There’s Cities and Knights on Catan extended by Seafarers (S). On Traders and Barbarians (TB) adds friendly robber, Catan event cards, a few interesting scenarios camels, wagons, etc. Explorers and Pirates adds additional complexity. Those are the 5 games. Cities and Knights (CK) adds complexity. Explorers and Pirates (EP) add complexity. They are one group. Seafarers and Traders and Barbarians add scale to the game. They don’t really introduce new game mechanics, but they alter the way the game is played. CK and EP don’t add much, they go deeper with that already there. TB and S add more things. S adds space and sea and land, TB adds camels and wagons and rivers and fisherman. S and TB are very combinable. 2 examples are you cant just make the board bigger from S and add the friendly robber from TB. They add balance changes to prevent the game from getting unbalanced. For basically any Catan game you can make the board bigger and add the friendly robber. Contrast that with Explorer’s and Pirates where you have new things that are not really for combination. So if there is something that you cant combine, its probably from CK or EP. You can’t combine CK with EP. You can combine S with CK and TB. So you can play S, CK, and TB at the same time.