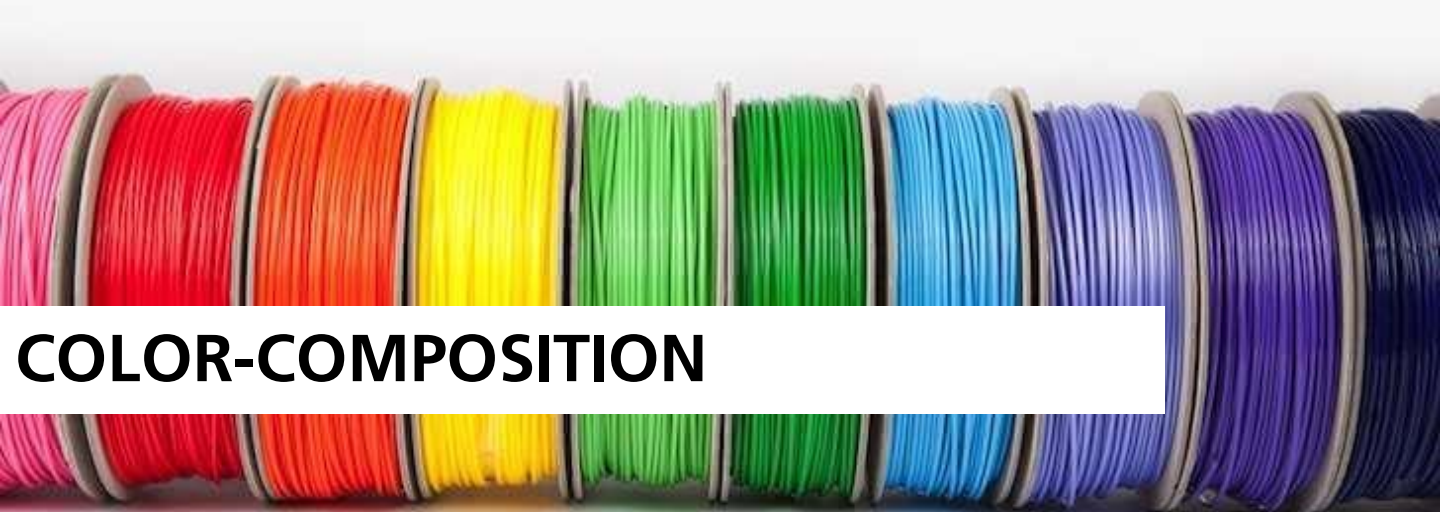


# COLOR-COMPOSITION

Heres a composition of all colors that I used for my city & knights 2.0 expansion. There are no specific filaments mentioned, only the approximate colors I used to help you to get a simular look.

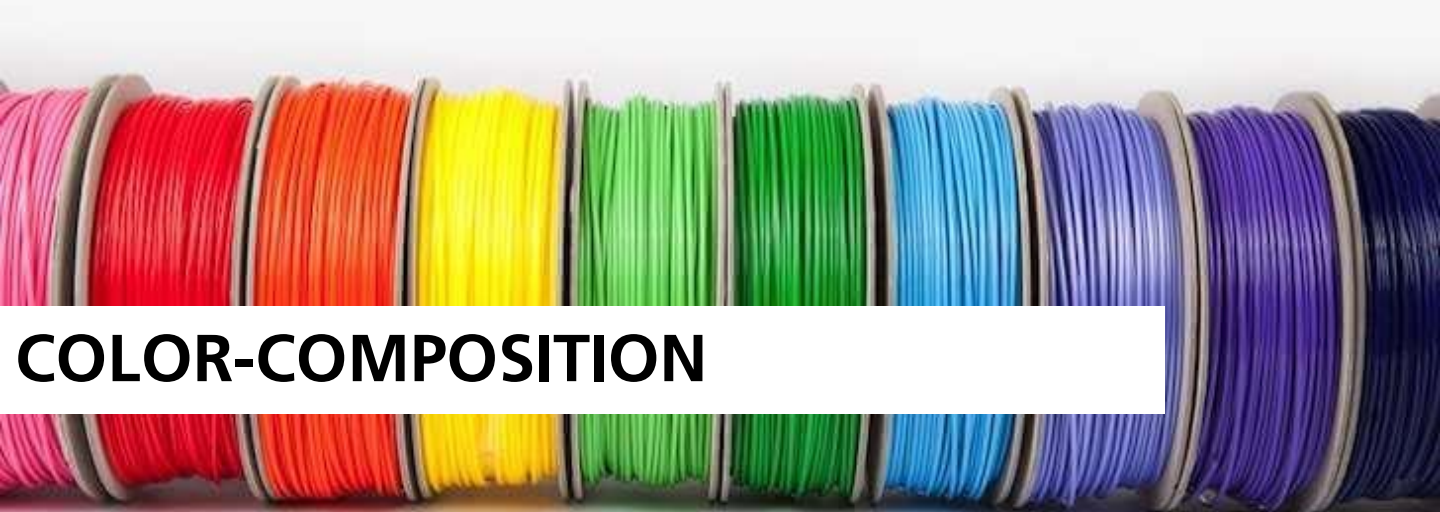
Nr.	Color	Approximate filament color
1	Red	
2	Gold	
3	White	
4	Green	
5	Grey	
6	Yellow	
7	Blue / green	
8	Turquoise	



# COLOR-COMPOSITION

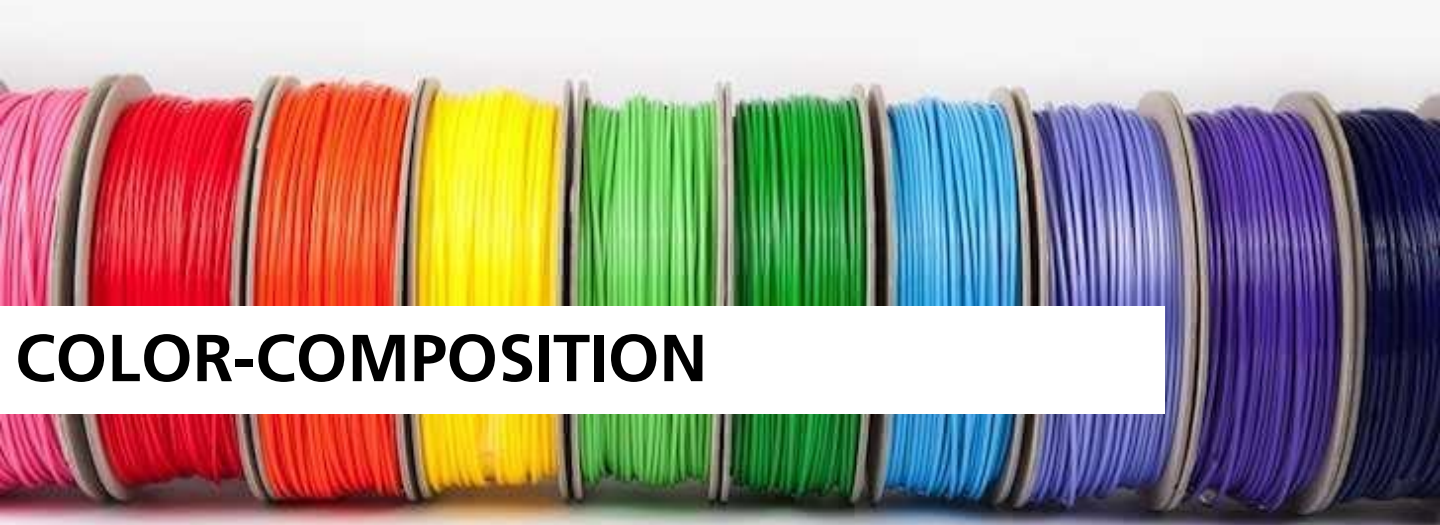
The following list shows all the models and the colors used for their parts:

Model (linked)	Filename & used color (compare first page)
<a href="#">Barbarian counter</a>	barbarian_counter_1: <b>7</b> barbarian_counter_2: <b>3</b> barbarian_counter_3: <b>1</b> barbarian_counter_4: <b>8</b>
<a href="#">Barbarian ship</a>	barbarian_ship_1: <b>7</b> barbarian_ship_2: <b>1</b> barbarian_ship_3: <b>3</b>
<a href="#">Trader ship</a>	trader_ship_1: <b>same colors as your different player parts</b> trader_ship_2: <b>3</b> trader_ship_3: <b>7</b>
<a href="#">City-wall</a>	city-wall_1: <b>5</b> city-wall_2: <b>2</b> city-wall_3: <b>1</b>
<a href="#">Knight I</a>	knight_I_1: <b>5</b> knight_I_2: <b>same colors as your different player parts</b> knight_I_3: <b>2</b>
<a href="#">Knight II</a>	knight_II_1: <b>5</b> knight_II_2: <b>same colors as your different player parts</b> knight_II_3: <b>2</b>
<a href="#">Knight III</a>	knight_III_1: <b>5</b> knight_III_2: <b>same colors as your different player parts</b> knight_III_3: <b>2</b>
<a href="#">Knight activator</a>	knight_activator_1: <b>3</b> knight_activator_2: <b>5</b> knight_activator_3: <b>2</b>
<a href="#">Counter politics</a>	politics_1: <b>7</b> politics_2: <b>5</b> politics_3: <b>2</b> politics_4: <b>3</b>
<a href="#">Politics town hall (2)</a>	town_hall_1: <b>7</b> town_hall_2: <b>2</b> town_hall_3: <b>5</b>
<a href="#">Politics church (3)</a>	church_1: <b>7</b> church_2: <b>2</b> church_3: <b>5</b>



# COLOR-COMPOSITION

Model (linked)	Filename & used color (compare first page)
<a href="#">Politics fortress (4)</a>	fortress_1: <b>7</b> fortress_2: <b>2</b> fortress_3: <b>5</b>
<a href="#">Politics cathedral (5)</a>	cathedral_1: <b>7</b> cathedral_2: <b>2</b> cathedral_3: <b>5</b>
<a href="#">Politics council of catan (6)</a>	council_of_catan_1: <b>7</b> council_of_catan_2: <b>2</b> council_of_catan_3: <b>5</b>
<a href="#">Counter science</a>	counter_science: <b>4</b> counter_science_1: <b>5</b> counter_science_2: <b>2</b> counter_science_3: <b>3</b>
<a href="#">Science abbey (2)</a>	abbey_1: <b>4</b> abbey_2: <b>2</b> abbey_3: <b>5</b>
<a href="#">Science library (3)</a>	library_1: <b>4</b> library_2: <b>2</b> library_3: <b>5</b>
<a href="#">Science aqueduct (4)</a>	aqueduct_1: <b>4</b> aqueduct_2: <b>2</b> aqueduct_3: <b>5</b>
<a href="#">Science theater (5)</a>	theater_1: <b>4</b> theater_2: <b>2</b> theater_3: <b>5</b>
<a href="#">Science university (6)</a>	university_1: <b>4</b> university_2: <b>2</b> university_3: <b>5</b>
<a href="#">Counter trading</a>	trading_1: <b>6</b> trading_2: <b>5</b> trading_3: <b>2</b> trading_4: <b>3</b>
<a href="#">Trading market (2)</a>	market_1: <b>6</b> market_2: <b>2</b> market_3: <b>5</b>
<a href="#">Trading craft (3)</a>	craft_1: <b>6</b> craft_2: <b>2</b> craft_3: <b>5</b>
<a href="#">Trading guild (4)</a>	guild_1: <b>6</b> guild_2: <b>2</b> guild_3: <b>5</b>



# COLOR-COMPOSITION

The following list shows all the models and the color used for their parts:

Model (linked)	Filename & used color (compare first page)
<a href="#">Trading bank (5)</a>	bank_1: <b>6</b> bank_2: <b>2</b> bank_3: <b>5</b>
<a href="#">Trading commercial center (6)</a>	commercial_center_1: <b>6</b> commercial_center_2: <b>2</b> commercial_center_3: <b>5</b>
<a href="#">Monopole</a>	monopole_1: <b>depends on the version (see text below)</b> monopole_2: <b>2</b> monopole_3: <b>5</b>

## Monopolies / Metropolis with different roule-sets (German & English)

There are two versions of the game. One is the newer German version (I built my game according to this one) and one is the older English version. In both versions the Metropolis-pieces, that I called "monopolies" are used in a different way.

### German version:

Each player gets 3 Metropolis-pieces for his player-color. The colors of the Metropolises do not correspond to the colors of the development-aspects (yellow, green and blue)! If I for example play with the color blue, then each Metropolis I build on the board has the color blue as well. To check for which development-color it stands, you have to check the development-steps of all the players. This version makes it easier to see on the board to which player a Metropolis belongs but it makes it more difficult to see for which development-aspect (science = green, trade = yellow, politics = blue) it stands.

### English version:

In this version there are only 3 Metropolises in the whole game. Each one with the color of the corresponding development-aspect (yellow, green and blue). If you have the right to build a Metropolis, you choose the color of that development-aspect and place it on the board. That makes it easier to see for which development-aspect the Metropolis stands but more difficult to see to which player it belongs.

### My recommendation ist the following:

- If the colors of your player-pieces are different from yellow, green and blue, use the English roules and only print 3 Metropolis-pieces with the colors green, yellow and blue (Filename: monopole\_1)
- If some of the colors of your player-pieces are yellow, green or blue, then choose the German roules and print 3 Metropolis-pieces with the player-colors for each player (Filename: monopole\_1)

Good luck with your prints and don't forget to post your makes! ☺