Hills produce brick forest produces lumber, mountains produce ore, fields produce grain, pasture produces wool, desert produces {}/nothing.

The oldest player goes first.

Resource Production

Trade

With other players

With the bank

Build

Road

Settlement

City

Special cases

Rolling a 7

Discard

Move the robber and block a hex

Steal a resource from a player

Resource Production

Trade

With other players

With the bank

Build

Road

Settlement

Island settlement 3 VPs—settlement+2 VPs from Catan chits in Seafarers

City

Ship

Wonder of Catan—Scenario 8 the wonders of Catan S

City improvement

City wall

Knight point KP

Cannoneer

Cavalry

Special cases

Rolling a 7

Discard

Move the robber and block a hex

Steal a resource from a player

Attack of the barbarians

Resources

Brick, lumber, ore, grain, wool, bolts of cloth in Scenario 6 cloth for Catan S

Important numbers and adjustable parameters

Distance rule—2 or 1 (Legend of the Sea Robbers)

Bank trade rate—4 or 3 (Legend of the Conquerors)

Progress card limit—4 or 5 (Legend of the Conquerors)

Tricky things in CK

The

robber cannot be moved until after

the barbarians reach the island of

Catan for the first time. Until the

first barbarian attack, if you roll

a “7”, all players must check if

they are holding too many cards

as usual; however, you do not

move the robber from the desert

and you do not steal a card from

another player. Further, you are

not allowed to move the robber by

playing of any progress cards (like

the Bishop) or knight actions until

after the first barbarian attack.

A knight may be activated on the same turn it was built; however, the knight may not perform an action on that same turn.

A knight may only be promoted once per turn. (except in Legend of the Conquerors)

Some progress cards specifically mention “resources” or

“commodities.” These cards can only affect the type of

material they specifically mention.

There is one restriction on the purchase of improvements,

however. 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 11.)

If the barbarians pillage your city (i.e., reduce it to a

settlement), the city wall is also destroyed. You must remove the

city wall from the board.

Aqueduct (green): If, when the dice are rolled for

production, you do not receive any resources or

commodities, you may take any one resource of your choice

from the bank. You many not, however, use this ability when

a “7” is rolled.

The first player who achieves the fourth level of improvement

in any one of these 3 areas (the bank, the cathedral, or the

theater) may place one of the metropolis gates on any one of

their own cities on the board. You may take the metropolis only

if no other player already controls the fourth level improvement

of that color, for there can be only 1 metropolis for science,

trade, or politics. When you acquire a metropolis, place the

metropolis token of the appropriate color on your flip-chart to

show which area is associated with your metropolis.

You may build more than one metropolis. If you are the first

player to reach the fourth level of improvement in more than

one area (or if you reach the fifth level, thereby taking another

player’s metropolis away), you may place another metropolis

gate on one of your cities. But, you may not purchase any

improvements beyond the third level of a given color unless you

have a city where you could build a metropolis. If you do not

have such a city on the board, you must wait until you have built

at least one more city.

All progress cards may only be played after you

roll the dice (exception: the “Alchemist”).

Victory point cards must be played immediately when

drawn. The Spy may not steal them, and they cannot be

hidden in your hand. These cards do not count toward your

hand limit of 4 cards.

You may never hold more than four progress cards in your

hand. If you draw a fifth progress card, and you cannot play

it because it is not your turn, you must discard one card (of

your choice) to the bottom of the appropriate stack.

So in other words you must end your turn with 4 or less progress cards. You can start your turn with more than 4 progress cards, but you must end your turn with 4 progress cards.

Progress cards may be played on the same turn they

are drawn.

However, knights do not have to observe the distance rule.

Knights can be placed to block construction of other players, and

they can also be used to break another player’s “longest road.”

Knights serve you in 2 ways. First, they help protect Catan

from the barbarian army (See “Attack of the Barbarians” on

page 11). Second, your active knights can perform one action

during your turn. Each knight may perform any 1 of the actions

each turn. A knight may not be activated and then perform

an action on the same turn. A knight can, however, perform

an action and then be activated again later on the same turn

(although this knight cannot perform another action on the

same turn). When a knight performs an action, turn the knight

token over to the inactive side. To activate that knight again, you

must pay one grain.

You may move an active knight to another intersection. In

order for the knight to move, you must have built roads linking

the intersection the knight is moving from to the intersection

that it is moving to.

An intersection may only be occupied by one knight at a

time. However, a moving knight may pass through any number

of intersections that are occupied by pieces of the same color

(assuming that they are all connected by roads, as above).

After you have moved the knight, it becomes inactive.

If you wish to build a settlement on an intersection occupied

by one of your knights, then you must first move the knight. If

there is no empty intersection for you to move your knight to,

then it may not move and you may not build at that intersection.

On your turn, you

may move one of

your active knights to

an intersection that

is occupied by one of

your opponent’s knights. This is called “displacing” a knight. You

may only displace a knight if it is weaker than the knight that

you are moving. Thus, a strong knight can only displace a basic

knight, and a mighty knight may displace a basic or a strong

knight. A basic knight may never displace another knight.

The owner of the displaced knight must move this knight to

any empty intersection that is connected, by roads, to the place

from which it was displaced. The status of the displaced knight

(active or inactive) does not change.

If there is no empty intersection for the displaced knight to

move to, it is removed from the board.

You may not displace your own knights.

After you displace an opponent’s knight, move your

(displacing) knight to the displaced knight’s former intersection.

Your knight is then turned over to it’s inactive side.

You may use one of

your active knights to chase away the robber. Any knight may

do so, regardless of its strength. A knight may only chase away a

robber if the robber is on one of the three hexes adjacent to that

knight.

When you chase away the robber, move it to any numbered

hex and steal one resource from any player who has a settlement

or city adjacent to that hex (as if you had played a knight card

from the Catan base game development deck). After you chase

away the robber, your knight is turned over to its inactive side.

Catan is in constant

danger of attack from

the barbarians that live

across the sea. Each turn

the event die shows a

black ship, the barbarian

navy moves one space

closer towards Catan. (exception Legend of the Conquerors when 7 and black ship).

When the ship reaches the red-circled space that depicts

barbarians landing on the shore,

the barbarians attack Catan! In Legend of the Conquerors its when it reaches an axe.

When the barbarians attack, follow

these steps:

The strength of the barbarians

is equal to the number of cities

(including metropolises) owned by

all players. Add up all of the cities owned by all of the players

anywhere on the island to determine this strength.

All active knights of all players (even those who do not own

any cities) will defend against the barbarians. Only the active

knights are counted, the inactive knights do not assist in

defending the island in any way. Remember that the strength

of each knight is based upon its type: basic (1), strong (2),

or mighty (3). Sum up the value of all the active knights to

determine the strength of the defending army.

There are 2 possible outcomes of this battle:

• If the barbarians are stronger, they are victorious! If the

barbarians win the battle, they pillage one or more cities.

Pillaged cities are reduced to settlements (replace the city

piece with a settlement). The barbarians pillage one city

belonging to the player who had the lowest total strength of

active knights when the barbarians attacked. Any player who

contributed no knights are automatically considered to have

the lowest total strength of active knights. If various players

tie for having the lowest total strength of active knights,

each of those players loses 1 of their own cities.

Important: When determining which player has contributed

the weakest group of knights, do not count any player who

has no cities or any player who has only metropolises. These

players are immune to the effects of the barbarian attack.

If the barbarians pillage a city that has a city wall, the city

wall is destroyed and removed from the board.

If the knights have a strength equal to or greater than the

barbarians, the knights win and Catan is saved! The player

with the highest total strength of active knights (this will

not always be the greatest number

of knights) will be declared the

“Defender of Catan!” As a reward,

that player is presented with one

“Defender of Catan” victory point

(VP) cards. Each VP card is worth

1 VP and is placed face-up in front

of the player. If 2 or more players

tie for the highest total strength

of knights, no player is declared

Defender of Catan, and no one

receives a VP card. Instead, each of

the players who tie for the highest

strength draws the top card from

any 1 of the 3 progress card stacks

(his choice). In clockwise order,

each eligible player selects 1 card,

starting with the player who rolled

the dice this turn.

Regardless of the outcome of the attack, the barbarian ship

is returned to its starting position. All knights on the board

are turned so that their inactive (black & white) side faces up.

Starting with the next player’s turn, the barbarians will begin a

new journey to the rich island of Catan.

Losing Your Last City

If you are unfortunate enough to have your last city

pillaged by the barbarians, you are allowed to keep any city

improvements that you may have built before the attack. You

also keep all of your progress cards. You may continue to draw

and play progress cards normally. Note, however, that you may

not build any additional city improvements until you have built

at least one city. Once you own a city again, you may continue to

purchase city improvements normally.