This document contains

Power rankings

Explanations of Helpers of Catan

Explorations of Cities and Knights and Seafarers with Helpers of Catan

Explorations of names, artwork, gender male female, race white African-American

Strategy of how to best use the helpers of Catan.

Note and disclaimer

Read the helpers of Catan rules before you read this. And this is not the definition of the rules. I have abridged some things so for any determinations, arguments, or definitive statements consult the rules.

Note on style/Style Note

When I want to indicate how many victory points, number of victory points, I write 9 VP. This means that I have 9 victory points. This is compared to writing 1 VP and 2VPs. For consistency, I write VP without the s for 1 or more than 1.

CK is used to indicate Cities and Knights/ Catan Cities and Knights/C&K.

TB is used to indicate Traders and Barbarians.

KP means Knight point/knight points. These are fleshed out in CK and Legend of the Conquerors. Common values are basic knight is 1 KP, strong knight is 2 KP, mighty knight is 3 KP. Mighty knight with cannoneer is 4 KP. Conquerors are up to 6 KP with 5 and 6 KP conquerors seen. Cannoneer adds 1 KP.

K means knight.

DCP means defender of Catan point

Face up knight card means FUKC

Face up knight card point means FUKCP

LA is largest army

LR is longest road.

RB is road building card.

S means Seafarers.

If you see an abbreviation and you don't know what it means, look at this list at the top and you should figure out what it means and find what you need.

HC means Helpers of Catan. 1 HC or 1HC means $\mathbf{1}^{st}$ edition. 2 HC means $\mathbf{2}^{nd}$ edition.

NA means not applicable. This is because there are 2 cards in 2HC that have no equivalent in 1 HC—Caja and Karla.

Helpers of Catan 1	Helper s of Catan 2	functionalit y	notes	СК	Strategy notes	Useless notes	Way to make the card more powerful
Nassir	Asla	Make someone give you a resource you want— you do have to give them something	Monopoly you get it for you don't have to give something	Can you say give me a commodity?	Use card tracking. Useful for when you know someone has a resource like brick and they don't want to trade with you. Useful with brick at the start of the game when no one has brick and suddenly someone has/gets brick but they cant spend it because they don't have lumber in their hand at that point in time, but you do have lumber	No one has the resource you want. Or you have a resource that is in high demand and no one is going to refuse your trade offer and people want to trade with you. Is helpful because you can choose 2 people so you can be wrong.	Use on 3 players especially in 5-6 player game. They have to give you 2 resources and you give them 1.

William	Yngvi	Road substitute	Similar card Candamir and Vincent	Can you substitute for a ship?	and 1 other resource so you give them that and take their brick. Useful at the beginning of the game to build your 2 nd road to get your 3 rd settlemen t.	Always useful. You do have to have resources to build either wood brick wool to use this.	Substitute resource twice like wool and ore for road wool for lumber and ore for brick.
Mariann	Hilda	Get a resource if you don't get anything	Similar to aqueduct	Can you take a commodity?	Useful when you don't get anything on your turn either because it's a rare roll like 2,3,11,12, or it's a 4 5 9 10 but you aren't on that resource or because it's a 6 or 8 and the robbers on the resource	If you have a well distribution and you rarely have a number you don't cover similar to aqueduct you will have to wait a long time to play Marianne. Could ask someone to block you so you can get rid of Marianne.	Either get 2 resources or say you can play Marianne if you have a low roll like instead of fail being get 0 resources, say fail is get 1 resources so you cant play Marianne if you get 2 resources, but you can if you get only 1 resource.
Louis	Högni	Move a road	Similar to Diplomat except Diplomat can be	Ships and roads are interchangeab le and functionally	Useful for when you and someone else go for	If your roads are where you want them and you	Move 2 roads, move opponent road (like

			ucod	oguivalant	a location	don't act	diploma+\
			used	equivalent— functional	a location	don't get cut off. If	diplomat),
			offensively		you race,		move
			against	equivalence	you have	you wanted	closed
			another		a race,	to get rid of	roads
			player		and you	Louis, you	maybe as
					lose and	could move	long as
					they cut	a road,	nothing is
					you off,	then move	isolated.
					say a race	it again by	
					to a port,	playing	
					and so	Louis.	
					now your		
					road is not		
					useless		
					you move		
					rebuild		
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			get 2		and win.	not in the 3	
			resources		Or use	you drew).	
			you need		Candamir		
			to build a		to get		
			settlement		monopoly		
			or city to		and win.		
			win the		Monopoly		
			game (or		is useful		
			road to		with 3:1		
			win the		or 2:1		
			game)		port.		
Hilde	Ryan	Look at a	You can	Can you take	Useful for		You can
		player's	see	a commodity?	when		take more
		hand who	another		you're		cards if
		has more	players		behind.		you are
		VP than	hand—		Can play		low and
		you and	very		it, then		less if you
		take 1 of	valuable		take		are close
		their	like master		Marianne.		for
		resources	merchant		Cycling		example if
			—you gain		Marianne		you have 3
			informatio		and Hilde.		VP and
			n.				they have
							7 or 8 VP
							you have 5
							VP
							difference
							you take 2,
							whereas if
							you have 5
							or 6 VP
							you are 2
							or 3 or 1
							away so
							you take 1
							card. Also
							its
							annoying
							as a player
							in the lead
							to have

T	1	T	T		
					some
					player that
					keeps
					taking your
					resource.
					This is
					similar to
					master
					merchant.
					Also
					similar to
					saboteur,
					wedding,
					etc. some
					say another
					player has more than
					you
					(wedding),
					or other
					have same
					or more
					than you
					(saboteur).
					For
					offensive
					cards,
					Same or
					more is
					more
					powerful
					than more.
					You could
					have a
					card like
					Hilde
					where you
					take a
					progress
					card of a
					player
					more than
					you. Also
					you could
					change it
					to a card
					of my
 1	1	I	l		- · · · · · J

		1				choice so if
						someone is
						taking my cards
						because
						they have
						less points
						than me,
						then I
						must give
						them 1
						card, but I
						get to pick.
Jean	Stina	Trade at a 2	Very	I've used	If you don't	Make it so
		for 1 rate.	powerful.	it where I	have a lot	that if you
				produce a	of 1	do a big
				lot of	resource	trade like 6
				grain, or	and or you	for 3, or 8
				brick, or	have some	or 4, or 10
				sheep, or	of a	for 5, then
				wool to	resource	you can
				trade for	but you	use Jean
				what I	want to use	again for
				want.	it for	free. Also
					something	offer a 3
					like you	for 2 rate. So instead
					might have 4 grain, but	of 12 for 6
					are going to	cards,
					use that for	(12/2), you
					activating	would get
					knights,	12/1.5 to
					building	get 8
					cities,	cards.
					settlements	Really only
					, etc.	applicable
						at large
						scales. So
						you have
						2,
						1.5/(3/2),
						1.3/(4/3).
						With 4/3,
						you do 12
						for 9. And
						you would
						have to
						deal with

	1	1			<u> </u>	<u> </u>	roundin-
							rounding like round
							down like
							you only
							get 9 cards
							at 12, if
							you turn in
							11, divide
							it, you get
							8.25, you
							get 8, not
							9.
Lin	Digur	Move	Makes the	What about	You have	What if	If you have
		robber to	game	moving the	a blocked	there is no	a city on
		desert. Get	funner.	pirate ship?	hex. Play	robber?	the hex,
		what the robber was	Useful for	Do you get fish? Move	Lin and get the	What if you	you get a
		blocking.	when you keep	the pirate off	robber off	are not blocked by	resource and a
		DIOCKITIE.	getting	the board.	the hex.	the robber?	commodity
			blocked by	Should you	THE HEAL	and robbers	. You can
			the	receive a			move the
			robber.	commodity			pirate and
				card?			take some
							fish to
							trade in
							(see TB
							rules).
							Interacts
							well a lot
							with a lot
							of special
							scenarios
							for the
							robber like
							we stay
							home,
							Santa Claus
							Christmas,
							Easter
							Bunny for
							Easter, etc.
							where the
							special
							functionali
							ty of the
							robber is
							altered.

Vincent	Grego	Discard 1			
	r	face up			
		knight card			

Vincent discard 1 face up knight card to either build a settlement for 1 lumber 1 brick or build a city with 2 ore 1 grain.

This means largest army needs a rule change like longest road. Describe here

Helpers	Helpers	functionality	notes	СК	Strategy	Useless	Way to
of Catan	of				notes	notes	make
1	Catan 2						the card
							more
							powerful

Vincent is like Medicine in CK. Vincent is incompatible with CK off the bat. How to extrapolate generalize Vincent to CK. There are no face-up knight cards in CK. What do face up knight cards represent? You can get rid of KP. For each KP you lose/downgrade/discard, you can perform that action. So the tradeoff is you paid 1 ore 1 wool for the KP or 1 ore 1 lumber for cannoneer, and you gain 2 resources. You spent 2 but now you take that back to get a discount of 2—wool and grain for settlement and ore and grain for city. So I could downgrade 3 KP K to 1 KP K giving me 2 discount points (DP). Then I could downgrade 1 2 KP K to 1 KP and 1 3 KP K to 2 KP, so 2+1+1=4 DP. So I can build 2 settlements and 2 cities, or 3 settlements and 1 city, or 3 cities and 1 settlement. Now the question is should you be allowed all that or should it be rate limited? Like should you be like you can you do that twice but not more, or you can do it all which I like, or you can only do it once and on next turn do it again, or you can only do it once but if you upgrade Vincent you can go from 1 DP/turn to 2 DP turn or upgrade Vincent from initial 2 DP per turn to 4 DP per turn?

I was thinking you discard defender of Catan thing (defender of Catan point DCP) to get that, but that doesn't work, because 2 resources and 1 VP are not equivalent. I think it's better to say you downgrade 1 KP to get 1 DP.

So you could have a situation where say I have largest army . so say I originally got 5 FUKCP and I have largest army. Then eventually James and John caught up to get 5 FUKCP and 5 FUKCP each. Well then I use Vincent and drop down to 4 FUKCP. Now its not like both James and John both get largest army (LA). No, its like neither gets it because there was not a point in time in which they had it and no one else had and only they had it. No, what happens is that largest army is defined by a point in time in which you have the largest army. Not tied for largest army. So since there is no point in time in which they have largest army, they do not get it. So if

James	John	Turn
5 FUKCP	5 FUKCP	1
6 FUKCP	5 FUKCP	2

Then James would get LA. Then James does get LA in this case. Since there is a point in time in which James had the most, he is rewarded with and he does get LA. So the same precedent with longest road is used to establish the rule with LA.

Helpers of Catan are great for flexibility and allowing more paths for progress toward victory. More ways to get there.

2 new ones in 2nd edition of Helpers of Catan

Kaja and Carla.

ſ	Helpers	Helpers	functionality	notes	СК	Strategy	Useless	Way to
	of Catan	of				notes	notes	make
	1	Catan 2						the card
								more
								powerful

Kaja is like Lin, but you take resource of your choice if robber in desert. So with Lin, if robber in desert, nothing happening. With Kaja, you don't get to move the robber, unlike Lin, but benefit of Kaja is you get to pick a resource if robber in desert, whereas with Lin, you cant do anything or maybe move it to another desert but yeah. Kaja is easier to get of. Maybe take Kaja at first and if you keep getting blocked, take Lin.

Caja and Candamir are similar.

Development card swap—Carla. Cycle development cards. From a practical point of view and standpoint, Caja is easier because you don't have to shuffle the entire deck after playing her. Now if you play in a computer, shuffle is easy. So in that case no difference play Candamir because Candamir more powerful. Carla does generalize to CK, Candamir does not. Carla is helpful when you get a card that you cant play that isn't useful. Examples

Intrigue

VP card is always welcome except when you can be targeted by others because your ahead

Maybe you don't want longest road because your out of roads (though if you allow ships you probably wont be out of roads with 30—15+15 roads/ships/links). I mean maybe you don't want road building (RB).

Maybe you don't want year of plenty because you have what you need.

Maybe you don't want monopoly because 1 you don't want to track what other people have and 2 they don't have a resource that you need/want.

Maybe you don't want knight card because the robbers not on your hex.

Maybe you don't want engineer because you don't have any cities without city walls or you've build all of your city walls.

Maybe you don't want merchant because you already have merchant.

Maybe you don't want a card because you cant play it at the moment

Maybe you don't want mining because you're not on ore.

Maybe you don't want irrigation because your not on grain.

Maybe you don't want inventor because you have the best layout. You could still do small changes like 4 for 5 instead of big changes like 3 for 5.

So I think I'm done. I explained helpers. I've explained how to play with CK and S for cards. I've explained strategy and how to make use of cards and how to maximize cards. I've explained when cards are useless. I've explained how to make cards more powerful.

Let's show the 2 side by side

1 Helpers of Catan	2 Helpers of Catan	Action
Nassir	Asla	Forced people to trade with
		you
William	Yngvi	Build a road/ship with a
		substitute resource
Marianne	Hilda	Take a resource when you
		don't get anything
Louis	Högni	Move a road/ship
Sean	Thorolf	Don't discard if a 7 rolls and
		you are over your discard limit
Candamir	Diara	Buy a development card with a
		substitute resource and look
		at 3 cards from deck.
Hilde	Ryan	Look at player who has more
		VPs hand and take 1 card
Jean	Stina	Trade at 2 for 1 rate
Lin	Digur	Move robber to desert and
		collect resource of blocked hex
Vincent	Gregor	Discard FUKC to get 1 DP. A DP
		can be used to build a
		settlement for 1 lumber 1
		brick or a DP can be used to
		build a city for 2 ore 1 grain.
	Kaja	Take 1 resource of blocked
		hex. If robber is on desert, you
		pick the resource.
	Carla	Put a development card back
		and take a new one.

One note on Candamir and Diara. Let's look at the language

Player	Candamir	Diara	
Language	Use this advantage only 1 time	When you buy a development	
	during	card, you may substitute	
	your turn. When you buy a	1 of the 3 resources with any 1	

development card, you	other resource of your
may substitute 1 of the 3	choice. After paying, look at
resources with any 1 other	the top 3 development
resource of your choice (for	cards in the stack. Keep 1 and
example, wool, grain, and	shuffle the other 2 into
lumber). Additionally, when taking	the deck.
that development	Example: You want to buy a
card, instead of drawing 1 card at	development card but have no
random from the top	ore.
of the development card deck,	So you pay 1 wool, 1 grain, and
draw the top 3 cards and	1 brick instead. Then you look
choose 1 of them to keep. Return	at
the 2 cards you did not	the top 3 cards, take 1, and
choose and reshuffle the	reshuffle the rest.
development card deck.	

I like Candamir because it says reshuffle the deck. With Diara its less clear. I prefer the language of reshuffle the deck to put them back in the deck. I don't know if they wanted to allow for sticking it somewhere in half up the deck or what to make it easier for playing, but I will play with Candamir logic and language and rules.

1HC has 10 helpers, 2 HC has 12 helpers.

Let's show the 2 side by side with the official text.

1 Helpers of	2 Helpers of	Action	1 HC rules	2 HC rules
Catan	Catan			
Nassir	Asla	Forced people to trade with you	Use this advantage only 1 time during your turn. First declare a resource card type (wool, for example). Next choose 1 or 2 opponents. Those opponents must each give you 1 card of the declared type (if they have it). Finally, for	Choose 1 resource type. Request this resource from 1 or 2 players, one after the other. If they have that resource, they must give you 1. For each resource you receive, give them 1 resource of your choice in return. You can return the same resource if you wish. Example: You choose ore as your 1 resource. First, you request it from the Red Player. She gives you 1 ore, and you give her 1 wheat. Next, you request ore from the Blue Player.

			each resource card you received in this way, you must give the player that gave it to you 1 resource card of your choice in return.	He gives you 1 ore, and you give him 1 ore back.
William	Yngvi	Build a road/ship with a substitute resource	Use this advantage only 1 time during your turn. When building a road you may alter the resources required to build that road. Instead of the usual 1 lumber plus 1 brick, you may substitute either the lumber or the brick with any 1 other resource of your choice (for example, 1 lumber plus 1 wool).	When you build a road, you may substitute 1 lumber or 1 brick with any 1 other resource of your choice. Example: You want to build a road but have no brick. So you pay 1 lumber and 1 wool instead (or 2 lumber if you prefer).
Marianne	Hilda	Take a resource when you don't get anything	Use this advantage on any turn. If any production roll is not a "7" and you receive no resources, take any 1 resource card	Use immediately after any player's production roll. If the roll is not a "7" and you receive no resources, take any 1 resource card of your choice from the supply. Example: The production roll for the turn is an "8." However, you have no settlements or cities on an "8" hex, so you

			of your choice. You get to use this advantage	receive no resources. You play Hilda to take 1 resource of your choice from
			before any other helper is used by one of your opponents.	the supply. Then exchange or flip her before the turn proceeds.
Louis	Högni	Move a road/ship	Use this advantage only 1 time during your turn. You may remove 1 of your roads from the board and rebuild it for free. Louis can only move a road where 1 of its 2 ends is not connected to any of your other pieces (ignore opponents' pieces when you are checking connections).	You may remove 1 of your end roads and place it in another location per standard CATAN rules. Example: An "end road" means 1 end does not connect to any of your own pieces. The roads outlined here in white are end roads.
			When playing with Catan: Seafarers: If one of your roads is connected at 1 end to one of your ships (as long as this ship was built from the other	

			المالم معناها	
			direction), this	
			road may also	
			be removed	
			and	
			rebuilt. This	
			road and this	
			ship are only	
			considered	
			"connected"	
			when	
			your own	
			settlement is	
			built between	
			them.	
Sean	Thorolf	Don't discard if a 7	Use this	Use when any player rolls a
		rolls and you are	advantage on	"7." You MUST
		over your discard	any turn.	immediately
		limit	When any	use Thorolf's advantage. If
			production	you have more than
			roll results in	7 resources, do not return
			a "7," you	half to the supply. If you
			may	have
			immediately	7 or fewer resources, take
			use either of	any 1 resource of your
			these	choice
			advantages:	from the supply. Then
			_	
			–If you have more than 7	exchange or flip him before the
			resource	turn proceeds.
			cards in your	
			hand,	
			you do not	
			have to	
			discard any	
			cards.	
			–If you have 7	
			or fewer	
			resource	
			cards in your	
			hand, you	
			may take any	
			1 resource of	
			your choice	
			from the	
			supply.	
Candamir	Diara	Buy a	Use this	When you buy a
		development card	advantage	development card, you
		with a substitute	only 1 time	may substitute
	1	With a substitute	only I dille	may substitute

			al d. a	4 - 4 + 1 - 2
		resource and look	during	1 of the 3 resources with
		at 3 cards from	your turn.	any 1 other resource of
		deck.	When you buy	your
			a .	choice. After paying, look
			development	at the top 3 development
			card, you	cards in the stack. Keep 1
			may	and shuffle the other 2 into
			substitute 1 of	the deck.
			the 3	Example: You want to buy
			resources	a development card but
			with any 1	have no ore.
			other	So you pay 1 wool, 1 grain,
			resource of	and 1 brick instead. Then
			your choice	you look at
			(for example,	the top 3 cards, take 1, and
			wool, grain,	reshuffle the rest.
			and	
			lumber).	
			Additionally,	
			when taking	
			that	
			development	
			card, instead	
			of drawing 1	
			card at	
			random from	
			the top	
			of the	
			development	
			card deck,	
			draw the top	
			3 cards and	
			choose 1 of	
			them to keep.	
			Return the 2	
			cards you did	
			not	
			choose and	
			reshuffle the	
			development	
			card deck.	
Hilde	Ryan	Look at player who	Use this	After your production roll
		has more VPs	advantage	has been resolved (all
		hand and take 1	only 1 time	resources given out), you
		card	during your	may choose 1 opponent
			turn. After	who
			your	has more victory points
			production	than you. Look at their

		T		Ι
			roll has been	hand of
			resolved,	resource cards and take 1
			choose an	of your choice.
			opponent	
			who has more	
			victory points	
			showing on	
			the board	
			than you do.	
			You may look	
			at that	
			player's hand	
			of resource	
			cards and take	
			1 resource	
			card of your	
			choice.	
Jean	Stina	Trade at 2 for 1	During your	Choose 1 type of resource
		rate	turn, choose 1	and exchange it a ratio of
			resource type.	2:1
			You	as many times as you like-
			may exchange	all at once. This advantage
			that resource	is
			type with the	NOT a 2:1 for the entire
			supply at a 2:1	turn.
			rate as often	Example: You choose
			as you like	"brick" as the resource.
			during this	Then you make
			turn (for	three 2:1 trades with 6
			•	brick for 1 wool, 1 grain,
			example,	
			if you choose	and 1 ore. Then
			ore, you can	exchange or flip Stina
			give 2 ore to	before your turn proceeds.
			the supply	
			and	
			take any 1	
			other	
			resource of	
			your choice).	
Lin	Digur	Move robber to	Use this	You may move the robber
		desert and collect	advantage	to the desert. If you do,
		resource of	only 1 time	you
		blocked hex	during your	receive 1 resource of the
			turn.	type produced by the
			You may use it	terrain
			before or	hex that the robber left.
			after resolving	You can play Digur before
			_	, , ,
			your	or

			(for example, if the robber	
			vacated a hills hex, you	
			receive a	
Vincent	ogor	Discard FUIC to	brick).	Vou may discard (place out
Vincent Greg	egor	Discard FUKC to get 1 DP. A DP can be used to build a settlement for 1 lumber 1 brick or a DP can be used to build a city for 2 ore 1 grain.	Use this advantage only 1 time during your turn. You may discard 1 knight card to reduce your building costs as follows: • Either build 1 settlement for 1 lumber plus 1 brick • or upgrade a settlement to a city for 2 ore plus 1 grain. The knight card that you discard must be one that you	You may discard (place out of the game) 1 of your face- up knight cards to choose 1 of the following actions: Build a settlement for 1 lumber + 1 brick. Build a city for 2 ore + 1 grain. Example: You have 2 knights that you have previously played. You want to build a city but don't have enough grain. You discard 1 of the knights and pay 2 ore + 1 grain to build a new

		played.	longer counted toward your total for the Largest Army.
Kaja	Take 1 resource of blocked hex. If robber is on desert, you pick the resource.		Take 1 resource card from the supply that match the terrain hex that the robber currently occupies. If the robber is in the desert, you can take a resource of your choice from the supply. Example: The robber is blocking a mountains hex. You play Kaja and take 1 ore from the supply.
Carla	Put a development card back and take a new one.		You may place 1 of your unplayed development cards at the bottom of the development card stack and draw 1 from the top. Remember, you cannot play a development card on the turn you receive it (except for a VP card that brings your VP total to 10 or more).

Another question can you substitute a commodity for a thing like can you build a road with William with 1 lumber 1 coin or with Candamir can you buy a development card with 1 ore 1 cloth 1 grain? I say yes.

Here is a table with pictures.

1 Helpers	1 HC image	2	2 HC image	Action
of Catan		Helper		
		s of		
		Catan		

Nassir	Parced Brade To our next one most domain I measure acust duck house aya to I players. The cards manue for some visioners tips for each removed out for visioners tips for each removed out for visioners tips for any produce of the visioners tips for the removed out for visioners tips for the removed out for After some limman time for helipse cory for excludingly lime with I have the display	Asla		Forced people to trade with you
William	Makeshaft Road Buriding It on your two, when healting a real you may substitute a leader or a lock with any I other transaction of your choice. After were loss mon turn the fellows over your choice, and the state of the choice of the choi	Yngvi		Build a road/ship with a substitute resource
Mariann e	RESOURCE Compensation Reconstruction of a new art and year conduction and a new art and year control and characteristic and of any characteristic and any charact	Hilda	3	Take a resource when you don't get anything

Louis	Move a Road It on your han you not proceed of your peak han you not proceed of your peak you not not proceed of your peak has the hand to long at 1 of on 2 such in our account of to a such in our of your other peaks—gaves in peaks them to the hand of your peaks are not peak your peaks are not of your other peaks of the hand of hor peaks are not your peaks are not you peaks are not your peaks are not your peaks are not you pea	Högni	Move a road/ship
Sean	Protection from the "7" When any "7" is relied, you may interestingly on the advantage. If you have more than 7" measure, you do not have seen than 7" measure, you do not have seen than a part clause. After usen line may thus this helper over or civil many line with 1 from the shapes.	Thorolf	Don't discard if a 7 rolls and you are over your discard limit
Candamir	Development Card Choice It alon horing a directionwal and was may substitute 1 of its 3 monacount with any 1 offers revisioned of year chains. Observing your development card from the 3 may cards of direction. The commission of the com- journel of the direction of the com- journel of the direction. After uses live men turn this Indigen over- or exchange live with 1 beat the displace.	Diara	Buy a developmen t card with a substitute resource and look at 3 cards from deck.

Hilde	Alors for the Poor Is on your love, they you greeds to on your love, they you greeds too and has been received, you may love, and hashed of recovery cards of a suppression who has more thirty passes than you and take. I recovery card of your choses, they passes that you have the hope over the contract of the contra	Ryan	T.	Look at player who has more VPs hand and take 1 card
Jean	Special Trade Pricing (In twar lam, closer) I measure type (In twar lam, closer) I measure type (In twar lam, closer) I measure type (In twar exchange the measure type (In the supply of a 3.1 set as often (In you like during the tork (In the supply of a 1.5 set as often (In you like during the tork (In the supply of a 1.5 set as often (In the supply of a 1.5 set	Stina		Trade at 2 for 1 rate
Lin	Ranish the Robber To on your term, believe or abor meeting your production out, you may come for makine in the disout, you may come it is makine and the found. That he makes all. After usen Non-more time for personal for the land of the the makes all. After usen Non-more time for personal control of the control of the land of the the land of the lan	Digur		Move robber to desert and collect resource of blocked hex

Vincent	Superish to Plane shares It is your term you may dissared 1 of year the special point to dissare of his desire of his part of the special point of the spec	Gregor	TX 8	Discard FUKC to get 1 DP. A DP can be used to build a settlement for 1 lumber 1 brick or a DP can be used to build a city for 2 ore 1 grain.
		Kaja		Take 1 resource of blocked hex. If robber is on desert, you pick the resource.
	the 2 HC images—the b	Carla	TX 12	Put a developmen t card back and take a new one.

A note on the 2 HC images—the background is brown.

Compare



With



		Names		
1 Helpers of Catan	2 Helpers of Catan	1 HC name	2 HC name	
Nassir	Asla	African-American male	White female	Change race from African- American to white, gender from male to female
William	Yngvi	White male	White male	-
Marianne	Hilda	White female	White female	-
Louis	Högni	White male	White male	-
Sean	Thorolf	White male	White male	-
Candamir	Diara	White male	African- American woman	Change race from white to African- American, gender from male to female
Hilde	Ryan	White female	White male	Change gender from female to male
Jean	Stina	White female	White female	-
Lin	Digur	Chinese female	African- American male	Change race from Chinese to African- American, gender from female to male
Vincent	Gregor	White male	White male	-
	Kaja		White female	

Carla	White female
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How many didn't change

Names					
1 Helpers of Catan	2 Helpers of Catan	1 HC name	2 HC name		
William	Yngvi	White male	White male	-	
Marianne	Hilda	White female	White female	-	
Louis	Högni	White male	White male	-	
Sean	Thorolf	White male	White male	-	
Jean	Stina	White female	White female	-	
Vincent	Gregor	White male	White male	-	

6 did not change. Of the 6 that did not change, 4 were white male and 2 was white female—Hilda and Marianne and Jean and Stina.

2 were new

Names					
1 Helpers of Catan	2 Helpers of Catan	1 HC name	2 HC name	·	
	Kaja		White female		
	Carla		White female		

That leaves 4 that changed.

		Names		
1 Helpers of Catan	2 Helpers of Catan	1 HC name	2 HC name	
Nassir	Asla	African-American	White female	Change race
		male		from African-
				American to
				white, gender
				from male to
				female
Candamir	Diara	White male	African-	Change race
			American	from white to
			woman	African-
				American,
				gender from
				male to female
Hilde	Ryan	White female	White male	Change gender
				from female to
				male
Lin	Digur	Chinese female	African-	Change race
			American male	from Chinese
				to African-
				American,
				gender from
				female to male

2 changed race African-America and white and male—Nassir and Candamir. 1 changed race from Chinese to African-American. 2 changed from male to female—Nassir and Candamir. 2 changed from female to male—Hilde and Lin.

3 changed race. 4 changed gender.

Race					
Race	1 HC Count	2 HC count	Change		
White	8	10	Increase +2		
African-American	1	2	Increase+1		
Chinese	1	0	Decrease-1		
Total	10	12	+2		

Gender

Gender				
Gender	1 HC Count	2 HC count	Change	
Male	6	6	Increase +0	
Female	4	6	Increase+2	
Total	10	12	+2	

Names

		Names		
1 Helpers of Catan	1 HC name	2 Helpers of Catan	2 HC name	Change
Nassir	Not great name	Asla	okay	better
William	Good	Yngvi	Hard to spell, hard to pronounce	worse
Marianne	Not great to okay	Hilda	Okay	better
Louis	Okay	Högni	Hard to pronounce, what is with ö?, hard to spell	worse
Sean	Okay	Thorolf	Not great name	worse
Candamir	Okay	Diara	Not great name	worse
Hilde	Not great	Ryan	okay	better
Jean	Okay	Stina	Not great to okay	worse
Lin	okay	Digur	Not great	worse
Vincent	Okay	Gregor	okay	
		Kaja	Not great	New not great
		Carla	Not great	New not great

So we see with the names

	Count	
Better in 2 HC than in 1 HC	3	
Worse in 2 HC than 1 HC	6	
unchanged	1	
New not great	2	
Total	12	

The names got generally worse from 1 HC to 2 HC.

Do a chart comparing how powerful they are.
Order them.
Ordered
A1 Nassir
A2 William
A3 Marianne
A4 Louis
A5 Sean
A6 Candamir
Ordered ones=Nassir, William, Marianne, Louis, Sean, Candamir
Unordered ones

Hilde

Jean

Lin

Vincent

Kaja

Carla

I order them as

Rank	Name
1	Nassir
2	William

3	Marianne
4	Louis
5	Sean
6	Candamir
7	Hilde
8	Jean
9	Lin
10	Vincent
11	Kaja
12	Carla

3	Sean			
6	Candamir			
7	Hilde			
8	Jean			
9	Lin			
10	Vincent			
11	Kaja			
12	Carla			
Ordering them by power				
Powerful and flexible				
Marianne				
Jean				
Candamir				
Vincent				
Carla				
William				
Powerful but situational and not always useful				
Hilde—have to be behind				
Lin—have to be robbed—powerful but only when on a hex other than the desert—actually powerful and flexible				
Nassir—you have to have a resource to give, and	d someone has to have the resource you wants			
Sean—powerful but only when a 7 is rolled				
Flexible but not powerful				
Каја				
Not great only useful in highly specific situations	;			
Louis				

Power ranking

1—powerful

Marianne, Jean, Candamir, Vincent, Carla, William

2—middle powered

Hilde, Lin, Nassir, Sean, Kaja

3—weak

Louis

I would say the most powerful are Candamir and Marianne.

Other ways to rank them

How easy it is to cycle them, how useful they are, etc. For example, Kaja is easy to cycle but not very powerful. Sean is powerful—keeps cards so you don't have to discard some—but if no 7s roll then is useless.

I will assume CK for the following.

Summary again

Candamir—powerful. Dependent upon drawing progress cards and/or having commodities to purchase city improvements.

Hilde—useful in 2 ways—get a card and see opponents hand. Dependent on another player being ahead and to play it well for the player ahead of you to have a resource that you want like brick.

Jean—powerful and not dependent on any in-game event like roll a 7, draw a progress card, get the robber, etc. but only really useful when you have a lot of 1 resource

Lin—useful and flexible, not that powerful. Dependent on where the robber is, the robber not being in the desert, and ideally for strong play the robber is on your hex and you are unblocking your hex

Louis—powerful when you get cut off but otherwise useless. Or when you change your mind and want to reorganize. No new things being added, though. Like other cards give you something new like a new resource. Louis merely rearranges what is already on the board.

Marianne—dependent on no 7, no resources from production. Useful because you get a new card and especially powerful because you get to pick the new resource

Nassir—not a great card. Potentially powerful, but requires an opponent to have a resource that you want.

Sean—depends on rolling a 7. Powerful to save you from discarding massive amounts of cards.

Vincent—downgrade 1 KP. Like Louis, you are rearranging, not getting anything new. However, powerful as building a settlement increases your production and building a city means better production or commodities.

William—powerful. Focused on road-building. You have to have either wood or brick or wool.

Carla—cycling progress cards is powerful. However, dependent on cycling progress cards.

Kaja—like Lin dependent on the robber.

A note on Marianne. You get resources from the aqueduct and Marianne. The aqueduct does not shut down Marianne so you are always stuck with Marianne. The card means you get no cards from the production roll.

I think I have analyzed this as much as can be.

Common groups

New—Carla and Kaja 2

Good sounding names—Candamir, Jean, Lin, Louis, Sean, Vincent, William, Asla, Hilda, Ryan, Gregor 11

Bad names—Marianne, Nassir, Yngvi, Högni, Thorolf, Diara, Stina, Digur, Kaja, Carla, Hilde 11

Hilde (1HC) and Hilda (2 HC) are similar names. Change e to a.

Chosen names

		Names			
1 Helpers of	1 HC name	2 Helpers of	2 HC name	Change	Chosen
Catan		Catan			name
Nassir	Not great name	Asla	okay	better	Asla
William	Good	Yngvi	Hard to spell, hard to pronounce	worse	William
Marianne	Not great to okay	Hilda	Okay	better	Hilda
Louis	Okay	Högni	Hard to pronounce, what is with ö?, hard to spell	worse	Louis
Sean	Okay	Thorolf	Not great name	worse	Sean
Candamir	Okay	Diara	Not great name	worse	Candamir
Hilde	Not great	Ryan	okay	better	Ryan
Jean	Okay	Stina	Not great to okay	worse	Jean
Lin	okay	Digur	Not great	worse	Lin
Vincent	Okay	Gregor	okay		Vincent I would have picked Gregory over Vincent if they

				had
				Gregory
				instead
				of
				Gregor
	Kaja	Not great	New not	Каја
			great	
	Carla	Not great	New not	Carla
			great	

I will use the canonical names for the following categories.

Powerful Powerful

Candamir, Hilda

Powerful

Jean, Vincent, Carla, William

2-middle powered

Ryan, Lin, Asla, Sean, Kaja

3—weak

Louis

Now I think they increased the power of woman and African-American and decreased the power of men and white in 2 HC.

Case in point the top 6 most powerful

Female—Carla, Stina, Diara, Hilda 4

Male—Gregor, Yngvi 2

For 2 HC compared to first edition

Female—Jean, Marianne 2

Male—Candamir, Vincent, William 3 (Carla is not present)

So 0.66 0.33 in 2 HC compared to 0.4 0.6 in 1 HC where first number is fraction female and second number is fraction male.

What about race?

White—Carla, Stina, Hilda, Grego, Yngvi 5

African-American Diara though not that she is one of the most powerful 1

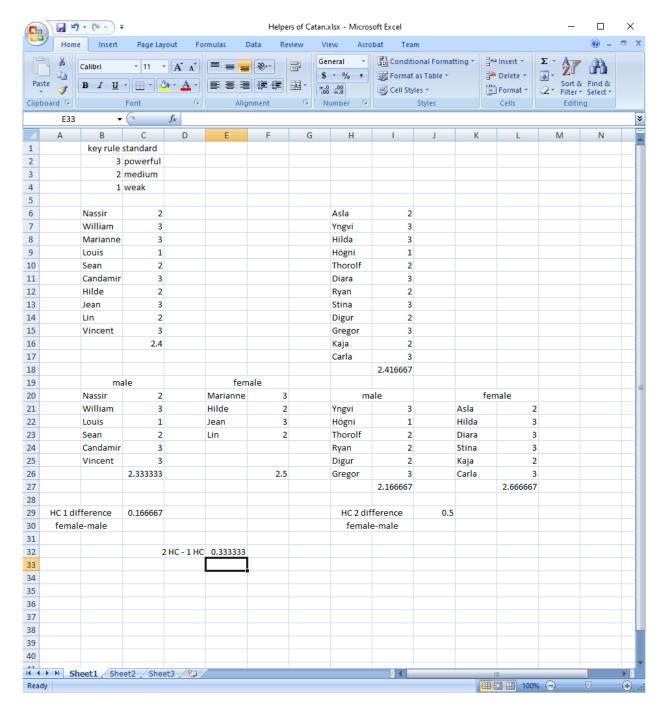
For 2 HC compared to

White—Jean, Marianne, Candamir, Vincent, William 5

Okay maybe white didn't get weaker. But the following are true. Female got stronger. Male got weaker. African-American got stronger.

If you wanted to, you could look at weaker to see if that holds up. Most of the weaker ones are male.

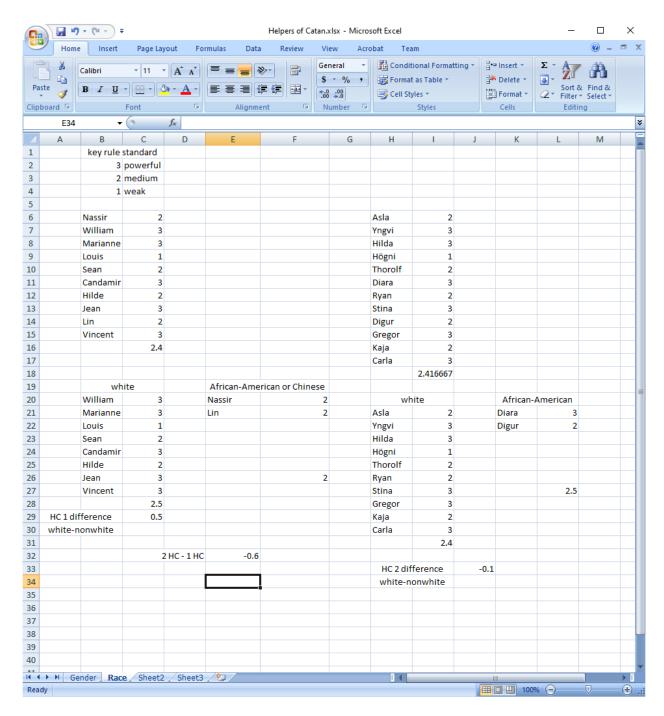
Also, you could do a weighted average like assign 3 to strong, 2 to medium 1 to weak, and compute the centroid for each group.



Several interesting things to note here. One is that 2 HC has 2.416 which is slightly higher than 1 HC 2.4 Kaja and Carla helped pull it up.

Second, female average is higher in 1 HC and 2 HC. Third, female average is significantly higher in 2 HC than in 1 HC. We compute female-male for both editions. 2 HC's is 0.33 higher.

Second, even if Hogni/Louis was 2 instead of 1, 2 HC female would still be higher than 1 HC.



So, white-nonwhite is -0.6. that means nonwhite-white is 0.6 which means white got weaker and nonwhite got stronger.