await you in the *Catan Card Game Expansion Set*! With these cards, you can deepen and expand all kinds of possibilities when you play the *Catan Card Game*.

There are two ways that you can add the Expansion Set to your game. The first style is called the **Expanded Game**. This style of play is very much the same as the basic Catan Card Game. New cards are added, as are new rules and options, but the basic play of the game remains the same.

The second style is called the **Tournament Game**. When playing this style, each player will create his or her own unique assortment of cards. Instead of sharing a common deck, each player will play from his or her own deck during the game! So, at the beginning of the game, you will not know which cards your opponent is using!

In order to play the Tournament Game, each player will need his own copy of the Basic Game, and at least one *Expansion Set* Theme Deck.

We recommend that you begin with the Expanded Game first. This will give you a chance to learn all the new cards and see how they are played. Then, after playing a few games with the new cards, you will have no trouble mastering the Tournament Game. Then you will be able to combine cards from any of the six Theme Decks. Of course, you can also design an effective winning deck using just the cards in your Basic Game and one Theme Deck too!



EXPANDED GAME RULES

To play the Expanded Game, you will need the Basic Game and an *Expansion Set* Theme Deck. All rules from the basic *Catan Card Game* are used, except where changed below.

GAME COMPONENTS

- 205 cards
- 5 blank cards (for inventing your own!)
- Game Rules
- Card Almanac (at the end of these rules)

SETTING UP THE GAME

1. First, decide which Theme Deck you want to use. There are six Themes:



Knights and Merchants

This Theme features clever merchants and valiant Knights. You can take your struggle for dominance to the battlefield or outwit your opponent at the negotiating table.



Science and Progress

This Theme features scientific progress and learned invention. The University serves as a center of learning for your people, and that knowledge can propel you to greatness.



Wizards and Dragons

This Theme features powerful Wizards and mighty Dragons, magic spells to bedevil your foes, and mystical advantages to enhance your principality.



Barbarians and Traders

This theme features dangerous barbarians and brilliant traders and explorers to help expand and defend your principality's resources and holdings.



Politics and Intrigue

This Theme features the shady side of running a principality: Secret Societies, bribed Knights, and clever diplomats. Or you can align yourself with the Church in this Theme.

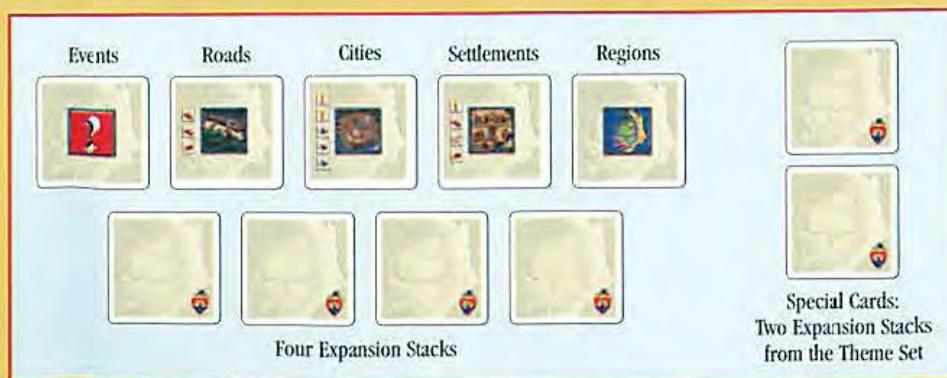


Trade and Change

This Theme features new avenues for trade and commerce, new uses for trade fleets, and new opportunities that can change fundamental strategies.

Sort out all the cards from the Theme you have chosen to play. You can identify the Theme by the small hexagonal icon on each card. Place the five Themes you are not using aside.

2. Each player sets up his starting principalities as described on page 3 of the Basic Game rules. You may want to consider the rules changes when you set up your principality.
3. Separate the Event Cards for this Theme Deck from the rest of the Theme. Shuffle them together with the Event Cards from the Basic Set. This expanded event deck is placed in the middle of the table as usual.
4. Depending on the Theme Deck you have chosen, you will need to pull out some cards before you shuffle the deck. Except for the Inquisition cards from Knights and Merchants, these "set aside" cards are placed in a stack face-up next to the Event Cards:
Knights and Merchants: Remove the two Inquisition cards—they are not used when playing the Expanded Game.
Science and Progress: Remove and set aside both University cards from the Theme Deck.
Wizards and Dragons: Remove and set aside all five Citadel cards from the *Expansion Set*—place them with the "Wizard Absent" side face-up.
Barbarians and Traders: Remove and set aside 2 Harbor cards and 2 Triumphal Arch cards from the Basic Game and *Expansion Set*. Also remove the 2 Wizards League cards—they are not normally used in the Expanded Game. They are included for players to use in Tournament play with the Wizards and Dragons Theme to offer new strategic options. If you wish, you can include them with the Wizards and Dragons set when playing the Expanded Game.
Politics and Intrigue: Remove and set aside both Town Hall cards and both Church cards from the Basic Set. You do not need to remove any cards from the *Expansion Set*.
Trade and Change: Remove and set aside the Counting House cards. One Counting House is in the *Catan Card Game*; the other is in the *Expansion Set*.
5. Arrange the rest of the Development Cards (roads, cities, etc.) and place them between the two players as normal.



6. Shuffle the remaining Expansion Cards from the Basic Set together. Instead of the usual five expansion stacks you make in the Basic Game, these cards are used to create four piles. These four expansion stacks are placed in a row between the two players.
7. Shuffle the remaining cards from the Theme Deck together and split them into two roughly equal-sized expansion stacks. Place these stacks near the Development Cards. This way you can tell which stacks are cards from the Basic Game, and which are from the Theme Deck.
8. As in the Basic Game, place the two dice and the two wooden tokens between you and your opponent. Then each of you selects one of the six expansion stacks and—without changing the order of the cards—chooses three cards for your starting hand. Then the expansion stacks are returned face-down to their places.

NEW RULES FOR THE EXPANDED GAME

The rules are the same as the Basic Game, except for the changes described below:

- Before the game, you pulled some cards out of the deck and set them aside to create a new development stack. There are always two copies of each card in this stack. (Exception: Citadels. See "Special Rules for Wizards and Dragons" on page 6.)

The cards for each Theme are:

Knights and Merchants: None;

Science and Progress: 2 University cards;

Wizards and Dragons: 5 Citadel cards;

Barbarians and Traders: 2 Harbor cards and 2 Triumphal Arch cards;

Politics and Intrigue: 2 Town Hall cards and 2 Church cards; and

Trade and Change: 2 Counting House cards.

You can purchase these cards just like other Development Cards. Simply pay the cost shown on the card and place it in a legal building site in your principality.

Example: You want to build the University. You pay 2 lumber, 2 grain, and 1 brick. Then you take a University card from the stack and place it in an empty building site next to one of your cities.

But, there is a special restriction: each player may only build **one** of each type of card in this stack. If one of these cards leaves play for any reason, return it to this special development card stack (this card can be rebuilt by the player who lost it).

- Whenever you draw cards from an expansion stack, you may choose any of the six stacks. You may choose each time you draw whether you want to draw from the four stacks from the Basic Game **or** the two stacks from the Expansion Set. If you pay the two resources to search a stack, you may choose to search one of the stacks from the Theme Deck if you wish. The two stacks from the Expansion Set are treated in all ways the same as the four stacks from the Basic Game.

- The "Brigand Attack" event has no effect during the first two rounds of play (until both players have played two full turns). Ignore the Brigand Attack if it is rolled on the Event Die during those turns. Do not re-roll the Event Die if a Brigand Attack is rolled.
- You may not play Action Cards with the label "Attack" or "Neutral" until the combined total score of both players is at least 7 Victory Points (i.e., if you add the two scores together, the total is 7 or more). If, for some reason, the total Victory Points drops back below 7, you may not play those cards until the total score is above 7 again. You may always play Action Cards labeled "Defense."
- Buildings, Wizards, and Magic Spells cannot be stolen with the Spy! When you play a Spy, you still get to examine your opponent's hand, but you may only choose to steal Units (Knights, Cannons, Dragons, and Fleets) or Action Cards.
- During your turn, you may choose to remove any Expansion Card from your own principality in order to make space for more important cards. There is no cost to remove a card this way, but you must place the card you removed into the discard pile. Do not return the card to your hand or to an expansion stack. You do not recover any of the construction costs for that card. You may use the new space to build a card right away, but you are not required to.

Note: Some Buildings, such as the Embassy, cannot be removed this way. See "Foreign Cards" on page 12.

- There are prerequisites you must have in order to play certain cards in the *Expansion Set*. The prerequisite is shown on the card. So, for example, you may only build a Commodity Exchange if you have a Harbor in your principality. If the required card is removed from your principality (e.g., the Harbor), then you are not required to remove the Building that requires the prerequisite (the Commodity Exchange).
- There are also Action Cards which require you to have a certain Building in your principality in order to play them. You may only play these cards if you have the required Building already in your principality. If the required Building is removed, you will no longer be able to play the Action Card.
- If you exchange a card at the end of your turn, you must put your discard on the bottom of the stack from which you are drawing the replacement card.

THE END OF THE GAME

Because there are so many more ways to earn points when playing the Expanded Game, you have to earn a total of 13 or more Victory Points on your turn to win the game!

Hint: Before you play your first Expanded Game, we recommend that you look at all of the new types of cards in the Expansion Set. If you have questions about any card during the game, there is a complete explanation of each card in the "Card Almanac" at the back of this book.

SPECIAL RULES FOR WIZARDS AND DRAGONS

The Wizards and Dragons Theme adds many new features to the game. So, there are a number of special rules that apply to any game that includes cards from this set.

Citadels

Magic requires a lot of privacy and secrecy. So, Wizards do not live in cities or settlements like common folk. Instead, they make their homes in the mysterious Citadels. Like a city, you may build a Citadel if you can pay the construction costs (2 gold, 2 ore, and 1 grain). When you build a Citadel, you must place it on top of a settlement. You must place it so that the "Wizard Absent" side is showing. This Citadel is worth 1 Victory Point.



A Citadel, like a city, has room for up to four Expansions (two above and two below). However, city Expansion Cards (cards with the red text box) may never be built in a Citadel. Only Region Expansions (Green) and Citadel Expansions (Purple) may be built in a Citadel.

Because Wizards require a lot of secrecy, you may never build two Citadels next to each other. At least one settlement or city must separate the two Citadels.

Wizards

Wizards may only be built in a Citadel. They do not count as Expansions, and do not take up any of the four available building sites in the Citadel. Instead, you place them above or below one of the four Region Cards adjacent to the Citadel. You can only have one Wizard in each region, so a Citadel may never be home to more than four Wizards. When you play a Wizard from your hand, you must pay the construction cost indicated on the Wizard card.



Most Wizards can only be placed in a specific type of region. The region that a Wizard can occupy is shown in the background of the Wizard card. This background must match the Region Card where you want to play the Wizard.

Note: Ari, the great Sorceress, can be placed next to any type of Region Card. She can be placed next to any of the six types of terrain, and she is the only Wizard that can occupy a gold fields region.

When you place a Wizard next to a Citadel, turn the Citadel card over. This Citadel is worth 2 Victory Points. If the last Wizard next to that Citadel should leave, you must turn the Citadel back over, so that the "Wizard Absent" side is showing again. Such a Citadel is again worth only 1 Victory Point.

GAME RULES

EXPANSION
SET

When you first recruit a Wizard, he always has two Magic Power. Turn the card, just like a Region Card, so that it indicates two Magic Power. When a Wizard gains or spends Magic Power, rotate the card so that the correct number of icons is shown.



During the building phase of your turn, your Wizard may convert the resources of its region into Magic Power. Simply spend any number of resources from the neighboring Region Card to add an equal number of Magic Power points to the Wizard. You may never give a Wizard more than three points of Magic Power. If a Wizard gains Magic Power this way, you may not use that Wizard for the rest of your turn. You must wait until your next turn before you can use the Wizard's Magic Power.

Magic Books

Magic Books are played into a Citadel in your principality. It costs nothing to play a Magic Book, but it does take up one of the four expansion spaces in the Citadel. You can have as many Magic Books in a given Citadel as there are building sites.

On your turn, you may have your Wizards cast spells. You may do this at any time during your turn. In order to cast a spell, you must spend the number of Magic Power points indicated on the Magic Book for the spell you want to cast. You may have one or more Wizards pay the Magic Power you need.

The Wizards that spend the Magic Power do not have to be in the same Citadel as the Magic Book; they may be anywhere in your principality. You may only cast each spell once per turn.



You may remove a Magic Book from your Citadel during your turn, just like other Expansion Cards. Simply place the book into the discard pile. There is no cost to remove a Magic Book. You cannot return the card to your hand or an expansion stack.

Magic Action Cards

Many Action Cards in the Wizards and Dragons Theme have Magic Power symbols in the upper left corner. These are called Magic Action Cards, and they are a special kind of magic spell. Like regular Action Cards, they are played from your hand and then placed in the discard pile. But, in order to play a Magic Action Card, you must first spend the Magic Power shown on the card. This Magic Power can be spent from one Wizard, or more than one, just like spells cast from Magic Books.



TOURNAMENT GAME RULES

When you play the Tournament Game, you get to build your own deck of Expansion Cards! During the game you will have your own expansion stacks. You will be able to design your own unique strategy for victory!

To play the Tournament Game, each player will need his own copy of the *Catan Card Game*. You should also have your own copy of the *Expansion Set*. You may only use cards from one copy of the Basic Game and one copy of the *Expansion Set*.

All of the rules from the Basic Game and the Expanded Game are used, except for the following changes:

SETTING UP THE GAME

1. One player supplies all these cards from his copy of the *Catan Card Game*:
 - The 18 cards from both starting principalities
 - The development cards:
 - 7 roads;
 - 5 settlements;
 - 7 cities; and
 - 11 Region Cards.
2. You set up your starting principality using the 9 starting cards with your chosen icon on the back.
3. Place the Development Cards (roads, settlements, cities, and regions) between the two principalities. Don't forget to shuffle the Region Cards.
4. If either player is using any of the cards from the Wizards and Dragons Theme, you need to place the five Citadel cards next to the other Development Cards.

Important: Any cards that were pulled out and set aside in the Expanded Game are not removed. They are included with the rest of the Expansion Cards.

5. Now you build the Event Card deck as described below. Shuffle the Event Cards and place them near the development stacks.
6. Choose any three Expansion Cards from your deck. These three cards will form your starting hand.
7. Shuffle your 30 remaining cards. Separate your cards into four expansion stacks. Two stacks will have seven cards each, and the other two will have eight cards. Place your expansion stacks near your principality.
8. Determine which player will go first and begin the game!

GAME RULES

EXPANSION
SET

Your opponent's principality!



Your Opponent's
Discard Pile



Your Opponent's
Expansion Stacks



Roads



Cities



Settlements



Regions



Events



Your principality!

Your
Expansion Stacks



Your
Discard Pile



Building the Event Card Deck

The Event Card deck must contain exactly 13 cards:

- Both players contribute a Civil War and a Plague card from their copy of the Basic Game. One player also adds a Year End card.
- Now you choose any 4 more Event Cards to add to the deck. These events can be taken from the Basic Set or any of the Theme Decks. But, you may not add a second Year End card!
- You should not let your opponent see the events you have chosen before they are added to the deck. That way, he won't know what to expect!
- Once both players have added their four cards, the event deck is complete. Shuffle all 13 cards together and place them face-down next to the development stacks.
- Make a note of which Event Cards you added to the deck. At the end of the game, each player takes his own Event Cards back. You should also note which Theme Deck you selected cards from, since some cards appear in more than one set!

Arranging Your Own "Deck"

You get to design your own deck of cards when you play the Tournament Game! Before you play, you secretly choose 33 cards that you want to use. These cards will form your "deck." There are some restrictions on which cards you can choose:

- You may not choose any cards that have symbols on the back—only Buildings, Units, Wizards, Magic Books, and Action Cards may be used.
- You may use any cards from one copy of the *Catan Card Game* and one copy of the *Expansion Set*.
- You may not use more copies of any card than there are in those sets. For example, you may not add a fourth Spy card to your deck because there are only three Spy cards in one complete set.
- You do not have to tell your opponent which cards you are using! However, it might be a good idea to write down a list of your cards so you can get them all back at the end of the game.
- At the beginning of the game, you will choose three of your cards to form your starting hand. Shuffle the other 30 cards together, then use them to create your four expansion stacks at the beginning of the game.
- During the game, you can only draw cards from these four stacks! You may not draw cards from your opponent's stacks. If you draw all of the cards from a stack, you can still discard cards to the empty "stack," creating a new one.

NEW RULES FOR THE TOURNAMENT GAME

1. Each player forms his own discard pile for any Action Cards he plays or Buildings that he removes from his principality, or for cards that are "removed from play" (by cards like Lady Imelda).
2. When a card or rule states that a card is discarded under a stack, it is always the players' own (personal) stacks. Unless an Action Card says otherwise, you may never search through your opponent's stacks, and you may not draw cards from there.
3. Units with names, such as Knights, Dragons, and Wizards, are all unique! There may never be two Units or Wizards with the same name in play at the same time. If a "unique Unit" is removed from a principality because of an Action Card or event, then both players again have the chance to play that Unit.

Example: If your opponent has played Siegfried in his principality, you may not play Siegfried in your principality. If you play a "Black Knight" and Siegfried is removed, then you can play your own copy of the card.

Note: Cannons are not unique! Both players can have Cannons in their principalities.

4. When you play a Spy and steal one of your opponent's cards, you should make a note of which card was stolen so you can return it to its rightful owner at the end of the game.

END OF THE GAME

The first player to collect **13 or more Victory Points** on his turn is the winner!



Suggestion: Before you play your first Tournament Game, we recommend playing a few Expanded Games so you are familiar with all the new cards!

ALMANAC

This *Card Almanac* contains detailed descriptions of all the cards in all six Theme Sets. These are not the *Game Rules!* You should briefly familiarize yourself with the cards before your first game. It will make the game play more smoothly and a lot more enjoyable!

New Card Types

The cards in the *Catan Card Game* came in three different varieties: "City Expansion Cards" (red text box), "Action Cards" (yellow text box), or "Regional Expansion Cards" (green text box). This *Expansion Set* introduces some new types of cards:

Region Improvements — Region Improvements have a brown text box. If you meet their conditions you can place them above or below a Region Card. Many of these are Buildings, and can be targeted with the Arsonist. Since they are not actually built in a city, they cannot be protected by the Fire Brigade card from the Science and Progress Theme Deck. There can only be one Region Improvement attached to any given Region Card.

Wizards — Wizards are a special type of region improvement that can only be played on a Region Card that is next to a Citadel. Complete rules for Wizards can be found in "Special Rules for Wizards and Dragons" on page 6.

Citadel Expansions — These cards have purple text boxes, and can only be played in one of the four building sites next to a Citadel. Complete rules for these enchanted cards can be found in "Special Rules for Wizards and Dragons" on page 6.

Road Improvements — Road Improvements have no text box, and include an illustration of a road running across them. Play these cards on top of a road card in your principality. Road Improvements that are Buildings can be targeted with the Arsonist card. Since they are technically not in a city, they cannot be protected with the Fire Brigade card from the Science and Progress Theme Deck.

Foreign Cards — Foreign Cards are cards you play into your opponent's principality. Even though they are in your opponent's principality, they are still considered to be under your control. Your opponent may not discard a Foreign Card you have played in his principality, but he may treat it like a normal opposing card. For example, a Foreign Card may be the target of the Arsonist card.

Special Cards — There are a couple of special cards that don't fit into any of these categories. You can find complete rules for each special card in that card's description.

Card Category

The entries below are arranged alphabetically by Theme Deck and by card category:

- **Black** — Special Cards;
- **Yellow** — Action Cards;
- **Blue** — Event Cards;
- **Green** — Regional Expansion Cards;
- **Red** — City Expansion Cards; and
- **Purple** — Magic Cards

Each card has an icon, which identifies which Theme set that card is from.



TRADE AND CHANGE



SPECIAL CARDS: ROAD IMPROVEMENTS



Trading Post (Building; 2 in deck)

It is worth one Commerce Point.

You may build this improvement on a road in your principality. It does not fill any building sites from either adjacent settlement or city. Since it is not part of any city, the Trading Post is not affected by cards that are part of the city (such as the Fire Brigade or Robber Baron's Castle).

During your turn, you may move one resource between the two regions bordering this road. The exchange rate is 1:1.



SPECIAL CARDS: REGION IMPROVEMENTS

Artisan Workshop, Distillery, Dye Works

(Buildings; 1 each in deck – 3 total)

These cards can be used to purchase Commerce Points. They may be built for free. Place the improvement above or below a Region Card of the matching type next to one of your cities. It does not matter if the region is above or below the city. The Artisan Workshop can only be placed by a mountain. The Distillery can only be placed by a fields. The Dye Works can only be placed by a pasture.

You may purchase 1 Commerce Point for 2 resources from the adjacent Region Card. When you do so, rotate the improvement to show the next higher number of Commerce Points. Each of these improvements can hold no more than 3 Commerce Points at a time.

You may also spend these Commerce Points to take a resource of your choice from your opponent. Each Commerce Point spent allows you to select one resource. You must be able to store the resource you choose immediately.

You may purchase and use these Commerce Points any number of times during your turn, in any order you choose.

You may only play these improvements if you have a Counting House in your principality.



SPECIAL CARDS: FOREIGN CARDS

**Robber Baron's Castle** (Building; 1 in deck)

You may only build this Building in your opponent's principality. You can only build it if the total combined strength of all your opponent's knights is less than 4 points. If your opponent ever has 4 or more total points of strength, the Robber Baron's Castle is discarded. Any Commerce Points in the settlement or city where the Robber Baron's Castle is located do not count towards any events or control of the Windmill Token. Your opponent may not remove the Robber Baron's Castle, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city.

The Robber Baron's Castle has no effect on Road Improvements, Region Improvements, or Units in the special building sites of a Metropolis.

ACTION CARDS

**Mayor** (Action-Neutral; 2 in deck)

You may select any one resource for each city or Metropolis in your principality. These may be the same or different resources. You may only select resources that you have room to store in your Region Cards. Any resources you do not have space to store are lost.

You receive no resources for any Citadels in your principality.

Pawnbroker (Action-Neutral; 2 in deck)

Choose one Building you own in your principality. Turn this Building face-down. As long as the Building remains face-down, it has no abilities, including Victory Points and Commerce Points, and does not count towards requirements and events.

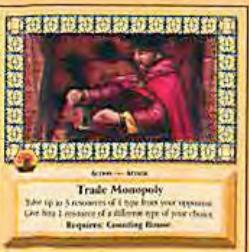
You receive resources equal to the construction cost of the Building chosen, minus any one resource of your choice. These resources must be stored in your regions immediately. If you do not have space for the resources, then you cannot play this card. In order to activate the Building again, you must pay the full construction cost.

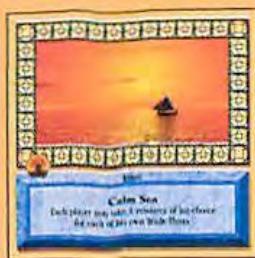
You may not choose to discard the face-down Building.

You may not choose any Building that has a Witch or Dogma card on it.

**Trade Monopoly** (Action-Attack; 2 in deck)

You may take up to 3 resources of the same type from your opponent. These resources can come from the same or different regions. You may add these resources to any matching regions where you have space. You must then give that player one resource of a different type. You may only play this card if you have a Counting House in your Principality.



**EVENT CARDS****Calm Sea** (Event; 1 in deck)

This event applies to both players. Each player may select any one resource of his choice for each Trade Fleet in his principality. You do not receive a resource for any Pirate Fleets that you control. The resources selected must be stored immediately on your Region Cards. Any resources that cannot be stored are lost.

**Great Tournament** (Event; 1 in deck)

The player with the most Tournament Points wins the Great Tournament. As a reward, he may turn one of his gold fields regions to 3 gold. If all of the tournament winner's gold fields regions are full, the event has no effect.

**Peasant Revolt** (Event; 1 in deck)

Each region that borders on a Garrison loses one resource. Regions that border on two Garrisons lose two resources. A region that has no resources loses nothing.

**REGIONAL EXPANSION CARDS****Gambling Hall** (Building; 1 in deck)

You may pay 1 gold to gamble. Roll the Production Die. If the roll is 4, 5, or 6, then you may select any one resource of your choice and immediately store it in a Region Card. If you roll a 1, 2, or 3, then you get nothing.

You may gamble as many times during your turn as you wish, as long as you have the gold.

**Goldsmith** (Building; 1 in deck)

This expansion doubles the resource production of any adjacent gold field region, but only when the number of the region is rolled on the Production Die.

**Horse Farm** (Building; 1 in deck)

On your turn you may spend 1 grain to move any or all of your Knights to a different site in your principality. You can only move a Knight to another empty building site that is a legal placement for that Knight.

If you want to move a Knight again later in the turn, you will have to pay another grain.

**Knights** (Units; 1 each in deck – 2 total)

There are two Knights in this Theme Set. They each have a special rule:

Lothar the Drunkard

The number rolled on the Production Die each turn determines Lothar's tournament skill for that turn.

His tournament skill on the turn you play him is equal to the number rolled on the die that turn.

For example, if the Production Die shows a "1," Lothar's tournament skill is one.

Lothar's skill can also be increased by other cards that affect tournament skill.

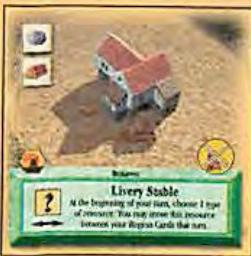
Richard the Vengeful

You may pay 1 gold to use Richard as a Black Knight. Richard must be in play to use him this way (i.e., you cannot play Richard from your hand as a Black Knight).

You may not use Richard as a Black Knight on the same turn you play him. You must wait at least until your next turn.

You may use Richard as a Black Knight even if you could not normally play a Black Knight card.

After resolving the attack, place Richard at the bottom of an expansion stack of your choice.

**Livery Stable** (Building; 1 in deck)

At the beginning of your turn (before you roll the dice), you may select one type of resource. For the remainder of the turn, you may move resources of this type between matching regions.

Example: If you have 2 forests, you could select lumber at the beginning of your turn. For the rest of your turn, you may move lumber from one forest to the other. You may make this move in both directions, and may do so as many times as you desire during that turn.

Since you must choose a resource before you roll the dice, you cannot use the Livery Stable on the same turn you build it.

**Shipyard** (Building; 1 in deck)

When you build a Fleet, the cost is reduced by one resource of your choice. You may count this reduction for any type of Fleet you build.

**CITY EXPANSION CARDS****Counting House** (Building; 1 in deck)

It is worth three Commerce Points.

The Counting House is required to build a number of different Buildings from this theme set. It is the same as the Counting House in the Basic Game.

**Large Bazaar** (Building; 1 in deck)

It is worth two Commerce Points.

During your turn you can force your opponent to trade with you. You may give him any 1 resource. He must then give you 1 resource of a different type. Neither you, nor your opponent, may choose gold for this trade. You and your opponent may only choose a resource that your opponent can store immediately.

**Large Tournament Field** (Building; 1 in deck)

It is worth one Victory Point.

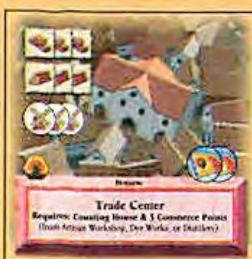
If you have the Large Tournament Field in your principality, and your Knights win a tournament that is rolled on the Event Die, you may choose any 2 resources of your choice, instead of only 1 resource.

**Lighthouse** (Building; 1 in deck)

It is worth one Commerce Point.

The Lighthouse improves any Trade Fleet adjacent to it in the same city. That Fleet may be used to trade resources at a 1:1 rate, instead of the usual 2:1 rate. Also, that Fleet is immune to the effects of the Civil War Event Card.

A Fleet in one of the special Metropolis building sites is not affected by an adjacent Lighthouse.



Trade Center (Building; 1 in deck)

It is worth two Victory Points.

You do not have to spend the three Commerce Points from your Artisan Workshop, Distillery, or Dye Works. Those Commerce Points just have to be present. You can keep them and use them normally. You may only build a Trade Center if you have a Counting House in your principality.



Trade League (Building; 1 in deck)

It is worth two Commerce Points.

You may use your opponent's fleets to trade resources at the 2:1 rate. You must match the resources on his fleets, as if they were your own. For example, if your opponent has a Lumber Fleet and an Ore Fleet, you can trade lumber and ore 2:1 for other resources. You do not count the Commerce Points of your opponent's fleets, and you do not receive any benefit from a Lighthouse in your opponent's principality. The Trade League does not allow you to use your opponent's Great Trade Fleet. You may only build a Trade League if you have at least 1 Trade Fleet in your principality.



Treasure Vault, Produce Storehouse

(Buildings; 1 each in deck)

You can build these Buildings for free. They can be used to store resources. The Produce Storehouse may store lumber, grain, or wool. The Treasure Vault may store brick, ore, or gold.

You may store exactly two resources at a time. When you store resources, rotate the Building to show the type of resource stored, and rotate the region(s) you moved the resources from. When you choose to use these resources, rotate the Building to the empty side. If you only use one of the stored resources, you may add the other one to any matching region.

These resources are safe from all events and actions, and do not count towards the total number of resources you may have when the Brigand Attack is rolled on the Event Die. But, if the Arsonist or any other event destroys the Building, the resources inside are also lost.

These Buildings can only be built if you have a Counting House in your principality.





POLITICS AND INTRIGUE

SPECIAL CARD



Metropolis (City Improvement; 2 in deck)

You may only play this card if you have at least one Church or Town Hall in your principality. The Metropolis is free. Play the Metropolis card from your hand on any of your cities. You may not place it on a settlement or Citadel. You may only have one Metropolis in play.

All cards that refer to cities also apply to the Metropolis. Like a city, a Metropolis has four building sites that can be used for any green or red cards.

In addition, the Metropolis has four special building sites, one above or below each of the four adjacent Region Cards. Only Units (such as Knights and fleets) may be played in these building sites, and are considered to be part of the Metropolis, not part of any nearby city, settlement, or Citadel. There can only be one card in each of these spaces, so if there is already a region improvement or Wizard, you may not place a Unit there (unless the other card is removed first).

If there is a Church in that Metropolis, Units in these special spaces are also protected from the Civil War event.

SPECIAL CARDS: FOREIGN CARDS



Bordello (Building; 2 in deck)

You may only build the Bordello in your opponent's city. There must be an empty building site available in the city. Every Knight in your opponent's principality has his strength reduced by one point. The Bordello does not affect Cannons or Dragons, and Knights that have no strength points (such as Walter the Minstrel) are not affected. Your opponent may not remove the Bordello, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city. If your Bordello is destroyed by the Arsonist, it is returned to your hand.



ACTION CARDS

Archivist (Action-Neutral; 1 in deck)

When you play this Action Card, you may draw up to six cards from the top of any one expansion stack and examine them. If there are less than six cards in the stack, you draw all of them. Then, you must place all six of those cards back on top of the stack. You may place them in any order. You may only play this card if you have a Town Hall in your principality.

**Bribery** (Action-Attack; 2 in deck)

You may pay three gold to take any one Knight from your opponent's principality and place it in your own. You must be able to place the Knight in a legal position, or you may not play this card. If you are playing the Tournament Game, make sure to make a note of who owns the Knight so that it can be returned at the end of the game.

**Chancellor** (Action-Neutral; 2 in deck)

When you play this card you may draw the top three cards from any one expansion stack and add them to your hand. You may have more cards than your hand limit until the end of your turn. Then, if you still have too many cards, you must discard down to your hand limit by placing cards under any expansion stack.

**Council Meeting** (Action-Neutral; 2 in deck)

Discard one card from your hand and place it under any expansion stack of your choice. Then, you may search that stack and select any two cards and add them to your hand. You may have more cards than your hand limit until the end of your turn. You may only play this card if you have a Town Hall in your principality. You may not play this card if you have no other cards in your hand to discard.

**Diplomat** (Action-Neutral; 1 in deck)

You may search the discard pile and select any one card there to put in your hand (you may only draw from your own discard pile when playing the Tournament Game). You may not use this card if there is an Excommunication card on the discard pile. You may only play this card if you have a Town Hall in your principality.

**Doctor** (Action-Defense; 2 in deck)

Play this card when the Plague Event Card is drawn. The Plague has no effect on your cities. Your opponent still loses resources normally. You may play this card even when it is not your turn.



Play this card face-up on top of any expansion stack or discard pile of your choice. Your opponent may not access that stack in any way, including drawing cards from or discarding to that stack (exception: your opponent may still discard cards to the discard pile even when the Excommunication is played on it). You may continue to use that stack normally. Your opponent may pay 3 gold "to the bank" to remove the Excommunication card and discard it. If an Inquisition card is played, the stack under the Excommunication is not included, and the Excommunication remains in effect.

You may only play this card if you have a Church or a Cathedral in your principality. This card may be played on your opponent's expansion stack or discard pile when playing the Tournament game. When the Excommunication leaves play, it is returned to the discard pile of the player who played it.



Wedding (Action-Attack; 2 in deck)

Your opponent must give you as much gold as you can store in your gold fields. If you have space for all of his gold, he must give you all of his gold. If you cannot store all of his gold, then he may keep the remainder. Your opponent does not have to give you any gold he has stored in a Treasure Vault. You can only play this card if you have a Church or a Cathedral in your principality.

EVENT CARDS



Begging Monk (Event; 1 in deck)

The player who has the Windmill Token must give 2 resources to his opponent. The owner of the Windmill Token decides which resources to give. If you only have one resource, you only give one. If your opponent does not have space to store the resources, they are lost. You must choose resources that your opponent is able to store, if possible.



Good Neighbors (Event; 1 in deck)

The top card of every expansion stack is turned face-up, unless there is an Excommunication card on top of that stack. These cards remain face-up until drawn. This event affects both players.

**Religious Festival** (Event; 1 in deck)

This event applies to both players. If a player has at least one Church, he may choose 2 resources of his choice. If a player has at least one Cathedral, he may choose 4 resources of his choice. If a player has both a Church and a Cathedral, then he may choose 6 resources of his choice. There is no additional bonus if a player has two or more Churches.

REGIONAL EXPANSION CARDS**Church Domain** (Building; 1 in deck)

If you roll the Production Die, you may take one additional resource of your choice. If your opponent rolls the "?" on the Event Die, you must lose all of the Wool and Ore in your principality (except any safely stored in Treasure Vault or Produce Storehouse). In addition, you must discard the Church Domain and place it on the bottom of an expansion stack of your choice.

You may not build a Church Domain if you have the Capital of the Republic in your principality, even if the Capital is covered by a Witch or Pawnbroker card. If there is a Witch covering the Church Domain when your opponent rolls a "?" on the event die, both the Witch and the Church Domain are discarded to the appropriate places.

Holy Place (Building; 1 in deck)

After you draw cards to refill your hand at the end of your turn, you may discard one card you drew to the bottom of an expansion stack of your choice, and draw a replacement card from that stack. As normal, you can draw the top card or pay to search the stack. You may only play the Holy Place if you have a Church in your principality.

Mission (Building; 1 in deck)

When you have a Mission in your principality, you may reduce the construction cost of any of the following when you build them: Abbey, Archdiocese, Church, Cathedral, or Templar Fortress. You choose which resource to reduce. The Holy Place is *not* considered a "sacred Building."

Templar Fortress (Building; 1 in deck)

All of the Knights in your principality (not Dragons or Cannons, only Knights), who have a base cost of more than 3 resources (not counting any reductions), are immune to all of these Actions and Events: Lady Imelda, Civil War, and Bribery. These Knights are still vulnerable to the Black Knight normally.



CITY EXPANSION CARDS**Archdiocese (Building; 1 in deck)**

It is worth one Victory Point.

Every time your opponent plays any Action Card or Magic Spell, you receive 1 gold. You must store that gold in one of your Region Cards immediately or it is lost. This gold comes from the “bank,” not your opponent. This includes Magic Spells cast from a Magic Book. You do not receive the gold if the spell is cancelled by Countermagic.

Your opponent may not play the Arsonist on the Archdiocese. You must have an Abbey or a Church in your principality in order to play this card.

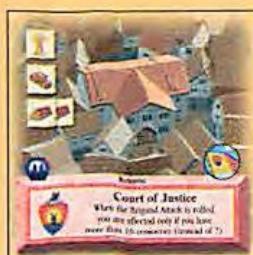
**Brewery (Building; 1 in deck)**

This card provides either 2 Commerce Points or 2 Strength Points. The symbol on the left of the card indicates which type of points the Brewery provides. When you build the Brewery, choose which way to orient the card (Commerce Points or Strength Points). On your turn, you may pay 1 gold to rotate the card so the other type of Points are provided. It remains that way until you again pay 1 gold to rotate it back. You may only use this ability once per turn. You can count the two Strength Points from the Brewery even if you have no Knights.

**Capital of the Republic (Building; 1 in deck)**

It is worth one Victory Point.

Both regions adjacent to this Building produce 3 resources when the number on the region matches the Production Die roll. If there is not enough room in the region to store all 3 resources, the excess is lost. You may only build this Building if you have a Town Hall in your principality. You may not build the Capital of the Republic if you have a Church Domain in your principality, even if a Witch or a Pawnbroker card is covering the Church Domain.

**Court of Justice (Building; 2 in deck)**

It is worth one Victory Point.

If the Brigand Attack is rolled on the Event Die, you only lose your wool and ore if you have more than 10 (unprotected) resources instead of more than 7 resources.



Secret Society (Building; 1 in deck)

This card can imitate a city Expansion in your opponent's principality. When you build the Secret Society, you must choose one of the following Buildings: Church, Library, Town Hall, or University. The type of Building you choose must be in your opponent's principality. You gain all of the advantages of the Building except Victory Points. You may use this Building as a prerequisite for playing other cards. You may also benefit from an event as if you had that type of Building. If the Building you choose is removed from play, you must immediately change the target of the Secret Society. You may play the Secret Society even if your opponent does not have any of the required Buildings, but it will immediately imitate the first of those Buildings your opponent builds. All aspects of the imitated Building except Victory Points are copied. The Secret Society keeps its benefits even if the copied Building is covered with a Witch, Dogma, or Pawnbroker card.

Example: When you build the Secret Society, you chose your opponent's Church as your target. Now your Knights and Trade fleets in the same city as the Secret Society are protected from the Civil War, and you can build a Metropolis. You do not get the Victory Point, however. Later, you play an Arsonist and destroy your opponent's Church. You then choose to have your Secret Society imitate his Library.



Theater (Building; 1 in deck)

It is worth one Victory Point.

Your hand size is increased by two when you have a Theater in your principality. This increase is added to any increases you receive from other cards, such as an Abbey. You must have a Library in your principality to build a Theater.



KNIGHTS AND MERCHANTS



ACTION CARDS

Border Dispute (Action-Attack; 2 in deck)

You may only play this card if you have the Knight Token. You may exchange one of your Region Cards with a Region Card belonging to your opponent. You choose the cards exchanged. The region you choose must be duplicated within the principality.

Example: Your opponent only has one mountains region. You could not choose that Region Card when playing the Border Dispute. He does have 2 fields. You could choose either fields card.

The resources on both regions are not changed when they change ownership. You may not choose to exchange a region that has any Region Improvement cards.

It is possible to exchange a region next to a production doubling Building (e.g., Sawmill), making that Building ineffective.

Brigands (Action-Attack; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.



Caravan (Action-Neutral; 1 in deck)

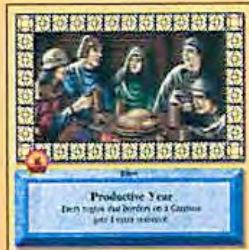
See the *Catan Card Game Almanac* for an explanation of this card.



Inquisition (Action-Attack; 2 in deck)

When you play this card, your opponent must discard his entire hand into one of his expansion stacks. He must then shuffle all the cards in all of his expansion stacks together, and create 4 new expansion stacks of equal size. Your opponent then draws a new hand of cards (up to his hand limit). You must have an Abbey or a Church in your principality to play this card. This card has no effect if you are not playing the Tournament Game.

Any stack underneath an Excommunication card is not reshuffled with the other cards when Inquisition is played.



Lady Imelda (Action-Attack; 2 in deck)

What Knight is immune to the charms of a lovely lady? None! When you play this card, your opponent must choose one of the Knights in his principality and place it in the discard pile. The Cannon is immune to this lady's charms, as are the Dragons.

Spice Caravan (Action-Attack; 2 in deck)

You may only play this card if you have the Windmill Token. You may take any 2 resources of your choice from your opponent. You must have room to store the resources you choose.

EVENT CARDS

Productive Year (Event; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

Raid (Event; 2 in deck)

The player who controls the Knight Token may raid his opponent's principality. Choose any three Buildings in your opponent's principality which are not foreign cards. If there are less than three Buildings, you must choose all of them. You can also choose Buildings that have a Witch, Dogma, or Pawnbroker card on them. Your opponent then chooses one of the Buildings you selected, and returns it to his hand. If he chooses a card that has an Action Card on it, the Action Card goes to the discard pile.

REGIONAL EXPANSION CARDS

Castle (Building; 2 in deck)

When you have a castle in your principality, it costs you one less resource to build a Knight (your choice). If you have two castles in your principality, the cost is reduced by two resources. It is possible to reduce the cost of a Knight to 0, but never lower.



Knights (Units; 1 each in deck – 4 total)

There are four new Knights in this Theme set. Two of those Knights have special rules:

Peasants

The strength of the Peasants is equal to the total number of Grain resources in the two regions adjacent to the Peasants. Peasants have no tournament value, and cannot gain one from a Tournament Field. Unlike other Knights, Peasants are not unique and each player may have one in play.

Walter the Minstrel

Walter is immune to the Black Knight. He has no strength points. However, if you have a Smithy in your principality, it increases Walter's strength to 1.

Pirate Fleet (Unit; 2 in deck)

When you build a Pirate Fleet, you may immediately destroy any one Fleet in your opponent's principality. It may be a trade Fleet, or another Pirate Fleet. If your opponent has no fleets when you play the pirate, you do not get to destroy a Fleet. The destroyed Fleet is placed in the discard pile. When the Year of Plenty is rolled on the Event Die, you may take an extra gold for each Pirate Fleet in your principality. This is in addition to the other benefits of the Year of Plenty. You must have room in your gold fields to store the extra gold or it is lost. Pirate Fleets have no Commerce Points, and cannot gain them from a Harbor.

Toll Station (Building; 2 in deck)

When the Year of Plenty is rolled, you may take 2 gold in addition to the other benefits of the Year of Plenty. You may only take this gold if you can store them in a region immediately. If you cannot store all of the gold, any excess is lost.

Tournament Field (Building; 1 in deck)

Every Knight in your principality gains one Tournament Point if you have a Tournament Field in your principality. Although a Cannon counts as a Knight, it does not gain any Tournament Points from a Tournament Field; neither do Dragons nor Peasants. Any other Knight who has no Tournament Points (such as Johanna the Warrior-Maiden) gains one Tournament Point.

**Watch Tower** (Building; 1 in deck)

Any time your opponent plays a Spy, you may try to catch him if you have a Watch Tower in your principality. Roll the Production Die. If the result is a 1 or a 2, you have caught the Spy. The Spy is discarded, and your opponent does not get to look at, or steal, any of the cards in your hand.

If you also have a Great Wall in your principality, you must roll for the Great Wall and Watch Tower defenses separately.

**CITY EXPANSION CARDS****Bank Vault** (Building; 1 in deck)

It is worth one Victory Point.

If you control the Windmill Token, and the Trade Advantage is rolled on the Event Die, you may take two resources of your choice from your opponent instead of one. There must be room in your principality for each resource you take, or you cannot take that resource. This could mean that you are only able to take one (or no) resource from your opponent.

**Great Trade Fleet** (Unit—Trade Fleet; 2 in deck)

It is worth two Commerce Points.

You can trade resources from the two regions adjacent to this Fleet to the bank at the 2:1 exchange rate. If you have a Harbor in your principality, it increases the Commerce Points of the Great Trade Fleet to three.

If you place the Great Trade Fleet in one of the special Metropolis spaces, you can only use this ability to trade resources from the single adjacent region. If the Great Trade Fleet is under the protection of a Lighthouse, you can trade resources from the adjacent regions at the 1:1 rate. You may also trade these resources 1:1 if you play Christopher the Great Explorer.

**Large Harbor** (Building; 1 in deck)

This Building doubles all Commerce Points from Marketplaces, Merchant Guilds, and Counting Houses in your principality.

**Palace** (Building; 1 in deck)

When the Year of Plenty is rolled on the Event Die, you have the option of selecting any one card from your discard pile and adding it to your hand instead of collecting a resource of your choice. You may choose any card in the discard pile. If you exceed your hand limit, you must discard to the bottom of an expansion stack of your choice. If you also have a Treasure Fleet in your principality, you may either take three resources, or you may instead take two resources and a card from the discard pile.



SCIENCE AND PROGRESS



SPECIAL CARDS: FOREIGN CARDS



Embassy (Building; 1 in deck)

You may only build the Embassy in your opponent's city. In addition to taking up space in your opponent's city, the Embassy also forces him to show you every card that he draws. Your opponent may not remove the Embassy, but he may try to destroy it with an Arsonist card if there is no Fire Brigade in that city. You may only build an Embassy if you have a Town Hall in your principality.

ACTION CARDS



Alchemist (Action-Neutral; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

You may combine this with the Wheel of Time to choose the results of both dice.



Bishop (Action-Defense; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

You can play the Bishop to defend a Foreign Card you have placed in your opponent's principality (such as the Embassy).



Inventor (Action-Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play the Inventor, you may turn one of your mountain regions to three ore. It does not matter if you have spent ore from that region already this turn.



Land Reform (Action-Neutral; 2 in deck)

You may switch two Region Cards in your principality. Swap the location of the two cards. The resources stored in those regions are not changed. This card is useful for maximizing the effect of the production increase cards, such as the Sawmill.

**Printing Press** (Action-Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play this card, you may select any two resources of your choice. You must be able to store these resources immediately.

**Scout** (Action-Defense; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

**Three-Field System** (Action-Neutral; 2 in deck)

You may only play this card if there is a University in your principality. When you play the Three-Field System, you may turn one of your fields regions to three grain. It does not matter if you have spent grain from that region already this turn.

EVENT CARDS**Civil War** (Event; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card. Pirate Fleets and Peasants are not affected by Civil War.

**Conflict** (Event; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

When playing the Tournament Game, you must choose one of your opponent's expansion stacks to discard the cards to.

**Plague** (Event; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.

Regions next to a Citadel are not affected by the plague, unless they are also next to a city or Metropolis.

**Progress** (Event; 1 in deck)

See the *Catan Card Game Almanac* for an explanation of this card.



REGIONAL EXPANSION CARDS

Cannon (Unit; 2 in deck)

A Cannon is treated like a Knight in most ways. You may only build a Cannon if you have a University in your principality. A Cannon cannot be the target of a bribery or Lady Imelda card. It can, however, be the target of a Black Knight. Cannons can be affected by Civil War. A Castle can be used to reduce the cost of a Cannon, and a Smithy increases the Cannon's strength by one. A Cannon can never have any Tournament Points, and does not gain any bonus from the Tournament Field.

Great Wall (Building; 1 in deck)

Any time your opponent plays a Spy you may try to catch him if you have a Great Wall in your principality. Roll the Production Die. If the result is a 3, 4, 5, or 6, you have caught the Spy. The Spy is then discarded, and your opponent does not get to look at, or steal, any of the cards in your hand.

If you also have a Watch Tower in your principality, you must roll for the Great Wall and Watch Tower defenses separately.

Knight (Unit; 1 in deck)

There is one Knight in this theme set. There are no special rules for Ingo the Skillful.

Pirate Fleet (Unit; 2 in deck)

When you build a Pirate Fleet, you may immediately destroy any one Fleet in your opponent's principality. It may be a trade Fleet, or another Pirate Fleet. If your opponent has no fleets when you play the pirate, you do not get to destroy a Fleet. The destroyed Fleet is placed in the discard pile. When the Year of Plenty is rolled on the Event Die, you may take an extra gold for each Pirate Fleet in your principality. This is in addition to the other benefits of the Year of Plenty. You must have room in your gold fields to store the extra gold or it is lost. Pirate Fleets have no Commerce Points, and cannot gain them from a Harbor.

CITY EXPANSION CARDS

Assembly Hall (Building; 1 in deck)

It is worth one Victory Point.

The Assembly Hall reduces the cost of selecting an Expansion Card. When drawing a replacement card at the end of your turn, you may select one card of your choice from one of your expansion stacks for free each turn. You must select a card from the expansion stack you search. You must have a Town Hall in your principality in order to build the Assembly Hall.

If you are drawing a second (or more) card, then you have the normal choice to draw the top card for free or search a stack for two resources.

**Building Crane** (Building; 1 in deck)

When you build any city Expansion Cards (with red text fields) that normally cost more than four resources, you may reduce the cost by any one resource of your choice. The Building Crane does not reduce the cost to build a city. You must have a University in your principality in order to play the Building Crane.

**Cathedral** (Building; 1 in deck)

It is worth one Victory Point.

All fleets and all Knights in your principality are immune to the effects of the Civil War Event Card when it is drawn. To build a Cathedral, you must have an Abbey in your principality.

**Fire Brigade** (Building; 2 in deck)

It is worth one Victory Point.

All Buildings in a city that contains a Fire Brigade are safe from the Arsonist. This includes any Embassy, Bordello, or Robber Baron's Castle in that city. No Building in that city may be the target of an Arsonist Action Card, including the Fire Brigade. If you play an Arsonist and lose one of your Buildings as a result, your opponent may not choose a Building in the same city as the Fire Brigade. Region and Road Improvements are not protected by the Fire Brigade.

**Trade Academy** (Building; 1 in deck)

All gold resources stored in your principality also count as an equal number of Commerce Points. You must have a University in your principality in order to play the Trade Academy.

**University** (Building; 2 in deck)

It is worth one Victory Point.

The University is required to play many of the cards in this theme set. You must have either an Abbey or a Library in your principality in order to build a University.



WIZARDS AND DRAGONS



SPECIAL CARDS

There are two types of special cards in the Wizards and Dragons Theme:

Citadel (Development Card; 5 in deck)

There are five Citadels in this theme. Citadels can be built as an improvement to a settlement, just like a city. Citadels have room for four Expansions. City Expansions (red) may not be played in a Citadel, but Magic Expansions (purple) may only be built here. You must have a Citadel to play a Wizard card. If there is no Wizard in a Citadel, it must be placed with the "Wizard Absent" side up, and is worth only 1 Victory Point. If there is at least one Wizard in the Citadel, then the other side should be turned up and the Citadel is worth 2 Victory Points.



Wizard (1 each in deck – 6 total)

Wizards may only be played next to a Region Card that is adjacent to a Citadel. Like Region Improvements, they are played above or below the Region Card. The region must match the type of terrain shown in the background of the Wizard Card.

Exception: Ari may be played next to any type of terrain.

There is no cost to play a Wizard card, and new Wizards always start with 2 Magic Power (place the Wizard so the side with 2 lightning bolts is facing you). Like Knights, Wizards are unique, so you cannot play a Wizard that is already in your opponent's principality.

A Wizard can increase his Magic Power by converting resources from his region at a 1:1 exchange rate. Simply rotate the Region Card to spend the resources, and rotate the Wizard an equal amount. Magic Power is used to cast magic spells. See "Special Rules for Wizards and Dragons" on page 6.



EVENT CARDS

Comet (Event; 1 in deck)

Each player must count all of his Victory Points. If you have more than three Victory Points, then you must discard your entire hand to the bottom of one expansion stack (your choice), and draw a new hand of cards from the top of that Stack. You may not choose to search the stack; you must draw your entire hand from the top of the Stack. If you are playing the Expanded Game, then the player who rolled the event chooses which stack to draw from first.



Dance of the Unicorns (Event; 2 in deck)

This event applies to both players. Each Wizard gains one Magic Power. Rotate every Wizard to indicate the power gained. Remember that a Wizard may not have more than three Magic Power. Any extra is lost. This Magic Power is available for immediate use.

MAGIC ACTION CARDS

All Magic Action Cards are considered "spells". You must have at least one Wizard in your principality to play any Magic Action Card. Each Magic Action Card has one or more Magic Power icons in the upper left corner of the card. You must pay this cost in order to play these cards.



Better World (Magic Action—Neutral; 2 in deck)

When you play this card you may examine the entire Event Card deck. Then, you may choose one card from that deck to remove from the game. You may not change the order of the deck. After removing a card, replace the Event Card deck face-down.



By Magic's Hand (Magic Action—Attack; 3 in deck)

When you play this card you may choose any Magic Book in your opponent's principality to steal. Take the Magic Book and place it in your own principality. You may only play this card if you have space in your principality to place the Magic Book you steal. If you are playing the Tournament Game, remember to make a note of the Magic Book you have stolen so that it can be returned to its owner at the end of the game.



Knowledge of the Ancients (Magic Action—Neutral; 2 in deck)

You may examine the discard pile and select any one Action Card or Magic Action Card and add it to your hand. You may not retrieve any other kind of card from your discard pile with this spell. In the Tournament Game, you can only retrieve cards from your own discard pile. You must show the card you retrieve to your opponent.

**Land: Change Thyself!** (Magic Action—Neutral; 1 in deck)

This spell allows you to exchange one of your Region Cards with a Region Card from the region stack. You may only select a region that is duplicated in your principality.

Example: If you had 2 mountains regions, but only 1 pasture region, then you could replace one of the mountains, but not the pasture.

You may search the region stack and choose a card to replace your Region Card. The number of resources in the region does not change. Turn the new Region Card to show the correct number of resources. Place the discarded region into the Region Card stack, and shuffle them. You may not change regions that have region improvements or Wizards attached.

**Materialization** (Magic Action—Neutral; 1 in deck)

You may use this spell to transform a settlement into a city. This has the same effect as building a city. Take the top card from the stack of city development cards and place it on top of a settlement in your principality. You do not have to pay the cost for upgrading the city. You may only cast this spell if you have at least two Wizards in your principality.

**Whirlwind** (Magic Action—Attack; 1 in deck)

This spell summons a powerful whirlwind to ravage your opponent's principality. When you play this card, choose any one Region Card that belongs to your opponent. He loses all resources stored in that region. Turn the card so that it shows no resources. Other regions are not affected by the Whirlwind.

**Witch** (Magic Action—Attack; 2 in deck)

With this card you can cast a powerful hex on your opponent. Place this card on top of any Building in your opponent's principality. That Building loses all of its abilities until the Witch is removed. This includes any Victory Points, Commerce Points, or special abilities that the Building might grant.

When your opponent rolls the "?" on the Event Die, the Witch is discarded. If there are two witches in the same principality when a "?" is rolled, they are both discarded. You may only play this card if you have at least two Wizards in your principality.

If you play a Witch on a Building that is being copied by the Secret Society, the Secret Society still has those abilities. You can discard a Building under a Witch in your principality (the Witch is also discarded), but you cannot play a Pawnbroker on that Building.



Wizard's Duel (Magic Action-Attack; 2 in deck)

With this card you can send one of your Wizards to attack a Wizard in your opponent's principality. You choose which Wizards will take part in the duel. You do not have to pick the Wizard that paid the cost for this card. You may choose a Wizard that increased his Magic Power that same turn. Each player must roll the Production Die, and add the number rolled to the Magic Power of the Wizard in the duel. The Wizard with the higher total is the winner. If the total is tied, re-roll until a clear winner is chosen. The loser must be discarded to the bottom of an expansion stack. The victor may choose which stack to place the defeated Wizard under. If playing the Tournament Game, you must choose one of your opponent's four expansion stacks.

MAGIC BOOKS

All Magic Books must be played in your principality before the spells on them can be used. Magic Books may only be placed in a Citadel. There is no cost to play a Magic Book. However, when you want to cast a spell, you must pay the Magic Power indicated on the Magic Book for that spell. This Power can come from one or more Wizards. If you have two of the same Magic Book in your principality, you can use each of them once each turn.

Change Places (Magic Spell-Neutral; 1 in deck)

You may cast this spell at the beginning of your turn to swap the location of any two Expansion Cards in your principality. You must still obey the rules for placement of expansions (e.g., you may only place red expansions in a city, purple expansions in a Citadel, etc.)



Countermagic (Magic Spell-Attack; 1 in deck)

You can also use this spell during your opponent's turn. When your opponent plays any Action Card or Magic Action Card, you can cancel the effects with this spell. This includes all types of cards (attack, defense, or neutral cards). The cancelled card is placed on the bottom of an expansion stack of your choice. You must cast this spell immediately after the Action Card is played (before any die rolls are made). The costs for playing a Magic Action card that was cancelled are not refunded. If there is a Barbarian Stronghold in your opponent's principality, the cancelled action is still counted against the action limit (or gold costs).



Earth Magic (Magic Spell-Attack; 1 in deck)

With this spell you can exchange one of your Region Cards for one of your opponent's Region Cards. You may only choose regions that are duplicated in their principalities. For example, you could not trade a pasture for your opponent's only forest region. The regions you choose cannot have any Region Improvement cards attached to them. The resources on the regions do not change when the region changes ownership.



**Guardian of Fate** (Magic Spell—Neutral; 1 in deck)

This spell allows you to predict the future. When you cast the spell, you may examine the top three cards of the Event Card stack. You may then choose to put any or all of the cards you examined on the bottom of the Event Card stack. Then, return any remaining cards to the top of the Event Card stack. You also choose which order to put the cards, whether they are placed at the top or the bottom of the stack.

**Inspiration** (Magic Spell—Neutral; 1 in deck)

When you cast this spell, you may choose two expansion stacks. Draw the top two cards off each stack and add them to your hand. You may exceed your hand limit until the end of your current turn. Then, you must discard normally.

**Magic Potion** (Magic Spell—Neutral; 1 in deck)

Select one of your Dragons or Knights. The Strength of that Unit is doubled until the end of your opponent's next turn. You may not use the Magic Potion spell on a Cannon. You may use this spell on the same Knight each turn if you choose. If your opponent has Johanna in his principality, the strength of your Dragons is reduced to 2. If you then use a Magic Potion spell, it increases the strength of the Dragon to 4.

**Magical Eye** (Magic Spell—Neutral; 1 in deck)

You may search through one expansion stack and choose a card of your choice to add to your hand. Then, you must place one card from your hand on the bottom of that stack. As usual, you may not rearrange the order of the cards in the stack.

**Prophesy** (Magic Spell—Neutral; 2 in deck)

This card lets you preview your options. Choose four expansion stacks. You may examine the top card of each stack. Then, place the card back face-down. If you are playing the Tournament Game, you may choose to examine the top card of your opponent's stacks with this spell.

**Timejump** (Magic Spell—Defense; 1 in deck)

You may negate an event with this spell. After the Event Die is rolled, you may cast this spell to re-roll the event die. However, you must accept the result of the re-roll. You can also use this spell during your opponent's turn.



Wheel of Time (Magic Spell—Neutral; 1 in deck)

This spell allows you to determine what event will occur. Before rolling the dice for your turn, you may cast this spell and choose the result of the Event Die. Place the chosen side face-up, and then roll the Production Die normally. You can combine this spell with the Alchemist card to determine the results of both dice.

CITADEL EXPANSIONS

Dragons (Unit; 1 each in deck – 2 total)

There are two Dragons in this Theme. They are Ismai, the Green Dragon, and Samson, the Black Dragon. Dragons follow all the normal rules for Knights except for the following:

Dragons are purple Expansion Cards, and can only be played in a Citadel.

Dragons are immune to Civil War, Lady Imelda, and Bribery.

Dragons have no Tournament Points, and cannot gain them from a Tournament Field.

Magic Kitchen (Building; 2 in deck)

Wizards can use a Magic Kitchen to create resources. Spend one Magic Power from any of your Wizards, and roll the Production Die. If the result is a 3, 4, 5, or 6, you may take any one resource that you desire. But, if you roll a 1, the Kitchen explodes and you must place it in the discard pile. You may use this ability as many times during your turn as you wish, paying the Magic Power each time.

Magic Mill (Building; 2 in deck)

The Magic Mill produces Magic Power out of gold. Each turn you may pay one gold resource to give any Wizard one Magic Power. The Magic Mill does not have to be placed next to a gold field to use this ability. Any Wizard that receives Magic Power from the Mill may not be used to cast any more spells for the rest of that turn.

Stone of Wisdom (Building; 1 in deck)

It is worth two Victory Points.

This place of great magical power is a benefit for both players. Neither player may play any cards of the “attack” type: Action Cards, Magic Action Cards, or spells from Magic Books. Knights that can be used for an attack effect (such as Richard the Vengeful) also cannot be used while this Building is in play. You can only play the Stone of Wisdom if you have at least two Citadels in your principality.



BARBARIANS AND TRADERS



SPECIAL CARDS: REGION IMPROVEMENTS



Colony Outpost (Building; 1 in deck)

This card can only be played above or below an unimproved gold field region. When that region's number is rolled, the Colony Outpost also gets 1 gold. If you have an expansion that doubles the production of this region, the Colony Outpost still only gets 1 gold. The Colony Outpost will produce even if the gold field already has 3 gold in it. Any gold in the Colony can be spent normally. You can only play Colony Outpost if you have a Harbor.



Cloth Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a pasture next to one of your cities. Any time you trade wool "to the bank" the Cloth Merchant's Residence gains 1 cloth. For example, regular 3:1 trades or 2:1 trades using the Wool Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you cloth. If you have 3 cloth, once each turn you can trade any 2 resources "to the bank" for any 2 other resources of your choice. You can only play this card if you have a Harbor.



Coin Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a mountain next to one of your cities. Any time you trade ore "to the bank" the Coin Merchant's Residence gains 1 coin. For example, regular 3:1 trades or 2:1 trades using the Ore Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you coin. If you have 3 coin, when you build a Knight you do not pay any wool or grain. You can only play this card if you have a Harbor.



Paper Merchant's Residence

(Building; 1 in deck) By Peter Steinert

You can only play this card above or below a forest next to one of your cities. Any time you trade lumber "to the bank" the Paper Merchant's Residence gains 1 paper. For example, regular 3:1 trades or 2:1 trades using the Lumber Fleet. 1:1 trades made with the help of the Lighthouse or Christopher the Great Explorer also count. Trades you make with your opponent do not earn you paper. If you have 3 paper you receive 1 resource of your choice at the beginning of your turn. You can only play this card if you have a Harbor.

**Wizards Alliance** (Wizard; 2 in deck) By Dr. Katharina Fenner

This special Wizard card can be played above or below any type of Region Card. But, you can only play the Wizards Alliance next to a region that is the same type as a region where your opponent has assigned a Wizard.

Example: Your opponent has played Tali next to one of his fields cards. You can now play the Wizards Alliance next to one of your fields.

The Wizards Alliance begins with zero Magic Power, but is otherwise treated the same as any other Wizard. You can play two Wizards Alliance cards next to two regions of the same type.

SPECIAL CARDS: FOREIGN CARDS**Barbarian Stronghold** (Building—Road Improvement; 1 in deck)

You can only build the Barbarian Stronghold on an unimproved road in your opponent's principality. You may not play it if your opponent has more than six strength points (from Knights, etc.) in his principality. If he adds enough strength to reach seven or more total, then the Barbarian Stronghold is discarded (to your discard pile in the Tournament Game). You can only play the Barbarian Stronghold if you have a Smithy in your principality.

Selling cards to the Secret Brotherhood does not count as "playing" an Action Card. Any gold required is paid before the action is resolved: if the Action Card is blocked by the Countermagic spell, the gold is not refunded.

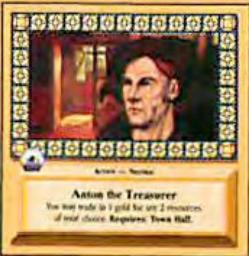
**Merchant Outpost** (Building; 1 in deck) By Dr. Reiner Dürren

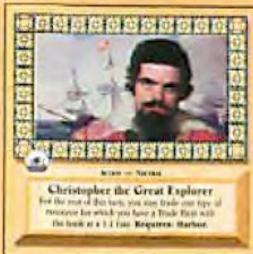
You can only build the Merchant Outpost in your opponent's principality. You may not play it if your opponent has more than six Commerce Points in his principality. If he adds enough Commerce Points to bring his total to seven or higher, the Merchant Outpost is discarded (to your discard pile in the Tournament Game). You can only play the Merchant Outpost if you have a Harbor in your principality.

When the number on either of the two adjacent regions is rolled, you receive one of that type of resource (in addition to your opponent's production). You receive this bonus even if that region already has three resources in it. If your opponent has an expansion that doubles the production of this region (such as a Sawmill), you still only receive one bonus resource.

ACTION CARDS**Anton the Treasurer** (Action—Neutral; 2 in deck)

When you play this card, you may trade one gold for any two other resources of your choice. You may only play this card if you have a Town Hall in your principality.





Campaign Against the Barbarians (Action-Neutral; 1 in deck)

You can play this card to attack the barbarians! You must have at least one Fleet (of any type) and two Knights (of any strength). When you play the card, you may either take any two resources of your choice, or you can turn your Triumphal Arch to show one more Victory Point.

Christopher the Great Explorer (Action-Neutral; 1 in deck)

For the rest of the turn that you play this card, you may trade one type of resource for which you have a Trade Fleet "with the bank" at a 1:1 rate. *Example: you have a Lumber Fleet. You can trade lumber 1:1 for the rest of the turn.* If you have a Great Trade Fleet, you can trade resources from one of the adjacent regions 1:1 during the turn you play Christopher. You can only play this card if you have a Harbor in your principality.

Dogma (Action-Attack; 2 in deck)

Play this card on one of your opponent's Church, Library, Palace, or University Buildings. As long as the Dogma covers the Building, it loses all of its effects (including Victory Points, use as a prerequisite, etc.). If you roll the "?" on the event die, the Dogma card is discarded and the Building returns to normal. If you have a Secret Society that is imitating the Building that you play Dogma on, the Secret Society continues to have those abilities. If there are two Dogma cards in your opponent's principality when you roll the "?" they are both discarded. You may choose to discard a Building in your principality that has Dogma on it (the Dogma is also discarded), but you cannot use the Pawnbroker on it. You may only play this card if you have a Church or Cathedral in your principality and you do not have any Citadels.

Eryn the Druid (Action-Neutral; 1 in deck)

Count the number of Victory Points your opponent has, and subtract your total Victory Points. You receive that many resources of your choice (maximum of four). You cannot play this card if you have more Victory Points than your opponent has. You also cannot play Eryn if you have any Abbeys or Citadels in your principality. But, you can play Eryn if you have an Abbey that is covered by a Witch or Pawnbroker card.

Gunther the Master Merchant (Action-Neutral; 2 in deck)

When you play this card you receive any two resources of your choice, but only if you have at least two trade fleets in your principality.



Neighborly Assistance (Action-Neutral; 1 in deck)

Choose any one forest that is adjacent to a Sawmill, or a pasture next to a Woolen Mill, or a fields next to a Grain Mill. Turn this region to show three resources.

Old Wisdom (Action-Attack; 2 in deck) By Dr. Reiner Dürren

When you play this card, you can retrieve any one card from the discard pile (in the Expanded Game) or from your opponent's discard pile (in the Tournament Game) and add it to your hand. You may only choose an Action Card, Magic Action Card, Magic Book, or Unit. You may not take any Buildings with this card. You may use the retrieved card normally. You can only play Old Wisdom if you have a Library in your principality.

Sigmund the Sea Hero (Action-Defense; 1 in deck)

You can play this card when the Civil War event is drawn, or any time your opponent plays a Pirate Fleet. All of your fleets are protected from the card. Or, you can instead play Sigmund to draw a Trade Fleet out of your discard pile and into your hand.

EVENT CARDS

Barbarian Invasion (Event; 2 in deck)

The barbarians attack each player separately! Count the total number of roads and Abbeys in your principality. This is the total strength of the barbarians. Your strength is equal to the number of Units you have in your principality. If your strength is higher than the barbarians, you are victorious! You can either take any two resources of your choice, or you can rotate your Triumphal Arch to show one more Victory Point. But, if your strength is less than or equal to the barbarian strength, then you are defeated, and you must lose all of your gold!

Abbeys that are beneath a Pawnbroker or Witch card are still counted towards the barbarians' strength.

Fortunate Trading Voyage

(Event; 2 in deck) By Jochen Schellenberger

Both players benefit from the Voyage. One Trade Fleet in your principality earns you up to three resources of the matching type. A Grain Fleet, for example, provides up to three grain. You must have room to store the resources in your Region Cards. Any excess resources are lost. If you have a Great Trade Fleet, you may rotate either of the two adjacent regions of your choice to show three resources.



Baros the Mercenary (By Jochen Schellenberger)

After the Brigand Attack event is resolved, you receive one Ore (even if you lost resources to the brigands). If your opponent has a Barbarian Outpost in his principality, you instead receive two ore.

Johanna the Warrior-Maiden

As long as Johanna is in your principality, all of your opponent's Cannons and Dragons have only two strength points. If Johanna leaves play (due to a Civil War or Black Knight, for instance) the Cannons and Dragons return to full strength. Johanna is immune to Lady Imelda and Bribery cards. You can only play Johanna if you have a Church in your principality, and you have no Citadels.

Sven the Merchant-Knight

You may pay 1 gold to use Sven as a Merchant. Sven must be in play to use him this way (i.e., you can not play Sven from your hand as a Merchant).

You may not use Sven as a Merchant on the same turn you play him. You must wait at least until your next turn.

You may use Sven as a Merchant even if you could not normally play a Merchant card.

After resolving the Merchant exchange, place Sven at the bottom of an expansion stack of your choice.



**Treasure Fleet (Unit=Fleet; 1 in deck)**

If you have a Treasure Fleet in your principality when the Year of Plenty is rolled on the Event Die, you take any combination of three resources you choose, instead of only one. You must have room to store the resources immediately. Any extra resources are lost. If you have more than one Treasure Fleet in your principality, you still receive only three resources from the Year of Plenty. You can only play a Treasure Fleet if you have a Harbor in your principality.

**Winery (Building; 1 in deck) By: Dr. Reiner Düren**

If you have a Winery in your principality when the Year End or Good Neighbors Event Card is drawn, you receive any two resources of your choice. You must be able to store these resources immediately. Any excess resources you cannot store are lost.

CITY EXPANSIONS**Commodities Exchange**

(Building; 1 in deck) By Jochen Schellenberger

It is worth one Commerce Point.

This Building doubles the production of both adjacent regions, regardless of type. If another Building (such as a Sawmill) also doubles the production of the region, then that production is doubled twice. Of course, since a region can never have more than three resources, the excess production is lost.

**Flagship (Unit=Fleet; 1 in deck)**

This Fleet is immune to Civil War and Pirate Fleets. Also, any Trade Fleets in the same city as the Flagship are also immune to the Civil War and Pirate Fleets. This includes any Fleets in the special Metropolis spaces if the Flagship is built in a metropolis.

**Harbor (Building; 1 in deck)**

It is worth one Commerce Point.

This is the same as the Harbor from the *Catan Card Game*. If you have two Harbors in your principality, each Trade Fleet is worth a total of two more Commerce Points than normal.





It is worth one Victory Point.

Whenever your opponent trades resources "with the bank," you get one resource of the same type as he traded in. Only normal trades with the bank, such as the regular 3:1 trade, or trades using a Trade Fleet or Lighthouse. Trades using a Caravan, for example, do not count.

The Master Merchant's Guildhall also increases your hand limit by one card, which can be combined with other Buildings (such as a Library) that increase your hand limit.

You can only play the Master Merchant's Guildhall if you have a Counting House or Harbor in your principality.



During your turn, you may draw the top card from any of your expansion stacks (if playing the Tournament Game) or any common expansion stack (in the Expanded Game). You may do this once per turn. This card is added to your hand and can be used normally. You may exceed your hand limit until the end of your turn, at which point you must discard any excess cards as normal.



It is worth one Victory Point.

You can sell Action Cards from your hand. Each card you sell is worth one resource of your choice. The cards you sell are placed in the discard pile. You can only sell Action Cards that are in your hand.



When you build a Triumphal Arch, it is worth zero Victory Points. When you defeat the barbarians (during a Barbarian Invasion event or by playing Campaign Against the Barbarians), you can choose to rotate your Triumphal Arch so it is worth one more Victory Point, to a maximum of three Victory Points.

You may never have more than one Triumphal Arch in your principality (but you can put two in your deck to improve your chances of drawing the card).

The Triumphal Arch is immune to the Arsonist.

CHANGES TO THE CATAN CARD GAME

Over the years since *The Settlers of Catan Card Game* was first released, our many fans around the world have enjoyed many adventures among the settlers. But they have also identified a few areas where the game could be improved to make it play more smoothly, more quickly, and more competitively. The fruit of all this feedback has been included in this new edition. Here is a brief summary of the most important changes:

1. General Changes

To eliminate certain misunderstandings and ambiguities of some rules, each card has been assigned a clear type. For example, a Knight card is classified as "Unit-Knight" while the Cannon and the Peasants are only marked "Unit." So, without requiring a lengthy rule, the cards Lady Imelda (Knights and Merchants Set) and Bribery (Politics and Intrigue Set) cannot be used against a Cannon, and having a Castle (Knights and Merchants) will not reduce the cost to play a Peasant.

- Region Improvement Cards are now easy to recognize as they have a brown text box. These cards are not placed in a settlement or city. Instead they are played on a suitable Region Card, if their conditions are met.
- Wizards may still only be placed above or below a Region Card that is next to a Citadel. Since Wizards are played like Region Expansion cards, they are also given a brown text box.
- Road Improvements are not treated like Regional Expansions, so the green text box was removed.
- Action cards are now marked "attack," "neutral," or "defense."
- Action cards marked "attack" or "neutral" may only be played when the combined score of both players is at least 7. "Defense" Action Cards may always be played—from the start of the game.
- Buildings, Wizards, and spellbooks cannot be stolen with the Spy! You may only steal Action Cards and Units from your opponent when you play this card.
- If you exchange a card at the end of your turn (because you played no cards that turn), then you must discard the card to the bottom of the same stack you draw the replacement card from.

2. Changes to the Cards

Basic Set:

- The Civil War event only affects Knights, Trade Fleets, and Cannons. The Church and the Cathedral (from Science & Progress) protect all Knights, Trade Fleets, and Cannons from this event.

Trade & Change Set:

- Shipyard was changed from a City Expansion (Red) to a Regional Expansion (Green).
- The cost of the Large Tournament Field was increased by 1 wool. It is now worth 1 Victory Point, and you may only play it if you have more Tournament Points than your opponent.

Science & Progress Set:

- The Building Crane only reduces the cost of Buildings that normally cost 4 resources or more.
- The University no longer increases your hand size by 1 card.

Politics & Intrigue Set:

- The Chancellor action card can only be played if you have a Town Hall built in your principality.
- When you play the Council Meeting Action Card, you must discard the card to the bottom of one of the stacks you draw from.

Wizards & Dragons Set:

- The cost to use the magic spells Inspiration and Guardian of Fate (both magic books) and the magic action card Knowledge of the Ancients are all increased by one magic power.
- The Stone of Wisdom has been clarified so it now prevents the play of all Action Cards, Magic Action Cards, and Magic Spell Books marked "attack."

We hope that you will enjoy this new version of one of our favorite games!

SPECIAL THANKS

I began development of the new expansion deck in the spring of 2002. I had several goals. On one hand, I wanted to strengthen some of the less attractive strategies in tournament play, such as the City Hall strategy or the Trade Fleet strategy. On the other hand, I wanted to weaken some overpowered strategies. Overall, my goal was to increase the variety of strategies for constructing a tournament deck. Thematically, this set could be called "Cities & Knights."

At the same time, I had an opportunity to reform the whole set of cards. This update could eliminate some of the weaknesses of tournament play, especially with the new *Barbarians & Traders* cards. It could also serve to simplify the rules a little to address some frequently asked questions.

Once I had the first card list arranged, however, I had some doubts whether I could master this alone in a way that would satisfy everyone who loved the game. By this time I had learned of Dr. Reiner Düren, Jochen Schellenberger, and Iris von der Heide of the Catan-Treffen in Bilstein (Germany). I knew that if I involved these three, their help would make very good cards that the players would enjoy. So, I asked if they would like to help me with the development.

All three joined the development team, and on their recommendation, Dr. Katharina Fenner, Peter Steinert, and Thilo Knoblich came on board as well. Now we were "7," which is a good omen on Catan. I sent my first card list to the team. I cannot describe what happened for the following months in any detail, since it would fill books.

Each individual card was discussed, and new ideas were born. The development team was naturally split over some cards. A compromise would be reached; then a new idea would come along and we would find ourselves discussing the whole thing again.

In November, we had the feeling that the cards were ready for testing, so my son and I tinkered together 14 sets and sent them to the members of the team. In innumerable tests of the new cards, weaknesses were found and eliminated. Some cards were rejected, and new ideas were born. Altogether the development and reform had taken three-quarters of a year.

During this time, everyone contributed their creativity and time to examine every possible way to make the set a success. It was genuine teamwork. From my original list, only three or four cards survived the joint development unchanged. All were modified, and few of the new card ideas did not come from the development team.

Now, I must say, I have never had so much fun developing a game as this. It was uncommonly expansive, often very intimate, and always ran in a very friendly and constructive atmosphere. Therefore, I am not only very content with this new set because I consider it very successful, I am also very lucky to have had this great cooperative effort.

I would like to thank all the members of the development team for their help with all of my heart.

-Klaus Teuber, May 2003

CREDITS

Designer: Klaus Teuber
www.klausteuber.com

Original Editorial Treatment: Reiner Müller

English Translation: Guido Teuber and William Niebling

Original German Language Development: Dr. Reiner Düren,

Dr. Katharina Fenner, Iris von der Heide, Thilo Knoblich, Jochen Schellenberger,
Peter Steinert and Klaus Teuber (Entwicklungsteam).

Playtesting: Entwicklungsteam and Thomas Sander, Jochen Steiniger, Michael Henn,
David Stenner, Eric Humrich, Jörg Knoblich, Michaela Schellenberger,
Gerhard Zucker, Thorsten Werth, Benjamin Teuber.

English Language Development: Arnd Beenken, Robert T. Carty, Jr., Coleman Charlton,
Pete Fenlon, Will Niebling, William Niebling, Larry Roznai, Guido Teuber, and Alex Yeager.

Published under license from Catan GmbH
www.catan.com

"Catan," "Catan Card Game," "The Settlers of Catan," and all original marks therein
are trademark properties of Catan GmbH. All rights reserved.

Catan GmbH donates 25% of its income from this set to
the efforts of "Menschen für Menschen."

Art: Franz Vohwinkel

Graphic Design: Michaela Schelk and Pete Fenlon

Production: Coleman Charlton and Pete Fenlon

Copyright © 2003, 2006 Kosmos Verlag and Mayfair Games, Inc.

