

KLAUS TEUBER

CATAN

— 3D EXPANSION —

SEAFARERS™



RULES INDEX

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CATAN 3D – SEAFARERS OVERVIEW AND RULES

VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by embarking on a series of famous voyages from the history of Catan! You can find the destinations of these adventures in the included Appendix booklet. Experience the journey for yourself!

This epic campaign consists of 8 scenarios. Scenarios 1-4 use only the basic *CATAN – 3D Expansion – Seafarers* (aka *Seafarers 3D*) rules. They are easier to play.

Scenarios 5-8 are more complex. Each has their own special rules. You should play the scenarios in the order shown in the Appendix.

Scenario 9 is intended for free play using your own ideas.

OVERVIEW

GAME COMPONENTS AND SETUP

In order to play this expansion, you will need to add some components from *CATAN – 3D Edition* (aka *CATAN 3D*). A list of these requirements, as well as an illustrated list of *Seafarers 3D* components, are in the Appendix.

The rules for setup can also be found on page 3 of the Appendix.

SEAFARERS 3D EXPANSION RULES

In general, all of the rules in *CATAN 3D* apply to *Seafarers 3D*. This expansion modifies and adds to those rules as follows:

- Ships
- Ships and roads
- Special victory points and CATAN chits
- Gold fields
- The pirate!

NEW RULES

Ships

1. Ship Building

In order to travel from one island to another, you need to build ships.

The ships in the game do not represent individual ships, just as roads do not represent actual carts and wagons. Instead, the



ship pieces represent a *shipping route* you use to trade and travel between the islands.

Building a ship requires: lumber + wool

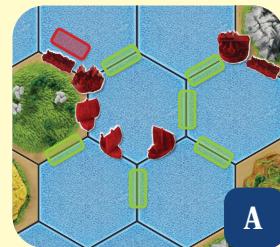
Like roads, ships can only be placed on a path. You may place ships on paths on the sea or bordering the sea. You can never

place a ship on a path between 2 land hexes. There can only be 1 ship **OR** 1 road on any given path (see the CATAN rules for details on paths and roads).

When you build a ship, you may place it:

- Adjacent to any settlement or city you have on the coast.
- Adjacent to any of your ships that are already on the board.

Example A: Red can build a ship on any of the paths marked in green but not on the path marked in red.



When you place ships, any amount of branching is allowed, just like when you build roads.

You cannot connect shipping routes (ships) to land routes (roads) directly. You must have a settlement or city where they meet. You can build ships and roads towards each other, but even if they both reach the same intersection, they are not considered connected until you build a settlement there. Unconnected routes do not count toward the “Longest Trade Route” (see page 3).

Example B: Orange cannot build a ship at the “X.” Additionally, he cannot build a road onto the path marked in green until he builds a settlement at the intersection indicated by the orange arrow. Red’s land and sea routes are not connected until she builds a settlement at the red arrow.



2. The Purpose of Ships

You build and place ships in much the same way as roads. They connect intersections. A chain of connected ships of the same color form a “shipping route.” Shipping routes act the same way as roads for expanding your principality. You can build new pieces on any path that is connected to your network of roads and shipping routes. Count shipping routes when you calculate the “Longest Trade Route” (see page 3).

If your shipping route reaches a coastline, you can then build a new settlement on that coast. Of course, you must still obey the “distance rule” from CATAN, even if you are building on a new island. Once you build a settlement on a different island, you can use it as a base for further expansion, building new roads and ships.

Example C: Orange cannot build a new settlement on the intersection marked in red (it violates the distance rule). He can build 1 on the intersection marked in green.



3. Shipping Routes

A shipping route is either “open” or “closed.” A “closed shipping route” is any unbroken line of ships that connects at least 2 of **your** settlements and/or cities. An “open shipping route” is any route that does not connect 2 of your settlements or cities.

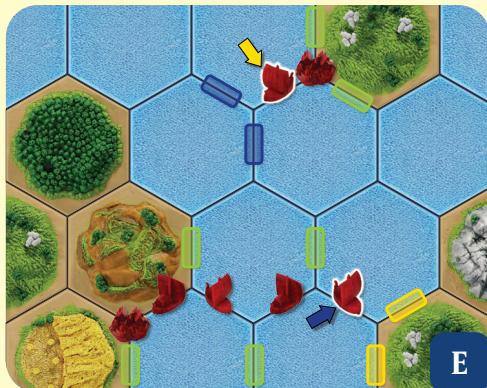
Example D: Orange's shipping route is open. Red's is closed.



4. Moving Ships

The biggest difference between ships and roads is the ability of ships to sail from one location to another. Unlike road pieces, you may move your ships on the board. However, there are limits to how you may move them. You must obey these restrictions:

- You may only move **1 ship per turn**.
- You may not move a ship during the turn you build it.
- You may never move a ship that is part of a closed shipping route, even if that movement would not break the connection between the settlements/cities.
- When you move a ship, you must obey all of the usual rules for placing a new ship.
- You may only move a ship if one of its two ends is not adjacent to any of **your** other pieces.



Example E: Red has 2 open shipping routes, here outlined in white. The ends of those routes are indicated by arrows. Since Red didn't build those ships this turn, she may move either of them to a path marked in green. Additionally, the ship with the yellow arrow can move to a path marked in yellow, and the one with the blue arrow can move to a path marked in blue.

5. Ships During Starting Setup

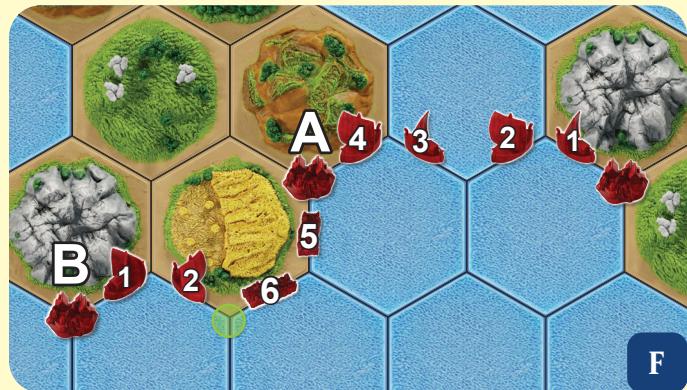
Some players will wish to get a jump on the opposition by first exploring the oceans around Catan. These foresighted leaders may elect to place 1 or both of their starting settlements on the coastline. If you do so, you have the option of placing a ship, instead of a road, adjacent to that settlement. This strategy works well if you are planning rapid maritime expansion.

Ships and Roads

1. The “Longest Trade Route”

Because shipping routes are just as important as roads, players no longer compete for the “Longest Road.” Instead, they compete for the “Longest Trade Route.” The longest trade route is in all ways identical to the longest road (i.e., it is worth 2 victory points, etc.). However, players may count shipping routes (open or closed) as well as roads to determine who controls the longest trade route. The player with the longest connected line of roads and/or ships receives the “Longest Trade Route” special card and the 2 victory points for it.

Remember that you can only connect a road to a shipping route if there is a settlement or a city at the intersection where the two meet. Also, you can only count the single longest branch of a road and/or shipping route to calculate the longest trade route.



Example F: Red has the longest trade route of 6 segments.

That route includes 4 ships (a closed shipping route) and 2 roads, which are linked by settlement “A”. She also has an open shipping route of 2 ships starting at settlement “B.” Red can connect this open route to her road if she builds a settlement on the intersection marked in green. The length of her trade route then increases to 8.

CATAN 3D – SEAFARERS RULES

2. The “Road Building” Development Card

When you play a “Road Building” development card in a game of *Seafarers*, you have the option of substituting 1 or both of the roads with ships.



OTHER NEW RULES

Special Victory Points and CATAN Chits

In this expansion, you can earn new types of special victory points in addition to those available in CATAN.

Many of the scenarios have goals other than expanding your principality. These goals can award a successful player special victory points. When you earn a special victory point, you receive a Catan chit. Each scenario describes the rules for how to acquire these chits.



When you earn a special victory point, you must place the corresponding Catan chit beside the settlement or city that earned you the chit. This allows all the other players to see how many points you have earned and how you gained those points.

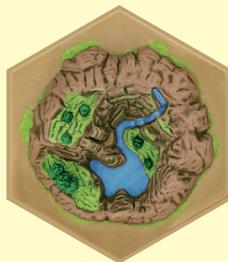
Example: In Scenario 1: *Heading for New Shores*, Red earns 2 CATAN chits when she builds her first settlement on one of the smaller islands. This settlement is thus worth a total of 3 victory points: 1 for the settlement and 2 for the chits.

While CATAN chits act as special victory points in some scenarios, they can take on different meanings in other scenarios. For example, they might be used as markers or to help count results. Each scenario provides detailed instructions on how to use the CATAN chits for that game.

Gold Fields

Eager prospectors could discover gold on some of the islands around Catan.

The gold field hexes represent regions rich in gold nuggets. While there are no gold resource cards in the game, gold remains very valuable, indeed.



Whenever the number on a gold field hex is rolled, players collect resources for each adjacent settlement or city as normal, except they may select **any** of the regular resources (lumber, brick, wool, grain, or ore). They may choose any combination, following the limits of 1 per settlement and 2 per city.

The Pirate

Just as the lands of Catan are harassed by the robber, the sea is vulnerable to the scourge of the dreaded pirate who works the sea lanes looking for profit!

Place the pirate piece near the board before the game begins. The pirate can affect the game in 3 ways:



1. If you roll a “7” during your turn, you may choose to move the pirate **instead** of the robber. Like the robber, place the pirate in the center of any hex you choose—except that you may only place it on a sea hex. You **must** then steal 1 random resource from any **one** player who has a ship adjacent to that hex! If a player has more than 1 ship adjacent to that sea hex, you are only allowed to steal 1 card from that player.
2. If you play a “Knight” card, you now have the choice of moving either the robber or the pirate.
3. Because sailors fear the pirate, they will not sail near its location. You may not place any new ships on the border of the hex the pirate is on. In addition, no ship may be moved away from the pirate if it is on the border of the hex in which the pirate is sailing.

Note: In *CATAN – Seafarers*, certain scenarios have no desert hexes. In such cases, start the robber off the board (just like the pirate).

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In CATAN - Dawn of Humankind™ you explore the globe while developing new technologies and culture. This fresh and vibrant reboot of the Stone Age™ is filled with new mechanics, strategies, and adventures waiting to be discovered.





CATAN[®]

SEAFARERS VARIANT

- You cannot place the merchant on a solid field.
- You can add fun, you can combine the Cities & Knights expansion with the Seafarers expansion! The best Seafarers expansion scenarios to use are those that do not involve the exploration of hidden portions of the board (such as "The Fog Islands") or many small islands (such as "The Four Islands"). These types of scenarios make it very difficult to defend against the barbarians. Scenarios such as "Headings for New Shores" or "Through the Desert", both work very well. If you choose to play this "combo-expansion", here are some important rules:
- All rules in Cities & Knights that concern roads also apply to ships.
- When the barbarians attack, they are assumed to attack all the islands at once. Count cities and knights on all of them.
- You may move your knights across the sea if your trade route (roads and ships) connects your knights' starting position to its ending position.
- You may move a knight to an intersection of 3 sea hexes if you have a knight to stand on an intersection that is bordered by closed. You cannot relocate that ship because it would break the last ship of your shipping route, the shipping route is closed. You cannot relocate that ship because it would break your knight's connection to 1 of your settlements or cities.
- If you interrupt an opponent's shipping route with a settlement, in addition, that opponent may not relocate the settlement. Just as you would chase away the robber away the pirate, you may use a knight on a sea hex intersection to chase ships bordering your knight.
- You may use a knight on a sea hex intersection to chase away the pirate, just as you would chase away the robber away the pirate.
- The number of VP's needed to win the Seafarers scenario should be increased by 2.
- Cities on solid fields only produce resources, never commodities.
- Cities on solid fields only produce resources, never commodities.
- The rules about not moving the robber before the first barbarian attack also apply to the pirate.

This rule allows you to use 1 of your active knights to chase away the robber before rolling the dice on your turn. Your knight then becomes deactivated. This has the same effect as playing a "knightr" card before rolling the dice in CATAN.

Many players, especially those new to the game, find it difficult to get started if a lot of "7"s are rolled and/or the barbarians strike early. For these players, or for players who want a friendlier game, use these rules:

- If any player rolls a "7" during their first two turns, they should re-roll. Continue rolling until a result other than "7" is obtained. Beginning with the first player's third turn, all of the normal rules for rolling a "7" apply.
- Do not roll the event die during everyone's first 2 turns. The barbarian ship does not move, and no player draws any progress cards during this time. Starting with the first player's third turn, roll all three dice and resolve this variant is designed to give all players a chance to get "rolling", at the beginning of the game without being stymied by an early barbarian attack or by rolling a lot of "7"s.

QUICK START VARIANT

KNIGHT-ERRANT VARIANT

When the barbarian army attacks, all players decide in turn (starting with the active player) how many of their active knights commit some, none, or all of their active knights. They will contribute to defend Catan. Each player may choose to a shorthage of knight strength), which would result in 1 or more players losing a city. Only knights that are committed to the defense count toward the defenders' strength. Only committed knights are taken into account when determining who contributed the weakest force. Be warned: Using this rule can make the game very nasty (and longer as well).

NASTY VARIANT (FOR EXPERIENCED PLAYERS)

COMMODITIES IN DETAIL

The first player to accumulate 13 or more victory points during their turn immediately wins the game.

ENDING THE GAME

Note: The backs of commodity cards are the same as the backs of resource cards. However, the border on the front is distinguished with ribbons that match the color of the commodity (gold for cloth, gray for coin, and green for paper).

- You need commodities to acquire city improvements.
 - Some progress cards specifically mention "resources" or "commodities." These cards can only affect the type of resources for commodities.

- Add any commodities you produce to your hand of resource cards. You count them toward your hand limit when a “/” is rolled. They may be stolen by the robber or lost as a discard.
- You trade commodities just like any other resource.
- You may trade them freely with other players.
- You may trade them with the supply—4 of the same commodity for 1 of any other resource or commodity.
- You may trade them with the same city on a 3:1 harbor, you may trade 3 of the same commodity for 1 of any other resource or commodity.
- If you have a settlement or a city on a 3:1 harbor, you may trade 3 of the same commodity for 1 of any other resource or commodity.
- In the same manner as above, you may also trade

Here are the details:

Cities & Knights has 3 new, “reindeer” materials in the game. We refer to the 5 basic materials (umber, brick, wool, grain, and ore) you already know from CATAN as resources. The 3 new materials (cloth, coin, and paper) are called commodities. In many ways, the commodities are treated the same as resources, but there are also some ways in which they differ.

Control of the merchant figure is worth 1 VP.
settlements or cities.

Whoever plays another "Merchant" card (it could be you) may move the merchant figure to any hex adjacent to 1 of their
the merchant.

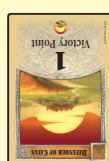
long as the merchant remains, you may trade the resource (not the commodity) that this hex produces at a rate of 2:1. All of the usual CATAN rules for 2:1 harbor trades apply to trades with

THE MERCHANT

Regardless of the outcome of the attack, return the barbarian ship to its starting position on the track to begin a new journey towards Catan. All knights on the board become inactive (remove their helmets).

The Barbarians Return Home

- Place 1, “Defender of Catan” card in front of the player.
 - It is worth 1 VP.
 - If 2 or more players tie for the highest total strength of active knights, no one receives a VP card. Instead, the tied players each draw 1 card from the progress card stack of their choice. Draw these cards in player order.



The Knights Win

If you lose a city and have 5 settlements on the board, temporarily treat the city as a settlement. Turn the city on its side to indicate its reduced status (remember that its VP value and resource production capabilities are half that of a settlement). If you want to build a new city, it must be this one. Pay the cost to the supply and return the piece to its upright position. If the only city you have is this reduced one, you cannot build new cities until you repair it.

CATAN—CITIES & KNIGHTS 3D RULES

Compare Attackers' and Defenders' Strengths

barbarians win. If the defenders' strength is equal to or greater than attackers' strength is greater than the defenders' strength, the

than the attacker's strength, the King wins.

The barbary sheep's plumage is greyish brown, with the player with the

- The player whose active knight has the lowest combined strength is the weakest. If you contributed no active

- If the weakest player is protected (see Metropolis on page 6), the turn ends.

- In this unique players take to weaknesses, the barbarians manage to belittle each of the field players.
 - I city belonging to each of the field players.
- Players who only have settlements (no cities) are considered protected. They cannot be pillaged and lose nothing.

- Metropolises are always protected.
- If a pillaged city has a city wall, the wall is destroyed as well.
- In the extreme case where no players had active knights, all

- **Example:** The barbarians attack! Red and Blue have 2 cities each. Orange has only 1 metropolis. White has only 2 settlements. So the attacker's strength is $5 \times (\text{cities} + 1 \text{ metropolis})$.

- Red, Blue, and White each have 1 active basic knight, and Orange has no active knights. So, the defenders' strength is 3.
- The barbarians win (5 is greater than 3).
- Orange is the weakest defender, but he only has a metropolis which is protected. So, the barbarians look at the next weakest.
- Red, Blue, and White all tie for next weakest. But, White has no

If you lose your last city, you still keep your city improvements. You can draw and play progress cards normally. However, you cannot build new city improvements until you have a city again.

Special Cases

Determine the Strength of Captain's Right

To determine the deliverables, strength, add up the strengths of all the active knights (ignore the inactive ones). The strength of each knight is determined by its type: basic (1), strong (2), or mighty (3). Tip: Count the points on their banners.

This total is the defendants' strength.

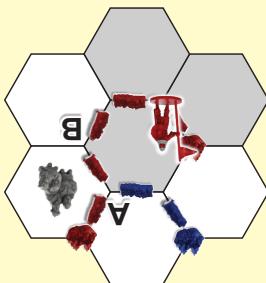
Determine the Strength of Captain's Knights

This tool is the attacker's strength.

Determine the Attacker's Strength

contribute their active knight's to defend Catlan. Resolve the battle as follows:

ATTACK OF THE BARBARIANS



Example: Red's knight can only chase away the robber from the gray hexes. To chase the robber away, Red moves her knight to intermediate hexes. "A", or "B", and activates it. Red plays I grain to activate her knight again. On her next turn, Red uses this knight to chase away the robber.

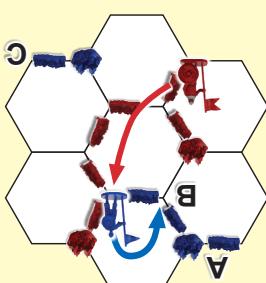
Note: You cannot create the roader out of the desert unit after the first bandit attack.

The evicted robber is handed exactly as if you had played a „Kinghit“ development card from CATAN. After you chase away

You may chase away the robber with 1 of your active knights. Any knight will do, regardless of its strength. Your knight may only chase away the robber if the robber is on a hex adjacent to

Chasing Away the Robber

that "C" is not a connected intersection, so the knight cannot be moved there.

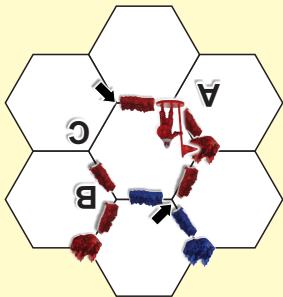


- You may not displace your own knight.

- You can only displace a knight if your knight is stronger than the attacking knight.
 - Thus, a knight can displace a basic or a strong knight. A strong knight can only displace a basic knight.
 - The owner of the displaced knight must move it from that intersection to another empty intersection. The new intersection must be connected to the old one by their own road network (Note: it cannot move through an intersection occupied by an opponent's pieces). The status of the displaced knight does not change (if it was active, it remains so).
 - If there is no empty intersection for the displaced knight to move to, it is removed from the board and returned to its owner's supply.
 - After you displace an opponent's knight, your knight

On your turn, you may move 1 of your knight's to an intersection that is occupied by 1 of your opponent's knights. This is called a capture.

Displacing a Knight



Example: Red may move their active knight from intersection "A" to either intersection marked with an arrow. That knight cannot be moved to "B" or "C", because Red does not have roads connecting "A" to those intersections.

- Both intersections must be connected to each other by your own road network.
 - An intersection may only be occupied by 1 knight at a time.
 - A knight may move through any number of intersections that are occupied by your own pieces.
 - A knight may not move through an intersection occupied by an opponent's pieces (their knight or otherwise).
 - If you wish to build a settlement on an intersection occupied by 1 of your knights, then you must first move the knight.
 - If you cannot move the knight (e.g., no empty intersection), then you may not build at knight not active), then you may not build at knight not active).

You may move in active knight from one intersection to another.
After movement, the knight becomes inactive. Moving a knight
has the following restrictions:

Moving a Knight

active knight:

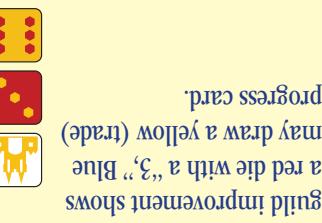
- Knights can only act on your turn during the *Thudying*, *Buidling*, and *Action Phase*.
 - Each of your active knights can perform a maximum of 1 action per turn.
 - You can "reactivate" a knight (put a helmet on) during a turn in which it took an action. However, that knight cannot perform another action this turn.
 - To activate a knight, you pay 1 grain to the supply.
 - Here are the various actions that you may perform with an active knight:

- **Important:** After any action, you must deactivate the knight at the beginning of your turn.
- **Important:** A knight can only act if it is active (helmet on)

Knight Actions

- If you draw a VP card, you must play it immediately. The “Spy”, may not steal them, and they cannot be hidden in your hand. These cards do not count toward your progress card limit of 4 cards.
- You cannot trade progress cards, nor may the robber steal them.
- When you play a progress card, place it face-down under the corresponding draw stack. VP cards, however, remain face-up and in play.
- Note: More detailed instructions about each specific progress card can be found in the Appendix.

- You may play progress cards in any order. All progress cards may only be played during your turn, you may play as many progress cards as you wish, in any order.
 - After you roll the dice (**exception**: the "Alchemist"). Below are some specific rules about the play of progress cards.
 - You may never hold more than 4 progress cards in your hand. If you draw a fifth progress card, and you cannot play it for some reason, you must discard 1 card of your choice.
 - Place it face down under the corresponding draw stack.
 - You may play a progress card on the same turn you draw it.
 - You may play progress cards between other actions you take.



progress card.

may draw a yellow (trade) or red die with a „3„, Blue may draw a yellow (trade)

build improvement shows a red improvement shows a red die with a „3„, Blue

build a town hall (blue, stage 1, politics). Since the merchant

trade) and a town hall (blue, stage 1, politics). Since the merchant

die. Blue has already built a merchant guild (yellow, stage 3, politics) on the event die, a „3„ on the red die, and a „6„ on the yellow die.

Example: White rolls the dice. The results are a yellow city gate

order, beginning with the active player.

allowed to draw on the same turn, each player draws in turn the corresponding progress card stack. If more than 1 player is allowed to draw on the same turn, each player draws in turn the corresponding progress card stack. If more than 1 player is

these 3 conditions are met, you may draw the top from

chart in the corresponding category color.

must match 1 of the red dice displayed on your flip chart in the corresponding category color.

3. The number on the red die, rolled at the same time, must match on the red die, rolled every time a city gate is rolled a progress card every time a city gate is rolled.

all three categories, you have a chance to draw a progress card every time a city gate is rolled.

symbol that matches the color of one of your city

symbol that matches the color of one of your city

so on.

shows 2 red dice, the second stage shows 3, and so on.

or more in at least 1 category. A stage 1 improvement

1. Your city improvement flip chart must be at stage 1

following conditions:

Aquiring Progress Cards

combinatation of even die and red die results.

instead, you draw them with the right

progress cards like development cards;

cards from CATAN. You don't purchase

cards replace the development

Progress cards replace the development

of these categories to stage 4, you must build another city.

other categories beyond stage 3. If you want to improve one city, and it is already a metropolis, you cannot improve the

separate city for each metropolis piece. If you only have

when determining the strength of the barbarian army.

pillaged or reduced. However, the metropolis is counted

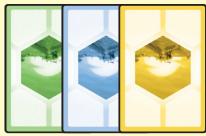
a metropolis is immune to the barbarians. It can never be

the city + 2 additional VPs for the metropolis.

A city with a metropolis is worth a total of 4 VPs (2 VPs for

you for the rest of the game.

player and add it to your city. This piece cannot be taken from



Progress Cards

2 commodities with the supply at a rate of 2:1. You can trade

commodities you give to the supply must be of the same

type, as usual. This advantage does not apply to resources.

Kingdoms to mighty kingdoms. You must still pay to promote

or commodity of your choice from the supply. This even

resources from a production roll, you may take 1 resource

or commodity (green): From now on, if you receive no

the kingdom.

• **Fortress (blue):** From now on, you can promote

2 commodities for 1 resource or 1 other commodity. The

commodities with the supply at a rate of 2:1. You can trade

benefits for the rest of the game:

metropolis piece from the other (you were not first). This turn, you improve to stage 5 - High Assembly. You take the Politics metropolis piece from the other

stage 4 - Cathedral but could not take the metropolis piece

their city to stage 4 - Cathedral, placing the Politics

metropolis piece in front of yourself to indicate this permanent status.

rest of the game. Place the corresponding

metropolis token in front of you for the

have it). No one can take it from you for the

of 1 of your cities (or keep it if you already

from the player who has it and place it on top

stage in a category, take the corresponding

metropolis piece (here is only 1 metropolis

a subsequent player, you do not get the

of 1 of your cities on the board. If you are

the corresponding metropolis piece on top

city to the fourth stage in a category, place

a building the bank, the cathedral, and the theater:

the game, 1 for each category: trade, politics, and science. They

a metropolis (worth 2 VPs). There are only 3 metropolis pieces in

Building city improvements is also important if you want to have

are called the bank, the cathedral, and the theater:

piece for each category (here is only 1 metropolis

metropolis piece (here is only 1 metropolis

or commodity of your choice from the supply. This even

resources from a production roll, you may take 1 resource

or cannot use this ability when a „7„ is rolled.

• **Adeduct (green):** From now on, if you receive no

the kingdom.

• **Fortress (blue):** From now on, you can promote

2 commodities for 1 resource or 1 other commodity. The

commodities with the supply at a rate of 2:1. You can trade

benefits for the rest of the game:

Once you improve a category to its third stage, you receive

Metropolis Card Bank Building

Metropolis Card Bank Building

Metropolis Card Bank Building

Important: There is one restriction on purchasing
impoverements. If you have no cities on the board (because
the barbarians have pillaged your last city), you may not
purchase any city improvements until you have built at least
1 city (see Attack of the Barbarians on page 8).

Example: The market costs 1 cloth. Pay 1 cloth and flip down the trade section of your flip chart.

The first improvement in each category costs 1 commodity card of the type shown. The second improvement costs 2. The cost of each subsequent improvement is again increased by 1.



They have a blank city icon in the upper left corner of the pages that show no improvements.

Each category has 5 stages. Each stage represents structures or civic improvements you've added to your cities, such as markets, cathedrals, or libraries. These improvements increase your chance of drawing progress cards. The more you improve, the greater your chances (see Progress Cards on page 6). At the beginning of the game, open the fifth chart.



One of your most important considerations in Cities & Knights is the continued improvement of your cities. You use commodity cards to pay for these improvements. You may purchase improvements in all 3 categories, even if you own only 1 city. Track your city improvements in all 3 categories, even if you own only 1 city. Divided into 3 separate categories, each with an associated color: Trade, Politics, and Science.

City Improvements

Important: You only have 2 knight's of each strength level. If both of your basic knight's are on the board, you must promote 1 of them if you want to build another basic knight.

- You may only promote a knight once per turn.
 - You may promote a basic knight on the same turn that you build it.
 - You may promote a basic knight on the same turn that you promote a knight in either state (active or inactive). Promotion does not change its state.
 - The cost to promote a basic knight to a strong knight, or a strong knight to a mighty knight, is the same. However, you may only promote a strong knight to a mighty knight after you have reached the *Final* level of improvement (the third level).

You can increase the strength and effectiveness of your knight's by promoting them. To promote a knight, you must pay 1 gold and 1 ore to the supply. When you promote a knight, return it to your supply and replace it with a knight one level stronger. The new, stronger knight must be placed in the same location as the knight you removed.



Promoting a knight requires: 1 wool + 1 ore

(see Knight Actions on page 7).

- The strength of the knight does not affect the activation cost.
 - You may activate a knight on the same turn you build it.
 - A knight cannot perform actions on the turn it is activated

In order for a knight to take an action, it must be active. To activate a knight, pay 1 grain to the supply, then place a helmet on the knight.



Activating a knight requires: 1 grain

CATAN 3D - CITIES & KNIGHTS RULES

2. Trading, Building, and Action Phase

As in CALAN, you can build roads, settlements, and cities on your

Cuts & Negatives adds new images that you can print.

Buidling a city wall requires: 2 brick

To build a city wall, you must pay 2 brick to the supply. Place the city wall under any city you own on the board. There are three restrictions on the

- You may only build city walls under cities—never under settlements.

Important: You are limited to the 3 city walls in your supply. You cannot build more than that.

Example: If you have 2 cities, each with a city wall, you may safely hold up to 11 cards in your hand without having to discard half of them when a "7" is rolled. If you have 12 resource cards

In this case, you must discard 6 of them.

- Building a knight requires: 1 wool + 1 ore
 - To build a knight, you must pay 1 wool and 1 ore to the supply.
 - You can only build basic knights. To improve their strength, you must promote them (see Promoting a knight on page 5). Here are the general rules for knights:
 - New knights always start inactive.
 - The distance rule does not apply to knights.
 - If your knight occupies an intersection on an opponent's road/trade route, that knight interrupts the route. Your road/trade route, that knight interrupts the route. Your opponent cannot build a road adjacent to that intersection.
 - Nor can they build anything on that intersection.
 - A knight interrupts a road/trade route if it stands on an

Buidling a knight requires: 1 wool + 1 ore



knight can take actions.

- A knight wearing a helmet is active. An active knight cannot take actions.

A small, ornate decorative element or pedestal at the base of the column.

Rights have two activation states:

- Knights have three strength levels:
 - A basic knight has 1 strength point (1-point banner).
 - A strong knight has 2 strength points (2-point banner).
 - A mighty knight has 3 strength points (3-point banner).

Basic Strong Knight



Kinghts

- The rules for trading resource cards in CATAN remain unchanged. They also apply to the new commodity cards. Commodity cards can be traded with other players or the supply. For trading purposes, these cards are interchangeable.
- Progress cards may never be traded at any time.

Trading

Cities & Knights adds new things that you can build:

Building a city wall requires: 2 brick

- To build a city wall, you must pay 2 brick to the supply. Place the city wall under any city you own on the board. There are three restrictions on the placement of city walls:
 - You may only build city walls under cities—never under settlements.

Supply. They can be rebuilt.

- If you lose a city with a wall, the city wall is also destroyed. Remove both from the board and put them back in your

- You may only build city walls under cities—never under settlements.
 - A city can only have 1 city wall.

Impoverish. You can't increase it in size. Only items in your supply.
You cannot build more than that.

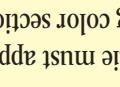
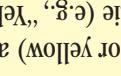
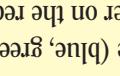
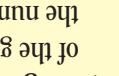
To build a knight, you must pay 1 wood and 1 ore to the supply. You can only build basic knights. To improve their strength, you must promote them (see Promoting a knight on page 5). Here are the general rules for knights:

Buidling a knight requires: 1 wool + 1 ore

City Resource Production	These terrains produce 1 commodity + 1 resource + 2 resources	A city on a: Produces 1 wool + 1 cloth 2 brick hills	Pasture 1 lumber + 1 paper 2 grain fields	mountain 1 ore + 1 coin
  <p>A city on a: Produces 2 brick hills</p>	  <p>These terrains produce 1 commodity + 1 resource + 2 resources</p>	  <p>A city on a: Produces 1 ore + 1 coin</p>	  <p>These terrains produce 1 lumber + 1 paper 2 grain fields</p>	  <p>Pasture 1 wool + 1 cloth 2 brick hills</p>

THE TURN IN DETA

I. Production Phase

A city on a: A city on a: A city on a:	Produces Products Products	Pasture Pasture Pasture	Barbarians Barbarians Barbarians
2 brick 2 hills 2 grain	2 fields 2 lumber + 1 paper 1 ore + 1 coin	1 wool + 1 cloth 1 lumber + 1 paper 1 ore + 1 coin	1 gold 1 gold 1 gold
  	  	  	  
2 barbarians 2 barbarians 2 barbarians	2 barbarians 2 barbarians 2 barbarians	2 barbarians 2 barbarians 2 barbarians	2 barbarians 2 barbarians 2 barbarians

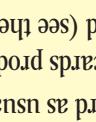
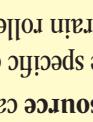
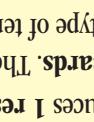
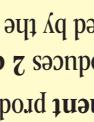
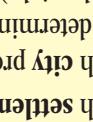
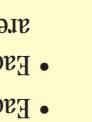
- Example:** After rolling the dice, the event die shows a yellow gate and the red die shows the number „1.“ The active player announces „Yellow - One.“ Any player whose yellow city improvement chart is at stage 1 or higher can draw 1 yellow progress card.

 - Each eligible player draws the topmost card from the progress card stack that matches the color on the event die. Start with the active player and continue clockwise. You may look at your cards, but keep them secret from your opponents until you play them. You may never have more than 4 progress cards in your hand (see Progress Cards on page 6).

3) Production. Add the red and the yellow dice together to determine which hexes produce. Each settlement produces 1 resource card as usual.

 - Each city produces 2 cards. The specific cards produced are determined by the type of terrain rolled (see the chart on the right).

Note: You are not allowed to substitute production. You must take 1 of each, never 2 of one and 0 of the other. Also, commodity cards go in your hand. They count when a „7“ is rolled and may be stolen by the robber.

- To be eligible, the number on the red die must appear on your flip chart in the corresponding color section

2) Progress Cards. Announce the color of the gate (blue, green, or yellow) and the number on the red die (e.g., “Yellow One.”). All players check to see if they are eligible to draw progress cards.

1) Ship. Move the barbarian ship along the barbarian track 1 space closer to Catán’s shore. When the ship reaches the last space on the track, the barbarians attack Catán (see Attack of the Barbarians on page 8).



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RULES



CITIES & KNIGHTS 3D EXPANSION CATAN®

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