

# CATAN

5-6 PLAYER EXTENSION

## TRADERS & BARBARIANS.






Welcome to **Catan-Traders & Barbarians 5-6 Player Extension™**! With this extension you can play all five exciting **Traders & Barbarian™** scenarios with up to six players. Now you'll face even more competition from your fellow settlers as you struggle to survive and prosper on the island of Catan!

## GAME COMPONENTS

- 43 game pieces
  - 12 knights (6 of each color)
  - 2 wagons (1 of each color)
  - 11 camels (bronze color)
  - 6 bridges (3 of each color)
  - 12 barbarians (bronze color)
- 24 cards
  - 2 cards for “The Fishermen of Catan”
  - 2 sets of cards for “Traders & Barbarians”
- 12 terrain tiles and fishing ground tiles
- 16 gold coin counters (8 small, 8 large)
- 2 Special “Poor Settler” cards/tiles
- 18 commodity tokens
- 14 fish tokens
- 1 rules booklet



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## WHAT YOU NEED

To play the scenarios in *Catan: Traders & Barbarians 5-6 Player Extension™* (T&B 5-6), you need the components and rules from:

*Catan®* base game

*Catan: Traders & Barbarians™* (T&B)

*Catan 5-6 Player Extension™* (Catan 5-6)

Except where noted in this booklet, the rules from those three products apply to the scenario extensions provided in T&B 5-6.

# THE FISHERMEN OF CATAN

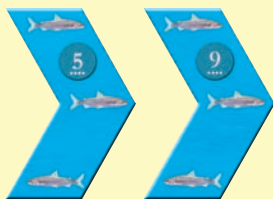
**Additional Components:** See illustration below

## Preparation

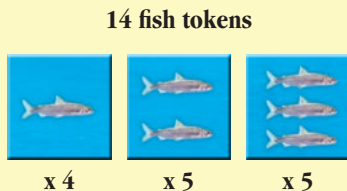
Replace the desert hexes with the two lake hexes. You cannot place the lake on the edge of the island (i.e., the coast). Mix all of the fish tokens from *T&B* and *T&B 5-6* together face down and place them near the resource cards. On each frame section, place a fishing ground tile on each coastal space that does not have a harbor.

## Additional Rules

You may not use fish tokens during the special build phase; other than that, the normal rules of this scenario from *T&B* apply.



2 fishing ground tiles  
(prod. #s: 5, 9)



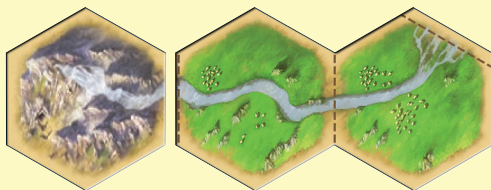
1 lake hex  
(prod. #s: 4, 10)



2 overview cards

# THE RIVERS OF CATAN

**Additional Components:** See illustration below



2 river tiles  
(a 3-hex river on 2 tiles)



12 bridges  
(3 of each color)



16 gold coins



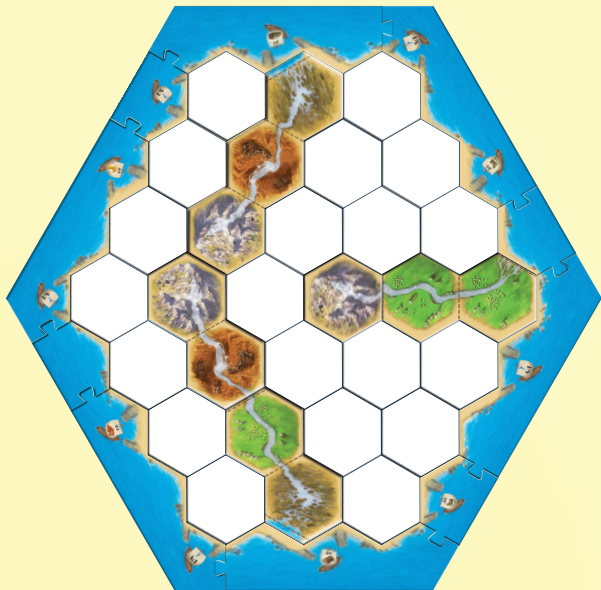
2 Poor Settler tiles

## Preparation

Assemble the frame and place the 5 river tiles as shown in the illustration at the right. Remove from play the following terrain hexes from your *Catan* and *Catan* 5-6: 3 mountains hexes, 2 hills hexes, 3 pasture hexes, 2 desert hexes. Use the remaining terrain hexes to create the rest of the island. Place all number tokens from *Catan* 5-6. The rule specifying that you place number token “2” on the hex with number token “12” does not apply.

## Additional Rules

During the special build phase, you may not use gold to purchase resources.



## THE CARAVANS

**Additional Components:** See the illustration on the right

### Preparation

Assemble the game board as shown in the illustration on the right; other than that, the rules of the *T&B 3-4* player scenario apply.



1 oasis hex

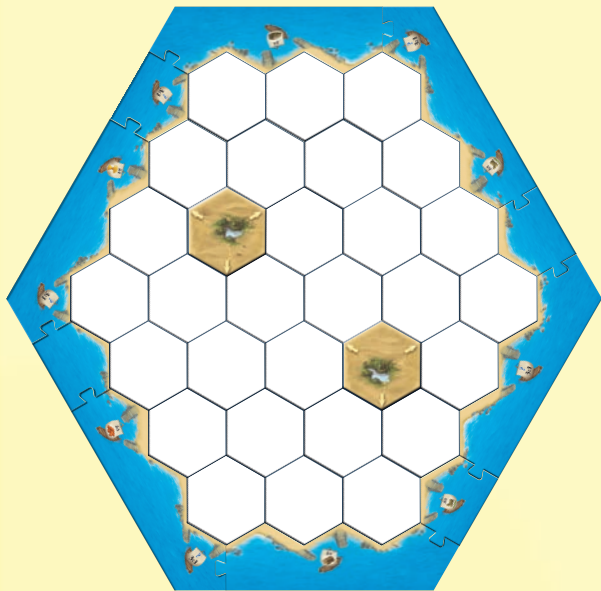


11 camels

### Additional Rules

If, after set-up, you build any settlements or upgrade any settlements to cities during your turn, 1 camel is placed after you finish your turn and before the special build phase begins. If, during the special build phase, one or more players build or upgrade any settlements to cities, another camel is placed after the special build phase is finished. If a camel is placed after the special build phase, the player who just finished their turn also starts the voting round. This player may also place the camel if the established voting procedures do not lead to a majority of votes for one player or several players combined.

There are two oases now, as starting points for a total of 6 caravans. When you place a new camel, you are free to decide from which oasis to start your caravan and which caravan you want to extend with the new camel.



## SCENARIOS

### BARBARIAN ATTACK

**Additional Components:** See the illustration on the right



1 oasis hex



12 knights  
(6 of each color)



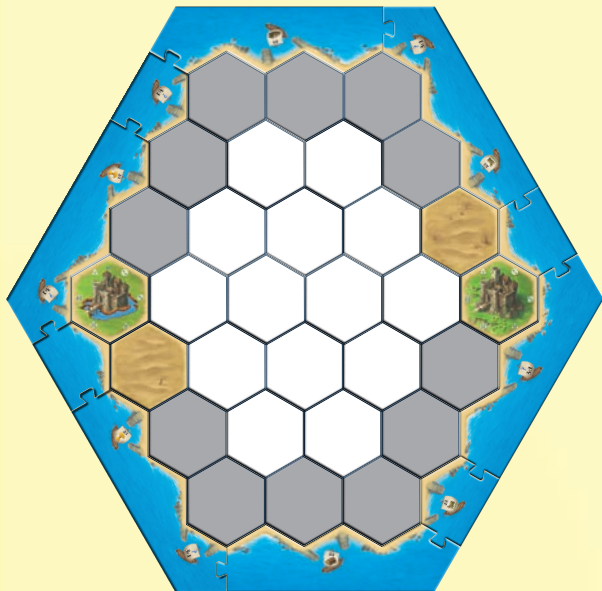
16 gold coins



12 barbarians

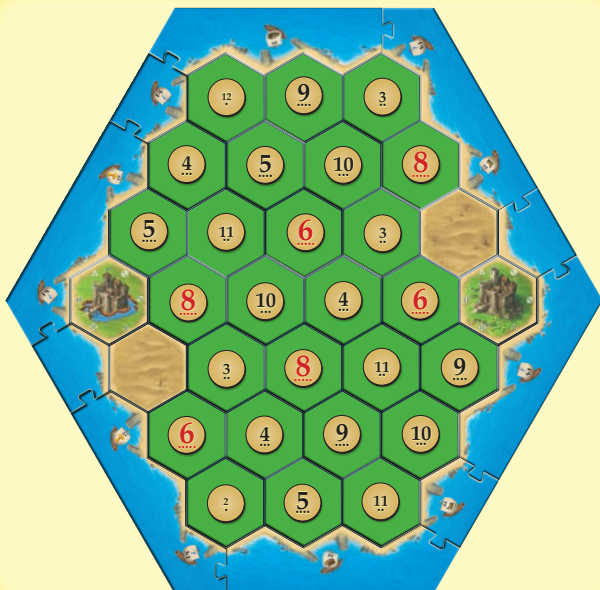
### Preparation

- Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown on the right. When aligning the castle hexes, make sure the edges marked with numbered shapes are oriented in the same direction. Randomly place the following hexes in the gray outer circle: 3 forest, 3 hills, 2 pasture, 2 mountains, and 2 fields.
- Place the inner terrain hexes:** Randomly place the following hexes in the white, inner area: 2 forest, 2 hills, 3 pasture, 3 mountains, and 4 fields. One forest hex and one pasture hex are not used.



## SCENARIOS

- **Place number tokens:** After placing the hexes, place the number tokens following the pattern shown on the right. Do not use one of the “2” tokens and one of the “12” tokens.
- Other than that, the rules of the *T&B* scenario apply.



### Additional Rules

#### Barbarians land on Catan

There are two coastal hexes with a “5” number token and two with a “9” number token. If a “5” or a “9” comes up when rolling for barbarians, a barbarian lands on each of the two hexes showing showing the corresponding number. The dice are rolled three times; that way, up to 5 barbarians may land on Catan during each barbarian attack.

#### Move your knights / Expel the barbarians

You move your knights at the end of your turn, after you finish trading and building. The special build phase starts after you have checked if a victory over the barbarians occurs.

## Special build phase

### Development cards / knights

As in the T&B 3-4 player version, you reveal and resolve your development cards immediately after purchase. If, during the special build phase, you play a “Knighthood” card to place a knight, you must move this knight away from the castle hex once you have finished all your activities during this special build phase; only then, the next player starts their turn in the special build phase. If you buy several cards and thus obtain several knights by using the “Knighthood,” you first must place all knights before you can move them.



### Your turn

These are the steps to follow during your turn in the special build phase:

- Build roads, settlements, and cities, and buy/use cards.
- The knights you placed after playing the “Knighthood” card must be moved away from the castle hex (for up to the maximum distance allowed; you may use grain).
- Engage in any combats that are triggered by placing or moving knights.

### Gold coins

During the special build phase, you may not use gold coins to acquire resource cards.

## Victory over the barbarians

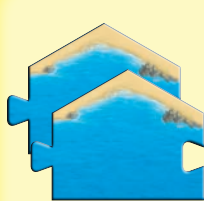
After each turn and after each building turn during the special build phase, check for a victory over the barbarians. Start with a hex to the left of one of the two castle hexes and continue checking in clockwise direction. Once you have checked all hexes on this side of the island, go to the hex to the left of the other castle hex and continue checking. It doesn't matter which castle hex you start with.



## SCENARIOS

# TRADERS & BARBARIANS

**Additional Components:** See illustration below.



2 frame pieces



1 castle hex



2 quarry hexes



2 glassworks  
hexes



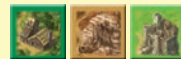
16 gold coins



10 baggage train cards



12 development cards



18 commodity  
tokens



2 wagons

## Preparation

- Assemble the frame as shown in the illustration on page 9, using the two new frame pieces and the frame pieces from *Catan* and *Catan 5-6*.
- Place the 3 quarry hexes, 3 glassworks hexes, 2 desert hexes, and the new castle hex as shown in the illustration. The new quarries and glassworks have a slightly different design than the corresponding hexes in *T&B*. The new hexes also allow you to build roads and settlements on the coast, which is necessary to reach certain harbors. Make sure to place these hexes next to frame pieces showing harbors. You should be able to reach all harbors, as shown in the illustration on page 9.
- Fill the free spaces of the island with terrain hexes, in random order. You need all terrain hexes from basic *Catan* as well as from *Catan 5-6*.
- Place the number tokens exactly as shown in the illustration on page 9. You need all of the number tokens from *Catan 5-6*.

**Note:** Because of the large number of hexes that require no number token, the number tokens cannot be distributed in alphabetical order as usual.



## SCENARIOS

- Place the commodity tokens produced by the castle beside the game board. Arrange the commodity tokens of the marble quarry into 3 stacks of approximately the same size and place one stack next to each quarry. Proceed accordingly for the commodity tokens of the glassworks. Should the card stack next to one of the quarries or glassworks become depleted during the game, you may also draw from either of the other two stacks—the individual stacks are not assigned to a particular trade hex. The arrows in the illustration below indicate the suggested locations for the stacks of commodity tokens.
- There are still only 3 barbarians in a game with 5 or 6 players. Place them on the paths marked with a black "X" in the illustration below.



## Additional Rules

### Building roads and settlements/cities

You may build roads on all paths, according to the usual rules. The quarry and the glassworks from *T&B* have 10 paths you can build roads on, and the corresponding hexes from *T&B* 5-6 have 12 such paths. All possible road building paths are marked in gray in the illustration at the right.

As always, you may not build a settlement on the central plaza intersection of a trade hex. You may build settlements/cities on the 4 intersections of the trade hexes from *T&B* that border on neighboring hexes, as long as you observe the distance rule. The same applies for the corresponding 6 intersections of the trade hexes from *T&B* 5-6. All potential settlement sites are marked in gray in the illustration on the right.



### A “2” or a “12” is rolled

When you roll a “2” or a “12” as your production roll, do not re-roll the dice—there are hexes showing these numbers.

### Special building phase

During the special build phase, you may **not** use gold to acquire resources.

During the special build phase, you may **not** move the wagon (or use it in any way), but you may upgrade the wagon.

## CARD DECK MANIFEST

The following is a breakdown of all of the cards included in *Catan: Traders & Barbarians 5-6 Player Extension*.

### Fishermen of Catan Deck

Rules Summary Card x2

### Traders & Barbarians Development Card Deck (26)

Knight x6

Road Building x3

Swift Journey x3

### Traders & Barbarians Baggage Train Cards (21)

10 baggage train cards numbered 1-5 x1 set per player

If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN expansion.



## CREDITS

**Design:** Klaus Teuber ([www.klausteuber.com](http://www.klausteuber.com))

**Art:** Michael Menzel, Volkan Baga, Harald Lieske

**Graphic Design:** Pete Fenlon, Michaela Kienle, and Ron Magin

**Production:** Ron Magin & Pete Fenlon

**Special Thanks:** Robert T. Carty, Jr., Coleman Charlton, Morgan Dontanville, Chris Funk, Alex Colón Hernández, Stephanie Newman, Donna Prior, Kelli Schmitz, and Tjampitjinpa (LSKC/61-8),

**Original Product Development:** Gavin Allister, Peter Bromley, Lee Calamaio, Robert T. Carty Jr., Coleman Charlton, Dan Decker, Pete Fenlon, Susan Hepler, Olivia Johnston, Nick Johnson, Emily Johnson Teuber, John McBrady, Marty McDonnell, Brigett Roznai, Joe Roznai, Larry Roznai, Loren Roznai, Guido Teuber, Bill Wordelmann, Elaine Wordelmann, Alex Yeager, and Gero Zahn

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