

CATAN

5-6 PLAYER EXTENSION

CITIES & KNIGHTS™

Welcome to the **CATAN® – Cities & Knights 5-6 Player Extension™**! Now you'll face even more competition from your fellow leaders as you struggle to dominate the island of Catan! Meanwhile, an even larger and more powerful horde of barbarians awaits the first sign of weakness from the island's feuding leaders. Will you rally the defenders of Catan, seize the initiative in expanding and improving your land, and construct one of the three great metropolises of Catan? Or will you instead be brushed aside by your covetous neighbors while someone else seizes the glory of victory?

NOTE: This 2023 revision of **CATAN – Cities & Knights 5-6 Player Extension** has new “paired player” rules that must be played with the 2023 edition of **CATAN – 5-6 Player Extension™**. These rules replace the “special building phase” found in previous rules versions. All 2023 5-6 player extension rules can be found online at catan.com for free.

GAME COMPONENTS

To use **CATAN – Cities & Knights 5-6 Player Extension** (aka *Cities & Knights 5-6*), you need:

- CATAN
- **CATAN 5-6 Player Extension™** (aka **CATAN 5-6**)
- **CATAN – Cities & Knights™** (aka *Cities & Knights*)

This extension contains:

- 18 commodity cards:
 - 6 coin cards
 - 6 paper cards
 - 6 cloth cards
- 2 “Defender of Catan” victory point (VP) cards
- 2 development flip charts
- Playing pieces in 2 colors (green and brown):
 - 6 city walls, 3 of each color (square wooden tokens)
 - 12 knights, 6 of each color (round wooden tokens)
- 1 sheet of knight labels
- 1 **CATAN – Cities & Knights 5-6 Player Extension** rules booklet
- Player 1 and player 2 paired player markers



RULES

Before you begin your first game, remove the game pieces from the tile sheet. Then apply the adhesive labels to the knight tokens. Find instructions on using the labels in the *Cities & Knights* “Almanac.”

EXTENSION GAME RULES

Except where noted below, *Cities & Knights* 5-6 uses the same rules as CATAN, *Cities & Knights*, and *CATAN* 5-6.

These additional rules include:

- rules for assembling the larger board;
- rules for paired players; and
- rules about activating knights.

Assembling the Board

First, set up the frame, using all of the pieces from CATAN and *CATAN* 5-6—as outlined in the *CATAN* 5-6 rulebook.

Second, place the “barbarian tile” with the movement squares for the barbarian ship next to the frame. Then, construct the island following all of the rules in *CATAN* 5-6.

Third, distribute a set of pieces and flip charts to each player, as described in *Cities & Knights*.

Place the robber in either desert, and place the barbarian raiding ship in the “barbarian ship” space on the barbarian tile.

Creating the Supply

If you haven’t done so already, add the 25 resource cards from *CATAN* 5-6 to the cards from CATAN to create the supply. Add the additional commodity cards from *Cities & Knights* 5-6 to the matching stacks from *Cities & Knights*.

RULES

New Rules for 5-6 Players

The paired player rules are explained in *CATAN* 5-6. This chart shows the updated actions specific to *Cities & Knights* 5-6.

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Activate, promote, and/or perform actions with your knights	● Activate, promote, and/or perform actions with your knights
● Improve cities with commodities	● Improve cities with commodities
● Play any number of progress cards	● Play any number of progress cards

Activation of Knights

As in the *Cities & Knights* rules, a knight may not perform any actions on the turn that it has been activated. A knight may be activated during the **player 2** paired player turn. It is then able to perform actions during the controlling player's next turn.

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