



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 *CATAN – Traders & Barbarians*™ 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!

NOTE: This 2023 revision of *CATAN – Traders & Barbarians 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

- 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* (aka *Traders & Barbarians 5-6*), you need the components and rules from:

CATAN

CATAN – Traders & Barbarians™ (aka
Traders & Barbarians)

CATAN 5-6 Player Extension™ (aka *CATAN 5-6*)

New Rules for 5-6 Players

Traders & Barbarians 5-6 uses paired player rules, which are explained in detail in *CATAN 5-6*.

SCENARIOS

THE FISHERMEN OF CATAN

Additional Components: See illustration below



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



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

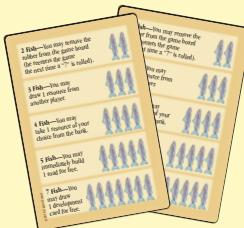
14 fish tokens



x 4

x 5

x 5



2 overview cards

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 *Traders & Barbarians* and *Traders & Barbarians 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

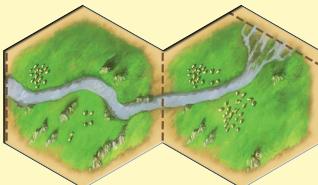
Player 2 may use fish tokens during their build phase.

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



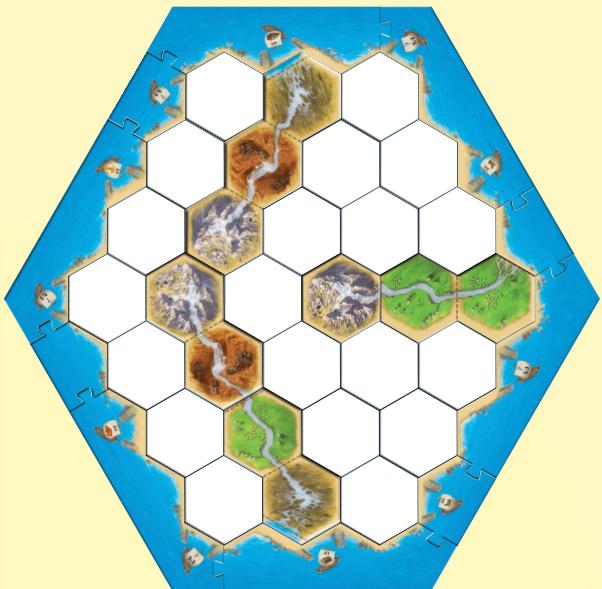
2 Poor Settler tiles

Preparation

Assemble the frame and place the 5 river tiles as shown in the illustration on 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

Player 2 may use gold to purchase resources during their build phase.



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 *Traders & Barbarians* player scenario apply.



1 oasis hex



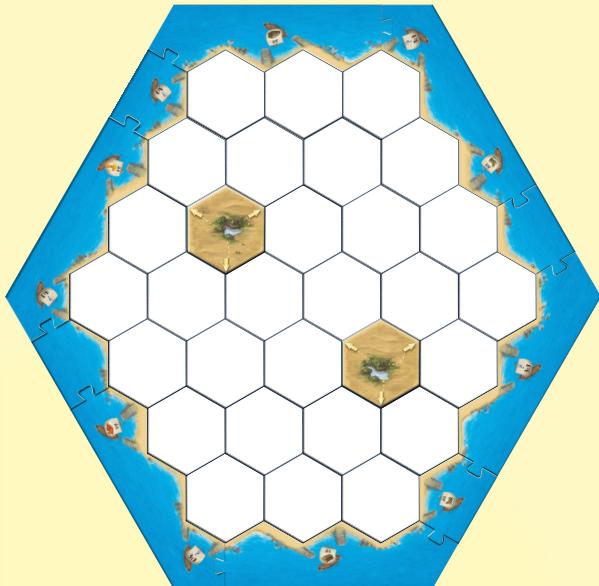
11 camels

Additional Rules

During **player 1's** turn, the rules for placing camels and holding a voting round work as in *Traders & Barbarians*.

Once **player 1's** turn is over, **player 2** may now take their turn. The rules for placing camels and holding a voting round work as in *Traders & Barbarians* with **player 2** considered to be the player just finishing their turn.

There are two oases available now as caravan 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.



BARBARIAN ATTACK

Additional Components: See the illustration on the right

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 pastures, 3 mountains, and 4 fields. One forest hex and one pasture hex are not used.
- **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 *Traders & Barbarians* scenario apply.



1 oasis hex



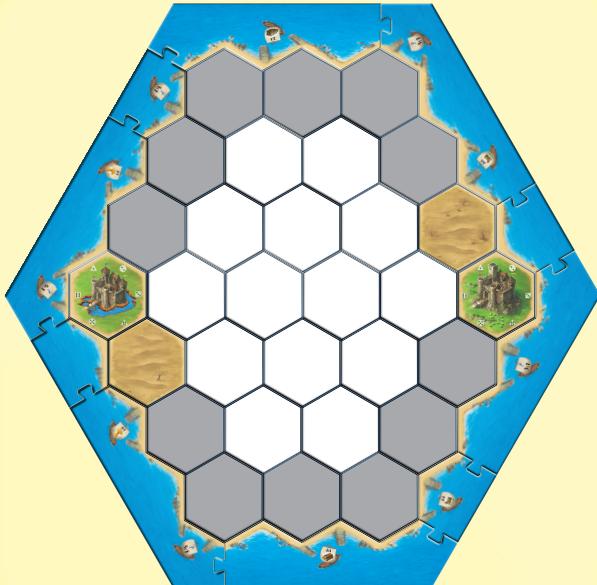
12 knights
(6 of each color)



16 gold coins



12 barbarians



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 with the corresponding number. The dice are rolled three times; that way, up to 5 barbarians may land on Catan during each barbarian attack.

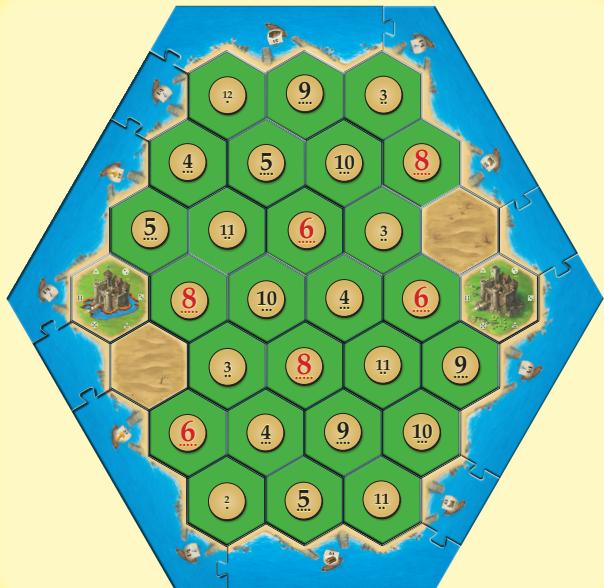
Victory over the barbarians

At the end of **player 1's** turn and again after **player**

2's turn, check for a victory over the barbarians. Start with the coastal hex clockwise from one of the two castle hexes and check each coastal hex in a clockwise direction. Once you have checked all hexes on that side of the island, go to the hex clockwise from the other castle hex and continue checking. It doesn't matter at which castle hex you start.

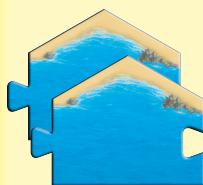
Gold coins

Player 2 may use gold to purchase resources during their build phase.



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 8, 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 *Traders & Barbarians*. 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 8.
- Fill the free spaces of the island with terrain hexes, in random order. You need all terrain hexes from CATAN as well as from *CATAN 5-6*.
- Place the number tokens exactly as shown in the illustration on page 8. 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 *Traders & Barbarians* have 10 paths you can build roads on, and the corresponding hexes from *Traders & Barbarians* have 12 such paths. All possible road building paths are marked in gray in the illustration on 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 *Traders & Barbarians* that border on neighboring hexes, provided you observe the distance rule. The same applies for the corresponding 6 intersections of the trade hexes from *Traders & Barbarians* 5-6. All potential settlement sites are marked in gray in the illustration on the right.

A “2” or a “12” is rolled

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

Gold coins

Player 2 may not use gold to purchase resources during their build phase.

Moving your wagon

Player 2 may move the wagon (or use it in any way) and may upgrade the wagon.



CARD DECK MANIFEST

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

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 extension.



CREDITS

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RULES

PAIRED PLAYER CHARTS

The following charts are a quick reference guide for what each player can do on their part of each turn for every scenario.

FISHERMEN OF CATAN

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● May take actions using fish tokens	● May take actions using fish tokens

THE RIVERS OF CATAN

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● May use gold to purchase resources	● May use gold to purchase resources

THE CARAVANS

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Place camels and hold a voting round	● Place camels and hold a voting round

RULES

BARBARIAN ATTACK

 Player 1	 Player 2
◆ Roll for production (mandatory)	
◆ Trade with other players and the supply	◆ Trade with the supply only
◆ Build	◆ Build
◆ May use gold to purchase resources	◆ May use gold to purchase resources
◆ Move your knights	◆ Move your knights
◆ Expel the barbarians	◆ Expel the barbarians

TRADERS & BARBARIANS

 Player 1	 Player 2
◆ Roll for production (mandatory)	
◆ Trade with other players and the supply	◆ Trade with the supply only
◆ Build	◆ Build
◆ May use gold to purchase resources	◆ May use gold to purchase resources
◆ Upgrade/move wagon	◆ Upgrade/move wagon