

CATANTM

TRADERS & BARBARIANS

BY KLAUS TEUBER

VARIANTS & CAMPAIGN SCENARIOS

CATAN

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VARIANTS & CAMPAIGN SCENARIOS

Dear Players,

Ten years ago, after publishing “Cities & Knights,” I was asked if there would be a third expansion of the Basic Game. I answered in the negative at that time, because I thought that all wishes to experience more in Catan had been fulfilled. With “Seafarers,” the game was extended spatially, and “Cities & Knights” provided it with greater depth.

At the beginning of 2006 we started a survey in the Catan Online World where, among other things, we asked the citizens of this virtual game world which games they would want the most. “Variants of the Basic Game” appeared at the very top of the wish list.

This vote encouraged me to consolidate and further develop ideas for interesting variants and expansions that had piled up in my drawer during the past 10 years. The outcome is what you are holding in your hands now!

A Campaign with 5 scenarios opens up entirely new challenges and possibilities to experience the Basic Game in a new fashion, and well-established variants offer alternatives to adapt the game to one’s own needs.

Hence, the third expansion is all about “Variants of the Basic Game,” and in the last two scenarios of the Campaign it also offers a game depth that almost comes up to the standard of “Cities & Knights.”

It is impossible to satisfactorily resolve an expansion of this scope all by oneself. I therefore want to sincerely thank all those fellow settlers mentioned under “Rule Testing and Advice” at the end of this instruction, for their valuable help.

I wish you lots of fun with Traders & Barbarians!

— Klaus Teuber, February 2007



You can find further information on the Internet at:

www.catan.com

www.mayfairgames.com

www.universityofcatan.com

www.klausteuber.com

GAME COMPONENTS

- 98 game pieces
 - 24 knights (6 of each color)
 - 12 bridges (3 of each color)
 - 4 wagons (1 of each color)
 - 36 barbarians (bronze color)
 - 22 camels (brown color)
- 120 cards
 - 1 set of cards for “Catan Event Cards” variant
 - 4 cards for “The Fishermen of Catan” scenario
 - 1 set of cards for “Barbarian Attack” scenario
 - 2 sets of cards for “Traders & Barbarians” scenario
- 17 terrain tiles, fishing ground tiles, and sea frame pieces
- 40 gold coin counters (25 small, 15 large)
- 3 Special Cards/Tiles: “Harbormaster,” “Wealthiest Settler,” and “Poor Settler” (4 copies)
- 21 Catan chits
- 36 commodity tokens
- 30 fish tokens
- 1 variants & scenarios rules booklet



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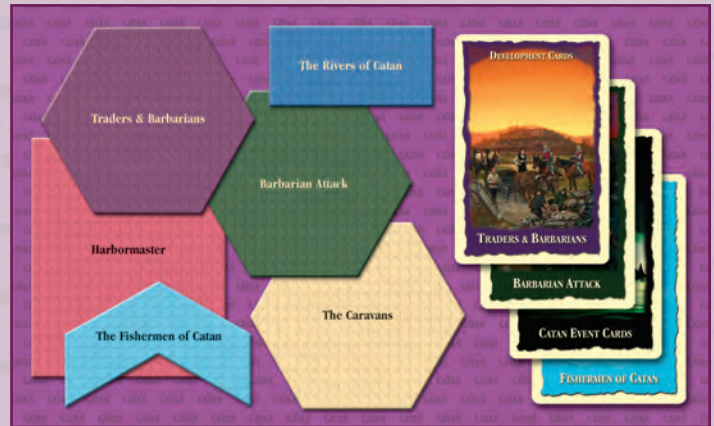
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* — These scenarios differ significantly from those previously published with the same names. Both have expanded rules; the first has an added lake, while the second has more river hexes. Read the rules for each of these scenarios carefully before beginning play.

BEFORE YOUR FIRST GAME

Carefully detach the die-cut cardboard pieces from the frames. On the backs of the larger pieces, you will find the name of the corresponding variant or scenario. The color of each back serves as an additional distinguishing characteristic—each variant/scenario has a unique corresponding color. You can also find those colors on the card backs.

- Variant “The Friendly Robber:”Gray
- Variant “Catan Event Cards:”Black
- Variant “Harbormaster:”Red
- Variant “Catan for Two:”Light Green
- Scenario “The Fishermen of Catan:”Sea Blue
- Scenario “The Rivers of Catan:”Dark Blue
- Scenario “The Caravans:”Tan
- Scenario “Barbarian Attack:”Dark Green
- Scenario “Traders & Barbarians:”Purple



NOTE

The variants can be used and combined with each other as well as with the *Traders & Barbarians* (T&B) scenarios, with *Catan: Seafarers*, scenarios, and to a certain extent with *Catan: Cities & Knights*. For some variant/scenario combinations, the rules have to be slightly modified or adapted. Such adaptations of rules are specified in each of the respective variants and scenarios.

VARIANTS

THE FRIENDLY ROBBER

What’s going on in the forest of Catan? Strange stories are coming out of the dark woods of the Black Forest, hinting that Isebold and his dreaded robbers have disappeared without a trace, and that a young lad has taken his place. His name is said to be Rob de Hood, and supposedly he is only taking from rich travelers. Poor devils are allowed to move on...

- Duration of the Game:**according to scenario
- Additional Components:**none

WHAT IT IS ABOUT

Who hasn’t experienced the frustration of having the robber moved next to one of your settlements early in the game? Not only may you lose a resource, but the robber blocks crucial resource production until a “7” is rolled or a Knight Card is played. The “Friendly Robber” variant protects you from the robber until you have more than 2 victory points.

THE RULE CHANGE

When a “7” is rolled or a Knight Card is played, the robber may **not** be moved to a terrain hex that is adjacent to a settlement of a player who only has 2 victory points.

If, because of this rule, the robber has no valid terrain hex to move to, the robber moves to (or remains on) the desert hex. In this case, a Resource Card may **not** be taken from any player who only has 2 victory points.

When using this rule, you still lose half of your Resource Cards when a “7” is rolled and you have more than 7 Resource Cards.

TIPS FOR PLAYING THIS VARIANT

This variant should always be used when playing in a family circle, particularly when children are participating in the game.

POSSIBLE COMBINATIONS

This variant can be combined with all other T&B variants, T&B scenarios, and *Seafarers* scenarios, without rule changes.

CATAN EVENT CARDS

“Every man is the architect of his own fortune”—this proverb is true also in Catan. Pick up the dice and challenge fortune each time anew! Of course, sometimes one will be at odds with the forces controlling fate, when one’s own numbers won’t come up and fortune only smiles on the other players.

But now it seems that so-called “scientists” have succeeded in making “fortune” a more calculable affair—by applying statistical methods. And it actually seems to work! Although, from what one hears, the use of mathematics also has unpleasant consequences: It is no longer possible any more to excuse one’s own defeat by saying that one’s numbers didn’t come up...

Duration of the Game:according to scenario

Additional Components:



WHAT IT IS ABOUT

These cards replace the dice! On your turn, you don’t roll the dice, but instead you turn the top card of the Event Card deck face up. The number on the circular chit on the card determines which terrain hexes produce resources.

That face-up card may also trigger a particular event. There are a total of 11 different events, and almost half of the cards have events.

The statistically correct distribution of the numbers on the cards reduces the randomness produced by dice rolls. However, in exchange, the events inject new elements of chance into the game—thus producing a slightly different ambience.

SPECIAL PREPARATION

Separate out the “Brief Rules” card and the “New Year” card.

- a) Shuffle the remaining 36 cards.
- b) Place 5 of the shuffled cards face down to start the Event Card deck.
- c) Place the “New Year” card face down on top of these 5 cards.
- d) Place the remaining shuffled cards face down on top of the “New Year” card.

You have prepared the Event Card deck and are ready to begin play. Each turn, reveal the top Event Card, then resolve any event shown first, and finally produce resources using the number on the circular chit on the card.

When the “New Year” is revealed, repeat the preparation process above to create a new Event Card deck (then reveal the top card, resolve any event, and produce resources using the number on the new card).

***Note:** Each time the deck is prepared, 5 cards are excluded from play until the next time the deck is prepared. This creates some uncertainty to the final resource rolls as the deck runs out. If having a perfect dice distribution is more important to you, feel free to play through all 36 cards without the “Year Card,” and simply reshuffle when all cards have been used!*

ADDITIONAL RULES

Robber Attacks! (Prod. #s: 6x “7”)

1. Each player with more than 7 cards must discard half (rounded down).
2. Move the robber. Draw a random resource card from any 1 player with a settlement and/or city next to the robber’s new hex.

Epidemic (Prod. #s: “6” and “8”)

Each player receives only 1 resource for each of his cities that produces this turn.

***Cities & Knights:** You may not take a commodity card.*

Earthquake (Prod. #: “6”)

Each player turns 1 (maximum) of his roads sideways. You may not build roads until your turned road is repaired. The repairs cost 1 lumber and 1 brick. Roads turned sideways are still counted towards the “Longest Road.”



Good Neighbors (Prod. #: “6”)

Each player gives the player to his left 1 resource of the giver's choice (if he has one).

Cities & Knights: *Instead of a resource, you may give a commodity. You must give a commodity if that's all you have in your hand.*

Tournament (Prod. #: “5”)

The player(s) with the most knight (or soldier) cards revealed takes 1 resource of his choice from the bank.

Cities & Knights: *The player(s) with the most active knight points takes a resource card. You may not take a commodity card.*

Trade Advantage (Prod. #: “5”)

The player with the “Longest Road” card (if not claimed, the player with more roads than any other player) may take one resource card from any player. You may not take a development card.

Cities & Knights: *You may not take a progress card.*

Calm Sea (Prod. #s: “9” and “12”)

The player(s) with the most harbors receives 1 resource card of his choice.

Cities & Knights: *You may not take a commodity card.*

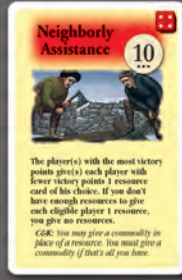
Robber Flees (Prod. #s: 2x “4”)

The robber returns to the desert. Do not draw a card from any player.

Neighborly Assistance (Prod. #s: “10” and “11”)

The player(s) with the most victory points give(s) each player with fewer victory points 1 resource card of his choice. If you don't have enough resources to give each eligible player 1 resource, you give no resources.

Cities & Knights: *You may give a commodity in place of a resource. You must give a commodity if that's all you have.*



Conflict (Prod. #: “3”)

The player with the “Largest Army” card (if not claimed, each player with the most knight [or soldier] cards) takes 1 resource card at random from any one player.

Cities & Knights: *Each player with the highest total value of active knights takes a random resource/commodity card. You may not take a progress card.*

Plentiful Year (Prod. #: “2”)

Each player may take 1 resource of his choice.

Cities & Knights: *You may not take a commodity card.*

Cards Without Events (Prod. #s: “3,” “4,” 2x “5,” 2x “6,” 4x “8,” 3x “9,” 2x “10,” “11”)

The settlers labor. Catan prospers!

Note: *No event occurs.*

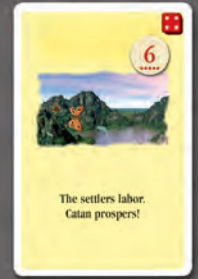
New Year

1. Shuffle all the event cards (except this card).
2. Put 5 event cards face down and place this card on top.
3. Place the remaining 31 event cards face down on top of this card to form a new draw pile.
4. Draw the top card to begin the turn.

POSSIBLE COMBINATIONS:

This variant can be combined with all other *T&B* variants, *T&B* scenarios, and *Seafarers* scenarios, without rule changes.

For Cities & Knights: Roll the *C&K* event die every time you turn over an event card. If the event die shows a city gate, use the red die value shown on the event card for Progress Cards. Then play proceeds normally.



HARBORMASTER

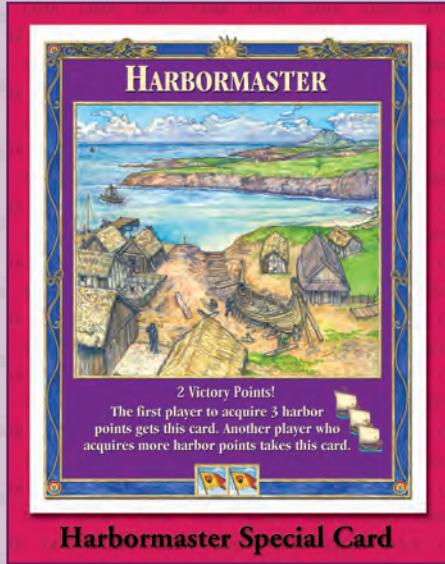
With its dangers and temptations, the sea has always attracted adventurous people. They congregate in harbors, which is why harbors are home to an exceptional number of adventurers. Whoever can control those savage hordes of adventurers is undoubtedly destined for greater things—maybe even the title of Harbormaster! Will it be the first step towards even higher honors?

Duration of the Game:according to scenario

Additional Components:

WHAT IT IS ABOUT

As trade becomes more and more important in Catan, the harbors have an ever-increasing relevance. Settlements and cities at harbor locations provide “harbor points.” The player with the most harbor points receives 2 special victory points.



Harbormaster Special Card

SPECIAL PREPARATION

Place the Special Card “Harbormaster” beside the board.

THE GAME

The normal rules for *The Settlers of Catan* apply. If you have 11 or more victory points during your turn, the game ends and you are the winner.

ADDITIONAL RULES

- A settlement at a harbor gives 1 harbor point. A city at a harbor gives 2 harbor points.
- The first player to acquire 3 harbor points receives the Special Card: “Harbormaster,” which is worth 2 victory points.
- If another player acquires more harbor points, he takes the Harbormaster card and the 2 victory points.

POSSIBLE COMBINATIONS

This variant can be combined with all other *T&B* variants, *T&B* scenarios, and *Seafarers* scenarios, without rule changes. For any scenario, the normal number of victory points required for victory should be increased by one point.

CATAN FOR TWO

The Catanians are sociable people. They get together and have fun—groups of four have the most enjoyable experiences, although life can still be very exciting for groups of three. But more and more frequently, groups of two can be seen searching for adventure all by themselves.

But wait a minute, these people can be helped: now the fun for two plus two has arrived! Two are real, the other two imaginary—give the challenge of “Catan for Two” a try!

Duration of the Game:according to scenario

Additional Components:



20 Trade Tokens (Catan Chits)

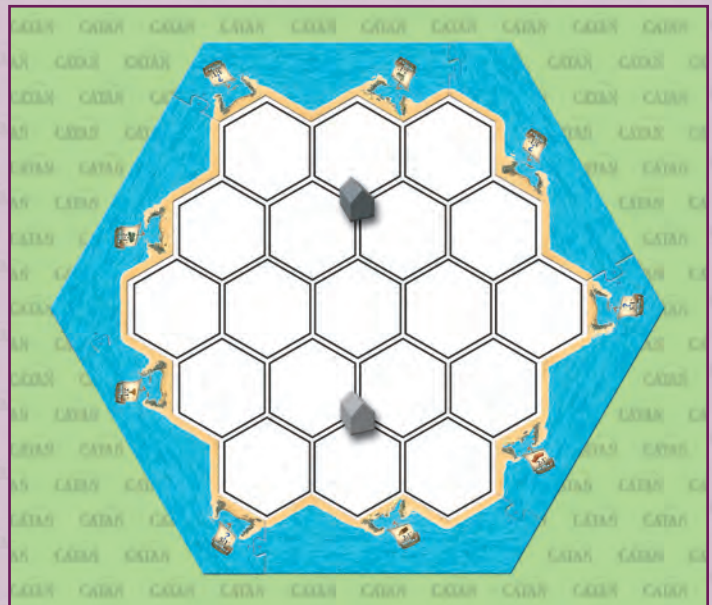
SPECIAL PREPARATION

Place the two sets of game pieces not chosen by the players beside the game board. They will serve as game components for the two imaginary neutral players.

Also place the trade tokens beside the board. At the beginning of the game, each player receives 5 trade tokens.

SETTING UP

For each neutral player, place 1 settlement (without a road) on one of the intersections of the game board marked in the following illustration.





You and your opponents then build your two starting settlements with roads, according to the normal set-up rules. Therefore, after finishing the set-up phase, each player has 2 settlements and 2 roads on the game board, while each neutral player has 1 settlement.

THE GAME

In principle, the normal 3-4 player rules for *The Settlers of Catan* apply. The changes are described below.

ADDITIONAL RULES

Rolling for Production

On your turn, you roll the dice twice in a row. *It is essential that the two dice roll results differ from one another.* Should the second dice roll give the same result as the first one, roll again—as many times as necessary to produce two different results. Immediately after each of the two dice rolls, the two real players obtain resources and/or move the robber (a “7” result).

Building Progress of the Neutral Players

When you build a road, you must also build (for free) a road for either of the two neutral players. When you build a settlement, you must also build (for free) a settlement for either of the two neutral players. If there is no legal settlement location for the neutral players, you must build a road instead.

When you build a city or buy a Development Card, the neutral players are not affected. The neutral players do not receive resources; however, a neutral player can obtain the “Longest Road.”

Using Trade Tokens to Take Actions

On your turn, you may pay 1 or 2 trade tokens and take one of these actions:

- **Action “Forced Trade:”** You draw 2 random cards from your opponent’s hand; in exchange, you give your opponent 2 cards of your choice from your own hand. If either player only has 1 card, you may only exchange 1 card.
- **Action “Move Robber:”** You may move the robber to the desert hex.

If your victory point total is less than or equal to your opponent’s total, you must pay 1 trade token to take an action. Otherwise, an action costs you 2 trade tokens. Return spent trade tokens to the supply.

Replenishing Trade Tokens

- Once during your turn, you may discard one of your face-up Knight Cards and take 2 trade tokens in exchange. If you hold the Largest Army card and discard a face-up Knight Card, you might have to set aside the Largest Army card. If you only have only 2 face-up Knight Cards after discarding, also set it aside. If you and your opponent have the same number of face-up Knight Cards (or your opponent has more) after discarding, set it aside. Thereafter, a player that has the most (at least 3) face-up Knight Cards takes the Longest Road card.
- When you build a settlement adjacent to the desert hex, take 2 trade tokens (also applies during the set-up phase).
- When you build a settlement on the coast, you take 1 trade token (also applies during the set-up phase).
- When you build a settlement adjacent to both the desert and the coast, you take 3 trade tokens (also applies during the set-up phase).

POSSIBLE COMBINATIONS

This variant can be combined (without rule changes) with all other *T&B* variants, and with *T&B* and *Seafarers* scenarios in which the Largest Army is not excluded.

For Combination with “Catan Event Cards”—On your turn, you draw two event cards instead of rolling the dice. If the second card has the same production result as the first, no further cards are drawn. The production result is only applied once.

For Combination with “Cities & Knights”—No 2-player rules have been developed for “Cities & Knights.” As soon as such rules are developed, they will be available on www.catan.com.

CAMPAIGN SCENARIOS

This Campaign consists of 5 different scenarios—starting with the simple “The Fishermen of Catan” and ending with the somewhat more complex “Traders & Barbarians.” Because of the increasing level of difficulty, we recommend that you play the scenarios in sequential order.

In theory, each scenario in this Campaign can be combined and played with each other *T&B* scenario, and with *Cities & Knights* and each *Seafarers* scenario. In practice, each combination of scenarios would need an adaptation of the rules. A description of each possible combination would go beyond the scope of these rules. During 2008, we will publish the most useful possible scenario combinations at www.catan.com. Just stop by our website once in a while to see what’s new!

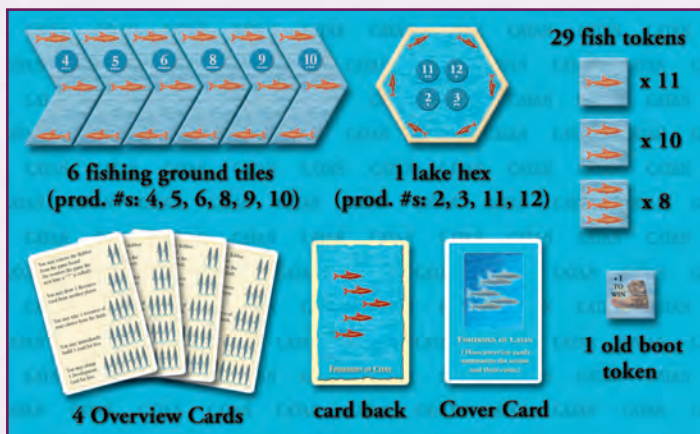
THE FISHERMEN OF CATAN

After the settlers have built their first settlements, created agricultural crop land, and multiplied their flocks of sheep on the fertile pastures of Catan, they lean back in their chairs, satisfied. Totally satisfied? No, not totally. It’s true that lamb and bread are delicious food—but every day the same dish makes some settlers wish their menu would show a little more diversity. Thus, it is only a matter of time until a couple of settlers equip themselves with fishing rods and nets, and try their luck on the shores of Catan or the recently discovered lake. Meaning that the peaceful days for the fish of Catan are definitely over...

Note: This scenario differs significantly from the scenario previously published with the same name. This scenario has expanded rules and an added lake hex. Read these rules carefully before beginning play.

Duration of the Game:about 45-60 minutes

Additional Components:



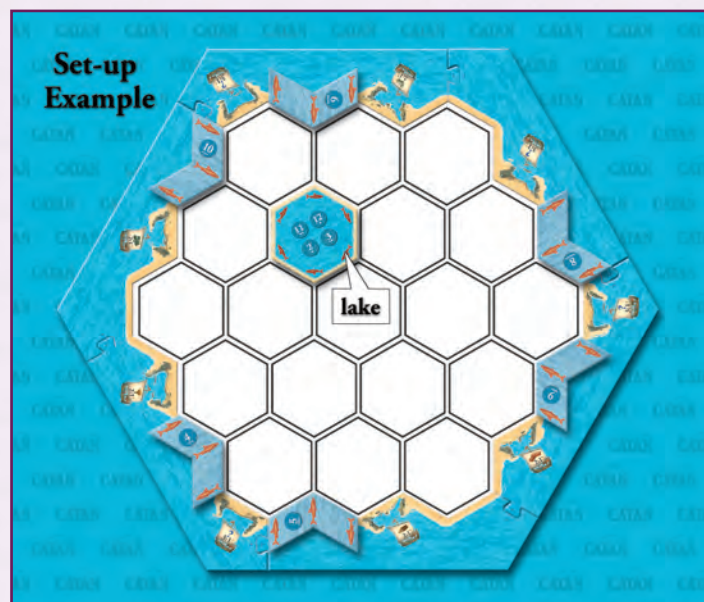
WHAT IT IS ABOUT

The coasts and lakes of Catan are teeming with fish, but fish has been a rare, though known commodity, in Catan. So, what could be more obvious than sending fishermen to the shores of Catan to retrieve the precious goods from the depths of lake and ocean?

The fish caught soon proves to be a coveted commodity. For 2 fish, the robber voluntarily leaves Catan. For 4 fish, the bank forks out a resource. For 5 fish, workers don’t mind building a road for free...

SPECIAL PREPARATION

- Replace the desert hex with the lake hex. The lake cannot be placed on the edge of the island (i.e., the coast).
- Mix the fish tokens and the old boot token together face down and place them near the resource cards.
- On each frame section, place a fishing ground tile on a free vertex such that each points towards the island.
- If you place your second settlement adjacent to a fishing ground tile, you receive a fish token (see below) in addition to your normal starting resources.
- Place the robber beside the game board. It enters the game only when the first “7” is rolled.



THE GAME

The normal rules for *The Settlers of Catan* apply. The changes are described on the next page.

ADDITIONAL RULES

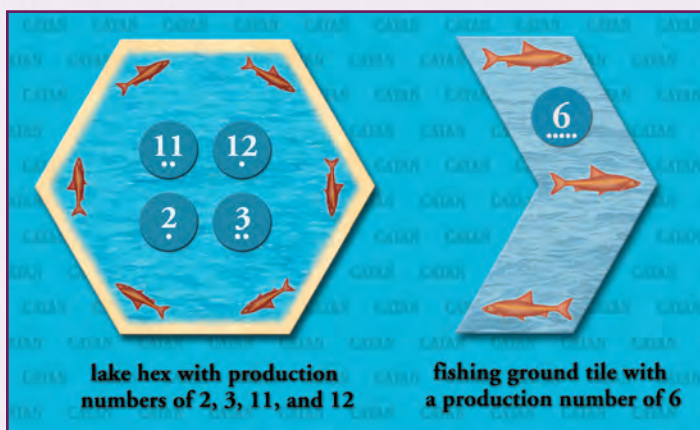
Fishing

Each fishing ground tile touches 3 coast intersections. Settlements and cities built on these intersections have a chance to collect fish tokens. Each fishing ground tile shows a dice roll number. When the number on a fishing ground tile matches the number on the production dice roll, each settlement or city adjacent to that fishing ground tile collects fish tokens. Each settlement collects 1 token, while each city collects 2.

If you have a settlement or city on an intersection adjacent to the lake hex, you may draw a fish token (2 for a city) whenever a 2, 3, 11, or 12 is rolled.

Fish tokens are drawn randomly from the supply. If there are not enough fish tokens to fulfill everyone's production, no one receives any fish tokens that turn.

When you draw a fish token, examine it. If it is the *old boot* token, you must reveal it immediately (see below). If it shows fish, keep it face down in front of you until you choose to spend it.



Actions with Fish Cards

On each fish token, 1, 2, or 3 fish are depicted. During your turn, you can discard fish tokens in order to take certain actions. You may discard multiple fish tokens to perform more useful actions. The more fish you discard, the bigger the benefit:

- 2 fishMove the robber off the board (do not steal any cards) until he is to be moved again (via a “7” or the use of a Knight Card).
- 3 fish ..Steal a random resource card from another player.
- 4 fish.....Take a resource of your choice from the bank.
- 5 fish.....Build a free road (as per normal building rules).
- 7 fishDraw a free development card.

Place the fish tokens you spend face up next to the supply of fish tokens.

SPECIAL CASES

- **7 fish tokens at most:** You may not have more than 7 fish tokens at any one time. If you already have 7 fish tokens and would obtain another 1 or 2 fish tokens for a settlement or city, you may exchange one of your fish tokens with a fish token from the supply (hoping for a token with more fish on it).
- **You cannot “make change:”** If the number of fish on your tokens is more than the purchase price, you lose the excess fish.
- **Multiple actions per turn are allowed:** You may use fish tokens for more than 1 action during the same turn. However, you must perform the actions one by one and independently from one another. For example, you may not hand in 2 tokens with 3 fish each and that way move the robber to the desert (2 fish) and take 1 resource from the bank (4 fish).
- **Fish tokens are not resources:** Fish tokens do not count as resources: do not count them against your hand limit and do not discard them when a “7” is rolled on the dice. Similarly, the robber cannot be used to steal fish tokens.
- **Harbors and fishing grounds:** If you have a settlement or city on an intersection that touches both a harbor and a fishing ground tile, you receive both benefits.
- **When the fish tokens are depleted:** When the last face-down fish token is drawn, turn over all the used fish tokens and mix them up again to form a new supply.
- **No trading fish:** Fish tokens may not be traded between players.

AN OLD BOOT ...

If you draw the *old boot*, you must reveal it immediately! During your turn after rolling the dice, you can give the old boot away. You can give the boot to any other player who has the same or more victory points than you. But, if you alone have the most points, you must keep the old boot for yourself.

As long as the old boot is in your possession, you need 1 additional victory point to win the game! So, you would need 11 victory points to win the basic *Settlers* game. The old boot is therefore not a negative victory point. Anyone who owns it merely needs one additional victory point to win.

END OF THE GAME

The game ends as soon as a player has enough points during his turn to win (10 normally, 11 if you have the old boot).

COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion's variants.

For combination with "Catan for Two:"

- During set-up, each player receives 5 fish tokens: 2 tokens with one fish, 2 tokens with 2 fish, and 1 token with 3 fish. The remaining fish tokens are shuffled and placed face down beside the game board.
- Trade tokens are not used. The player who has fewer victory points needs 1 fish less for each action.
- New fish tokens are obtained only when the number of a fishing ground tile or the lake hex is rolled—not by building a settlement on the coast or by handing in a Knight Card.

For combination with "Catan Event Cards:"

- Robber Flees: Place the robber beside the game board until he is used again (via a "7" or the use of a Knight Card).

When combined with the variant "Harbormaster," this scenario should be played until one player reaches 11 victory points during his turn (12 victory points with the old boot).

THE RIVERS OF CATAN

While some settlers have totally committed themselves to fishing, others are settling near the rivers of Catan. These rivers are proving to be the true lifelines of the island. The river trade is flourishing particularly well—as reflected in profits of sheer gold!

No wonder that soon roads are appearing along the rivers, and mighty bridges are crossing the water. Everyone wants to be the wealthiest settler of the island. But it often happens that, while one gets rich, many others get poor. How will you fare?

Note: This scenario differs significantly from the scenario previously published with the same name. This scenario has expanded rules and more river hexes. Read these rules carefully before beginning play.

Duration of the Game:about 45-60 minutes


Additional Components:





Experience the ages of adventure with these exciting Catan games!









www.mayfairgames.com

WHAT IT IS ABOUT

For each road and each settlement you build adjacent to a river hex(s), you receive 1 coin. You can trade 2 coins for any one resource of your choice. If you have the most coins, you are the Wealthiest Settler, which earns you a Special Victory Point. But be careful! If you squander your coins, you could easily become a Poor Settler and thus lose 2 victory points.

SPECIAL PREPARATION

- Assemble the frame and place the 3 river tiles as shown in the illustration at the right. Replace two frame pieces from basic *Settlers* (labeled 4–5 and 5–6) with the corresponding frame pieces provided in this expansion.
- Remove from play the following terrain hexes from the basic *Settlers*: 2 mountains hexes, 2 hills hexes, 2 pasture hexes, 1 desert hex. Use the remaining terrain hexes to create the rest of the island.
- When placing number tokens, skip the two swampland hexes and do not place tokens on them.
- Place the first number token “A” on any coastal hex. Then, skip number token “2” (B) and set it aside. Place the remaining number tokens in alphabetical order, just as in the set-up of the basic *Settlers* game. Finally, place number token “2” (B) on the hex with number token “12” (H). Now that hex produces resources whenever a “2” or a “12” is rolled.
- Place the robber on one of the two swampland hexes.
- Place the coins beside the game board. At this point, none the players have coins.
- Take the 3 bridges of your color.
- Place the “Wealthiest Settler” and “Poor Settler” tiles beside to the game board.

SETTING UP

Each player builds 2 settlements with 1 road each, as is customary in the basic *Settlers* game. The following rules apply:

- You may not build a road on any of the “building sites” for the bridges—a building site is a path (see dotted lines) that crosses a river. This rule applies during the whole game.
- For each settlement you build adjacent to 1 or 2 river hexes, you receive 1 coin.
- For each road you build on a path adjacent to a river hex, you receive 1 coin.

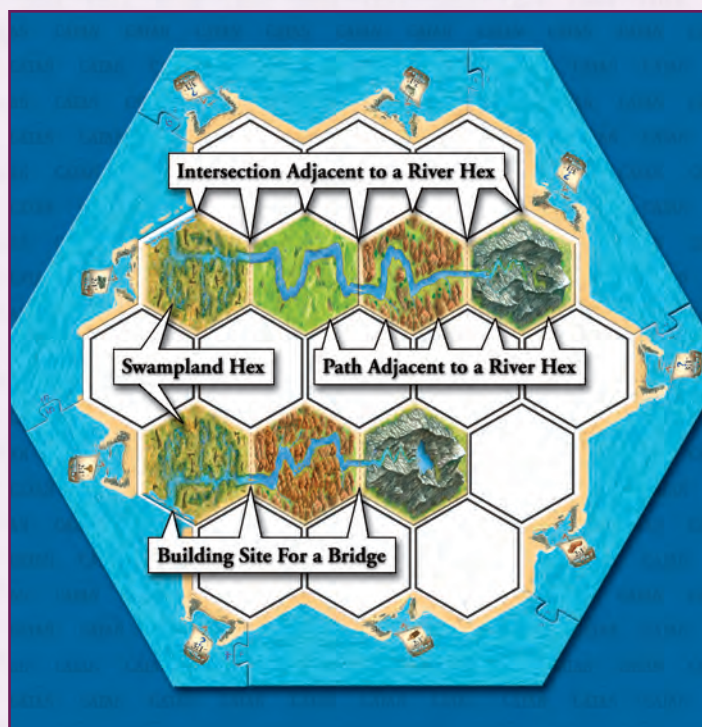
The “Poor Settler” & “Wealthiest Settler” Tiles

You can start the game with up to 4 coins. If you have the smallest number of coins, you receive one of the “*Poor Settler*” tiles (minus 2 victory points). If multiple players are tied for the smallest number of coins (even 0 coins), each of those players receives a *Poor Settler* tile (minus 2 victory points).

If you and you alone have the most coins, you receive the “*Wealthiest Settler*” tile. This tile is worth 1 victory point.

THE GAME

The normal rules for *The Settlers of Catan* apply. The changes are described below.



ADDITIONAL RULES

Settlements and Roads Adjacent to the River

As in the set-up phase, you receive 1 coin for each road and each settlement that you build adjacent to a river hex. However, you do not receive any coins for a settlement adjacent to a river hex being upgraded to a city.

Building Bridges

Building a bridge requires 2 brick and 1 lumber. A new bridge must always connect to 1 of your existing roads, settlements, or cities. A bridge can only be built on one of the 7 building sites for bridges—a building site is a path that crosses a river. For each bridge you build, you receive 3 coins. For the purposes of the Longest Road and settlement building, a bridge is treated as if it were a road. You can only build 3 bridges. You may not use the Development Card “Road Building” to build a bridge instead of a road.

Poor Settler Tiles

If you have the smallest number of coins at any point in the game, you receive one of the *Poor Settler* tiles (minus 2 victory points). If multiple players are tied for the smallest number of coins, each of those players receives a *Poor Settler* tile. As soon as you no longer have the smallest number of coins, you return your *Poor Settler* tile to the supply. When you have this tile, your number of victory points is reduced by 2.



Wealthiest Settler Tile

This Special Tile is worth 1 victory point. Initially, you receive the *Wealthiest Settler* tile by being the only player to have the most coins.



If you hold the Wealthiest Settler tile, you lose it if another player's number of coins equals or exceeds your number of coins. This can happen due to you spending coins or due to another player receiving coins. When you lose the tile, one of two things could happen:

- If a player is the only player with the most coins, he receives the Wealthiest Settler tile and the associated victory point.
- Otherwise, the tile is set aside until there is only one player with the most coins.

The Coins

Up to two times during your turn, you may spend 2 coins to buy a resource of your choice. You can spend coins the turn you receive them. You may also trade coins as if they were resources—you can trade with other players and with the bank at 4:1 (3:1 or 2:1 with harbors). Coins cannot be stolen by the robber. Coins cannot be taken by using a “Monopoly” Development Card.

END OF THE GAME

The game ends when a player reaches 10 VPs during his turn.

TIPS FOR PLAYING THIS SCENARIO

If you receive the Poor Settler tile, your chances of winning the game are greatly reduced. Therefore, you should use your coins to buy resources only when you still have enough options to build at the river, and thus replenish your own gold reserves.

COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion's variants.

For combination with “Catan for Two:”

- When you build a settlement adjacent to a swampland hex, you receive 2 trade tokens.
- Instead of sending the robber to the desert (which does not exist in this scenario), he is sent to a swampland hex.

For combination with “Catan Event Cards:”

- Robber Flees: The robber is placed beside the game board until he is used again (via a “7” or the use of a Knight Card).

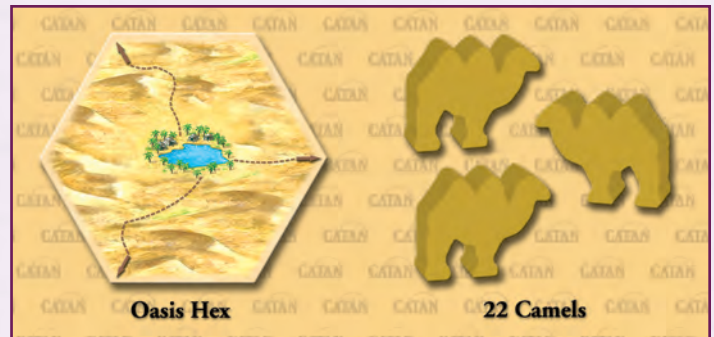
When combined with the variant “Harbormaster,” this scenario should be played until a player reaches 11 victory points during his turn.

THE CARAVANS

Recently, Catan has been enjoying steadily growing wealth, thanks to its industrious settlers, fishermen, and merchants. But not all of the settlers are satisfied. For some, Catan has become too busy and agitated. To get away from the bustle and bustle, they drive the robber from the desert and settle at a small oasis. Now they have some peace and quiet, while enjoying the clean and dry desert air—but soon the diet is lacking variety, and the wool necessary to make new clothes becomes scarce...

Duration of the Game:about 60 minutes

Additional Components:



WHAT IT IS ABOUT

Nomads have settled at the oasis. They are in dire need of wool and grain, and they offer commodities of the desert in exchange. Since the settlers of Catan can always spare some sheep and grain, the nomads are sending out camels to transport those coveted resources. Three caravans are formed during the course of the game—each caravan consists of a string of camels that begins at the oasis. Each settlement and city adjacent to a caravan route is worth an extra victory point. Each road running parallel to a caravan counts double (important for determining Longest Road).

SPECIAL PREPARATION

The oasis hex replaces the desert. Place the oasis hex at the very center of the island before creating Catan—the orientation of the oasis is arbitrary. Place the camels beside the game board. Place the robber beside the game board; as soon as the first “7” is rolled, place him on any hex with a number token (not on the oasis).



THE GAME

The normal rules for *The Settlers of Catan* apply. The changes are described below.

ADDITIONAL RULES

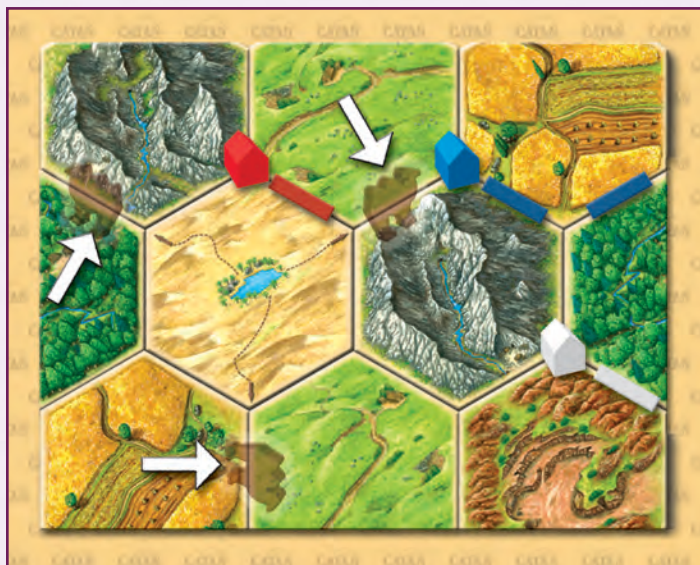
If, after set-up, you build any settlements or upgrade any settlements to cities during your turn, 1 camel is placed after you finish your turn. However, you do not necessarily choose where to place the camel; instead its exact placement is determined in a voting round (see below).

Placing a Camel

During play, 3 different caravans develop and extend—each starts at the oasis and consists of a string of camels.

- You must always place a camel on a path. That path may not already be occupied by another camel, but it may be occupied by a road. You may also build a road on a path occupied by a camel. Place any road and camel on the same path side by side.
- Each camel has a “front” end (the head).
- You must place the **first camel** of a caravan on a path directly pointed to by one of the 3 arrows on the oasis hex (see example 1)—the camel’s front must point away from that arrow. Each caravan’s first camel starts from a different arrow.

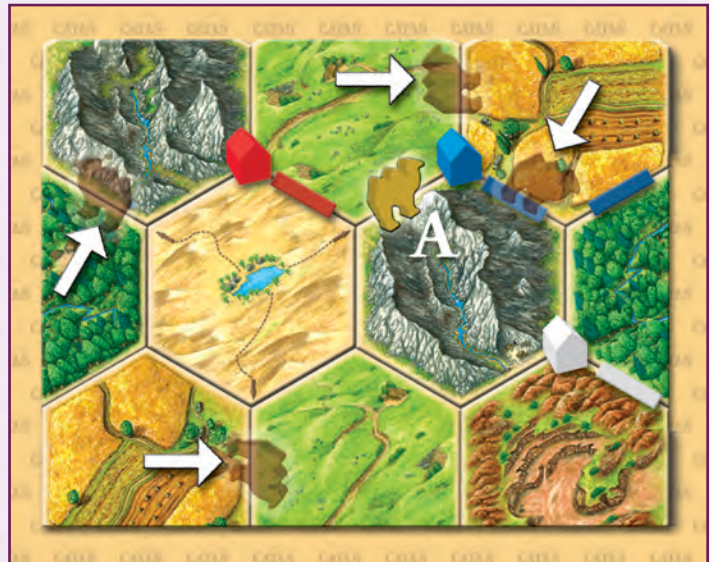
Example 1: The first camel must be placed. There are 3 paths on which it may be placed.



- You must place each of the **second and latter camels** of a caravan on a path in such a way that the new camel is adjacent to the “front” of the last previously placed camel in its caravan (see example). The new camel’s front must also point away from the last previously placed camel in its caravan.

- If there is still an open caravan starting point, you may place a camel there to start a new caravan.
- It is not possible for a caravan to branch. For each caravan, there will always be 2 or fewer paths on which to place a new camel. There are only 3 caravans, so there will be a maximum of 6 possible paths on which a camel may be placed during any given turn. The players vote on where each camel is placed.

Example 2: The camel has been placed on position “A.” Now there are 4 paths where the next camel may be placed.



Voting Round

During a voting round, you get to bid once to determine how many votes you have to influence the placement of a camel. Bidding starts with the player who just finished his turn, and proceeds in a clockwise direction. You bid by placing wool and grain resource cards face up in front of yourself. Only players who have bid at least one card can negotiate with each other to determine where to place the camel.

- You have one vote for each card that you bid.
- If you have more votes than all of the other players combined, you choose where to place the camel.
- Otherwise, if 2 or more players combined have the majority of the votes and they agree on the placement of the camel, they place the camel accordingly.
- Otherwise (no agreement is reached), the player who has the *most* votes chooses where to place the camel (even if this player is in the minority of total).
- Otherwise (there is no “most votes” player), the player who just finished his turn chooses where to place the camel (even if he has no votes).
- Finally, all players discard their resources used for voting.

Note: Each player is offered only one opportunity to vote. Adding more bidding cards to the first offer later on is not allowed.

SPECIAL CASES

End of a Caravan

A caravan ends when it can no longer be extended by adding a camel. In addition, when the camel supply is depleted, all 3 caravans end.

Merging of 2 Caravans

Two caravans meeting at an intersection merge as soon as the next camel is placed and will be continue as a single caravan.

Camels on the Coast and at the Oasis

A caravan may be extended by placing a camel on an appropriate coastal path.

A caravan's first camel may not be placed on a path along the edge of the oasis hex. However, if a caravan finds its way back to the oasis, a camel may be placed on a path along the edge of the oasis hex.

Caravans Benefits

- **Longest Road** — A road on the same path as a camel counts as 2 roads for the purposes of Longest Road. For example, if a player has 4 continuous road segments and 2 of those road segments are on the same paths as camels, it would count as road with a length of “6.” This would fulfill the requirement of a length of at least “5” for initial Longest Road.
- **Increase in value of cities and settlements** — Each settlement or city located between 2 camels is worth 1 additional victory point.

***Example 3** (see the illustration at the right): During the course of the game, 3 somewhat longer caravans have developed. A settlement of player “White” and 2 settlements of player “Blue” are each worth 1 additional victory point—because each is located between two camels. Moreover, 3 roads of player “Blue” and one road of player “White” count double for Longest Road. There are currently 6 paths on which a camel can be placed.*

END OF THE GAME

The game ends when a player reaches 12 victory points during his turn.

TIPS FOR PLAYING THIS SCENARIO

In the basic *Settlers* game, wool is usually the resource considered least important. In this scenario, wool takes on a greater significance—wool is used for votes that affect camel placement, which can lead to additional victory points. Grain is also used for votes, but it can be more useful than wool for building. So it is often a good idea to place a settlement adjacent to or close to productive pasture terrain during the set-up.

COMBINATION WITH VARIANTS

You can combine this scenario with any of this expansion's variants.

For combination with “Catan for Two:”

Each voting round determines the placement of 2 camels:

- If you win the vote, you place 2 camels. However, you must extend 2 different caravans.
- In case of a tie, each player places a camel—first the player who just finished his turn and then the other player.
- Instead of sending the robber to the desert, he is placed beside the game board until he is used again (via a “7” or the use of a Knight Card).

For combination with “Catan Event Cards:”

- **Robber Flees:** Place the robber beside the board until he is used again (via a “7” or the use of a Knight Card).

When combined with the variant “Harbormaster,” this scenario should be played until one player reaches 13 VPs during his turn.



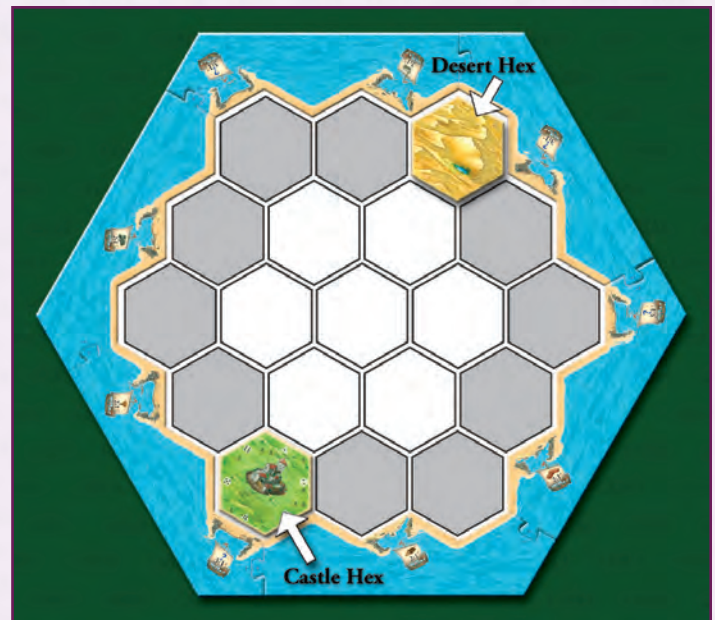
BARBARIAN ATTACK

Catan's wealth doesn't go unnoticed. Fearsome barbarians, eager for booty, are landing on the coasts of Catan, spreading fear and terror. The fun is over—the peaceful times are history! One never knows where the barbarians will strike. There are only a few initial raiders, but their numbers increase rapidly. At first they only ruin resource production. But as their strength grows, they threaten to besiege settlements and cities—with devastating consequences.

But Catanians stand by each other. They respond by training Knights to send into battle—but will they be strong enough?

Duration of the Game:about 60-90 minutes

Additional Components:



- **Place the inner terrain hexes:** Randomly place the following hexes in the white inner area: 1 forest, 1 pasture, 1 hills, 2 mountains, and 2 fields. One forest hex is not used.
- **Placing number tokens:** After placing the hexes, place the number tokens following the pattern shown below.
- Take the **6 knights** of your color.
- Place a **Barbarian** on the hex with the “2” number token and on the hex with the “12.” The remaining Barbarians are placed beside the game board.
- Use the new 26 **Development Cards** that this expansion provides for this scenario. Do not use any of the basic *Settlers* game Development Cards.
- Do **not** use the Special Card “**Largest Army.**”
- Do **not** use the **robber.**

WHAT IT IS ABOUT

Eager for booty, the barbarians are landing on the shores of Catan. At first, their mere presence spreads fear and terror. But as more and more barbarians cross the ocean, they begin to occupy coastal hexes and block resource production. The barbarians even threaten to capture coastal settlements and cities. To survive, the Catanians must prepare their knights at the Castle and—demonstrating never before seen unity—send them into battle against the barbarian hordes.

SPECIAL PREPARATION

- **Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown at the top of the next column. Randomly place the following hexes in the gray outer circle: 2 forest, 2 hills, 3 pasture, 1 mountains, and 2 fields. These hexes are “coastal hexes.”



SETTING UP

Set up as outlined in the basic *Settlers* game, except that your second settlement is replaced by a city. You still only receive 1 resource for each terrain hex adjacent to your city.

THE GAME

The normal rules for *The Settlers of Catan* apply. The changes are described below.

ADDITIONAL RULES

In addition to rolling for production, trading, and building, you may also resolve the following actions during your turn:

1. **Barbarians land in Catan** (each time you build a settlement or upgrade a settlement to a city)
2. **Immediately play a Development Card** (each time you buy a Development Card)
3. **Place a knight** (each time you play a “Knighthood” or a “Black Knight” Development Card)
4. **Move your knights** (at the end of your turn, after you finish trading and building)
5. **Expel the barbarians** (at the end of your turn, after moving your knights)

1. Barbarians land in Catan

a) Barbarian attack

Each time you build a settlement or upgrade a settlement to a city, you must immediately interrupt your turn and resolve a “barbarian attack.” If there are no barbarians left in the supply, all of the barbarians have landed in Catan and no more barbarian attacks take place. Attacks proceed as follows:

- Roll the dice until you get a result that is not a “7” (re-roll as many times as needed). Then place a barbarian on the coastal hex with the number token corresponding to the dice roll result. If this coastal hex already has 3 barbarians, do not place a barbarian (do not re-roll the dice).
- Roll the dice until you get a result that is not a “7” and is not the same as the first dice roll result. Then use this dice roll result to place a barbarian as outlined in step 1.
- Roll the dice until you get a result that is not a “7” and is not the same as either of the first two dice roll results. Then use this dice roll result to place a barbarian as outlined in step 1.

b) Coastal hex is conquered

As soon as you have placed 3 barbarians on a coastal hex, turn that hex’s number token face down.

- This “conquered hex” no longer produces resources when you roll its number. You no longer place barbarians on this hex during a barbarian attack.

- You may not build a road on a path adjacent to a conquered hex, and you may not build a settlement on an intersection adjacent to a conquered hex.

c) A settlement or city is conquered

As soon as a city or settlement is not adjacent to an unconquered hex (i.e., it is surrounded only by the frame and/or conquered hexes), it becomes a “conquered settlement/city.” Turn the conquered settlement/city on its side, but leave it on its intersection.

- You get no victory points for a conquered settlement/city.
- If a conquered settlement/city has a harbor, you can not use it.
- Since the desert hex and the castle hex can never be conquered, a settlement or city adjacent to one of these hexes cannot be conquered.

Example: A barbarian attack occurs; you roll and place barbarians:

- You roll a “3,” and place a barbarian on the coastal hex with the “3” (A).
- You roll a “9,” and place a barbarian on the coastal hex with the “9” (B). Now 3 barbarians are on the hex, and it is conquered. The hex’s number token is turned face down. The red settlement is also conquered because there are no unconquered hexes adjacent to it—it is turned on its side.
- You roll a “3.” Since a “3” has already been rolled, you re-roll the dice.
- You roll an “8.” However, the coastal hex with the “8” has already been conquered (the number token is turned face down), so no barbarian is placed.

Thus, you have rolled 3 different non-“7” numbers and placed 2 barbarians during the process.



2. Immediately play a Development Card

When you buy a Development Card, you must immediately reveal and resolve it. On your turn, you may buy any number of Development Cards, but you must buy and resolve each such card before buying another Development card. Discard each Development Card after it is resolved. If the Development Card stack is depleted, shuffle the discard pile and it becomes the new Development Card stack.

3. Place a knight

When you play a “Knighthood” Development Card, place one of your knights on 1 of the 6 paths adjacent to the castle hex. That path may not already be occupied by another knight. Similarly, when you play a “Black Knight” Development Card, place 1 of your knights on any path not occupied by another knight.



4. Move your knights

After you finish trading and building on your turn, you may move each of your knights. You move a knight from path to adjacent path.

- You may move each knight up to 3 paths. If you pay 1 grain for a knight, you may move it up to 5 paths (instead of 3 paths). If you want to increase the movement of several knights to 5 paths, you must pay 1 grain for **each** of these knights.
- When you move a knight, ignore all other knights, roads, settlements, and cities. However, none of your knights can end its movement on a path occupied by another knight (yours or another player’s).
- After you finish moving your knights, none of them may be on a path adjacent to the castle hex.

5. Expel the barbarians

a) Checking for victories

At the end of your turn, after moving your knights, check each coastal hex to see if a victory occurs in that hex. Start checking with the coastal hex numbered “4” (which is to the left of the castle hex) and continue in clockwise direction until all of the coastal hexes are checked.

For a given hex, victory occurs if there is at least 1 barbarian on the hex **and** there are more knights on the hex’s 6 adjacent paths than barbarians on the hex.

b) Resolving a victory

When a victory occurs in a hex, the defeated barbarians on the coastal hex become “prisoners.” These barbarian prisoners are distributed among the “involved” players (i.e., the players who have “involved” knights adjacent to the hex):

- If you are the only involved player, you receive all the prisoners.
- If multiple players are involved, **each** of the involved players gets a prisoner. If there are not enough prisoners to go around, each involved player rolls the dice. Each of the involved players who rolls highest (re-roll ties) receives a prisoner. If you roll and don’t receive a prisoner, you receive 3 gold as compensation.
- If each involved player receives a prisoner and a prisoner is left over, the player who has the most involved knights receives the prisoner. Should there be a tie for involved knights, each involved player rolls the dice (re-roll ties). The high roller gets the prisoner; the loser receives 3 gold.

Each two prisoners you hold are worth 1 victory point.

Example: The player “Red” moves his knight a total of 3 paths, to a path adjacent to the conquered hex (A). 4 knights are thus pitted against 3 barbarians. The knights are victorious. The two players involved in the victory (red and blue) each get one barbarian prisoner. The player “Red” gets the third prisoner because he has more knights involved in the victory.



c) Reconquered coastal hexes

When a victory occurs at a conquered coastal hex, turn the hex’s number token face up and turn upright any adjacent conquered settlements and cities. The hex can once again produce resources, and those settlements/cities are once again fully functional (e.g., worth victory points). On the other hand, barbarian attacks can once again affect the hex.

Example: The red settlement (A) regains its function, and the number token (B) is turned face up again.



A “7” is rolled for production

If you roll a “7” for production, you may draw one random Resource Card from a player of your choice. In addition, each player who has more than 7 Resource Cards must select half (rounded down) of his Resource Cards and return them to the bank.

The gold

The large gold coins are worth 5, while the small ones are worth 1.

Up to two times during your turn, you may buy a resource of your choice for 2 gold. You may also trade gold coins as if they were resources—you can trade with other players and with the bank at 4:1 (3:1 or 2:1 with harbors).



Gold does not count as a resource and is thus not considered when a “7” is rolled. Gold cannot be taken by using a “Monopoly” Development Card.

The events “Treason” and “Intrigue”

When one of these events is resolved, barbarians are removed from certain coastal hexes and/or placed on other coastal hexes. A barbarian may not be moved to a hex that already contains 3 barbarians. If a barbarian is removed from a conquered hex (i.e., from a hex occupied by 3 barbarians), turn the hex’s number token face up and turn upright any adjacent conquered settlements and cities. The hex can once again produce resources, and those settlements/cities are once again fully functional.



d) Knight losses after a victory

After each victory, one of the involved players rolls a die and places it in the center of the castle hex. The number rolled determines one of the three “orientation” pairs of paths adjacent to the castle hex: “1&4▲,” “2&5●,” or “3&6■.”

Check each knight involved in the victory. If the path that the knight is on has the same orientation as one of the two paths determined by the die roll, remove that knight from the board (return to supply). For each of your knights removed, you receive 3 gold as compensation.

Example: After a victory, a die is rolled to determine which knight(s) will be removed. The “2&5●” orientation is rolled. A red knight and a blue knight are on paths that have the “2&5●” orientation. The owners of the knights put them back into their supplies, and each receives 3 gold.



END OF THE GAME

The game ends as soon as a player reaches 12 victory points during his turn.

TIPS FOR PLAYING THIS SCENARIO

To come out as winner in this scenario, it is important to build knights. On the one hand, knights are required to drive barbarians off from hexes adjacent to your own settlements or cities. On the other hand, knights can be used to take prisoners that increase one's victory point total. Since many times it will not be possible to win victories alone, you should cooperate and ally with other players—preferably with those who are not too close to victory.

COMBINATION WITH VARIANTS:

This scenario can be combined with any of this expansion's variants.

For combination with “Catan for Two:”

1. A knight of a neutral color takes part in the game as the “Foreign Knight” and may be freely used by both players. When a player builds his first knight, he places the Foreign Knight on a path adjacent to the castle hex. On your turn, you first move your own knight(s) and then you may move the Foreign Knight. Once on the board, the Foreign Knight remains on the board; he is never removed after a victory.
2. When you build a settlement of your own and then a settlement for a neutral player, the barbarians attack twice—first for your settlement, then for the neutral settlement.
3. Since there is no robber, you may pay trade tokens to move a barbarian. If your victory point total is less than or equal to your opponent's total, you must pay 1 trade token. Otherwise, it costs you 2 trade tokens.
4. After a victory, if required use a default dice roll of “3” for the Foreign Knight.
5. As compensation for removing a knight, you receive 2 gold and a trade token instead of 3 gold.

For combination with “Catan Event Cards:”

There are no Knight Cards and no robber in this scenario. Thus, the following events have different meanings:

- **Robber Attacks!:** The player whose turn it is may draw one random Resource Card from a player of his choice. In addition, each player who has more than 7 Resource Cards must select half (rounded down) of his Resource Cards and return them to the bank.
- **Robber Flees:** Since there is no robber, this event does not take place.
- **Conflict:** If one player alone owns the most knights on the board, he takes a random resource card from a player of his choice.

When combined with the variant “Harbormaster,” this scenario should be played until one player reaches 13 victory points during his turn.

TRADERS & BARBARIANS

The barbarians have been driven off, and peace is returning. The destruction the barbarians left in their wake is being repaired as fast as possible. The castle where the Council of Catan holds session suffered particularly severe damage, but the restoration efforts are making real progress. Now, the craftsmen need to finish the stained glass windows and the new marble statues. Marble must be transported from the quarry, sand must be brought to the glassworks, glass must be delivered to the Castle, and tools are needed as well.

The roads of Catan are bustling with traffic. Of course you are involved; the Council pays for transport in solid gold. Only some scattered barbarians are getting in the way—they're waiting. For you!

Duration of the Game:about 90 minutes

Additional Components:



WHAT IT IS ABOUT

The Castle is being restored, so it will shine in new splendor. For this purpose, glass panes for the leaded windows are needed, along with marble for statues and interior decoration. The players have the task of transporting glass and marble to the castle hex as well as providing the glassworks with sand and the marble quarry with tools. Each transported commodity is rewarded with gold and counts as a victory point. The first player to reach a total of 13 victory points during his turn wins the game.

There are three new terrain hexes that serve as “**trade hexes**” for the transport of commodities.

Castle hex

For restoration, the castle still needs marble and glass. It provides tools (from its smithy) and sand (from its river).



Quarry hex

The marble quarry needs tools. It provides marble and sand (from the river).



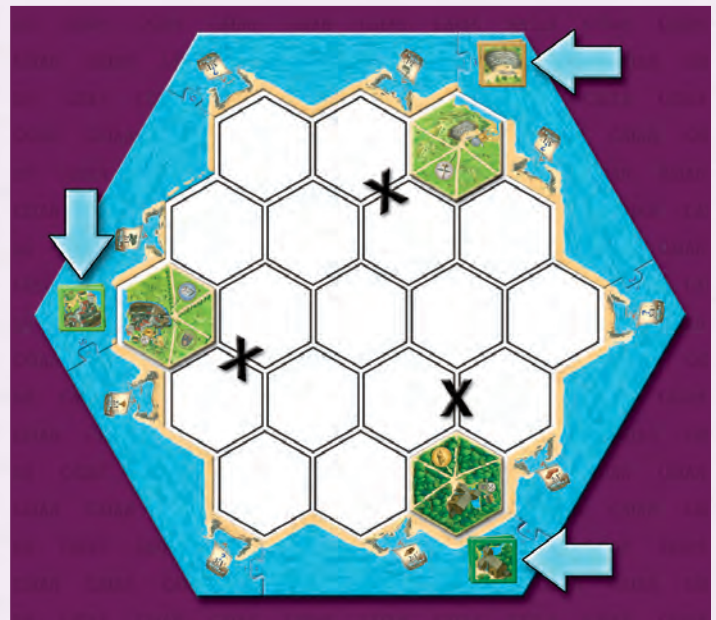
Glassworks hex

The glassworks needs sand. It provides glass and tools (from its smithy).



SPECIAL PREPARATION

- First, assemble the frame. Replace 2 frame pieces from basic *Settlers* (labeled 1–2 and 5–6) with the corresponding frame pieces provided in this expansion.
- Then place the **3 trade hexes** as shown in the illustration below. The sea side of each trade hex must match up with a sea side of the frame. Do not use the following 3 hexes from the basic *Settlers* game: the desert hex, 1 pasture hex, and 1 fields hex. Remove those 3 hexes from play.
- Do not place number tokens on the 3 trade hexes—remove the “2” and the “12” number tokens from play. Place the remaining **number tokens** as specified in the set-up of the basic *Settlers* game, leaving out token “2” (B) and token “12” (H). When placing the number tokens, skip the trade hexes.
- Arrange the **commodity tokens** into 3 stacks sorted by the pictures on their backs (castle, quarry, glassworks). Shuffle each stack and place it with the backs facing up (showing the building picture) beside the corresponding trade hex (see arrows in the illustration below).



- You receive the set of 5 **Baggage Train Cards** whose frame colors match your color. Stack the cards face down, sorted so that that the backs of the cards are in sequence from 1 to 5. Turn the top (1) Baggage Train Card of your stack face up and place it next to the stack (see illustration)—this is your active Baggage Train Card.



- Place the 3 **barbarians** on the paths marked with black crosses in the illustration below.
- Use the new 25 **Development Cards** that this expansion provides for this scenario. Do not use any of the basic *Settlers* game Development Cards.
- You receive 5 **gold**.
- Do **not** use the Special Card “**Longest Road.**”
- Do **not** use the **robber**.

SETTING UP

You set up as outlined in the basic *Settlers* game, except that your second settlement is replaced by a city. You still only receive 1 resource for each terrain hex adjacent to your city.

Once you have built your city, place your wagon next to it—your wagon is on your city’s intersection.

THE GAME

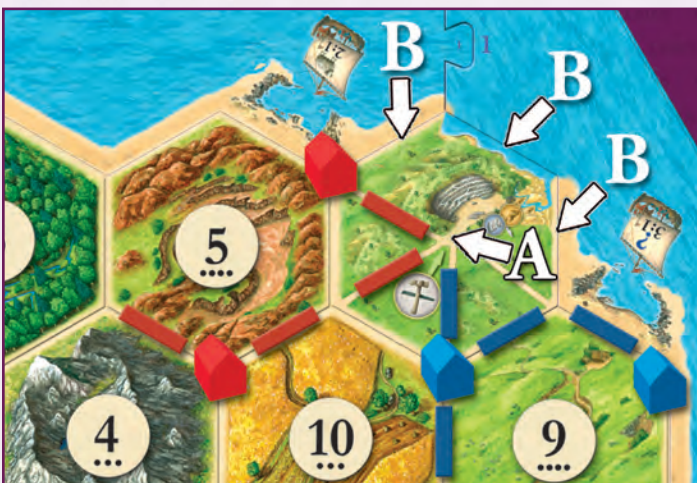
The normal rules for *The Settlers of Catan* apply. The changes are described below.

TRADE HEXES

Each of the 3 trade hexes has a “central plaza” intersection—with a building. Four “interior” paths lead to this central plaza. For each trade hex, the following rules apply:

- You may build roads on interior paths, according to the usual rules.
- You may not build a settlement on the central plaza intersection of a trade hex (A).
- You may not build roads on the three paths of a trade hex (B) that border on the sea.
- You may build settlements/cities on the 4 land corners (intersections) of a trade hex; obeying the distance rule.

Example: The blue player and the red player have built roads on three out of four paths of the trade hex. No settlement may be built on the central intersection (A), and no road may be built on the 3 paths (B) of the trade hex’s coast.



MOVEMENT

After you finish trading and building during your turn, you may move your wagon. The following rules apply:

1. Moving your wagon

- You move your wagon along paths from intersection to adjacent intersection. Moving your wagon along a path from one intersection to an adjacent intersection costs 1 or more “movement points” (MPs).
- Any number of wagons may occupy a given intersection.
- At the beginning of the game, your wagon has 4 movement points to use each time you take your turn. You can increase its MPs by upgrading your baggage train.
- When you move your wagon along a path, the movement point (MP) cost varies based upon whether or not the path is occupied by a road and/or a barbarian:
 - The MP cost is 2 if the path does not have a road.
 - The MP cost is 1 if the path has one of your own roads.
 - The MP cost is 1 if the path has another player’s road, but you must also pay 1 gold to that player.
 - The MP cost is increased by an additional +2 if there is a barbarian on the path (see also section 5a).

Example: The red wagon has 4 movement points. It can move (A) to the castle using 4 red roads (4 MPs). Or, it can move (B) to the castle using a roadless path (2 MPs) and 2 blue roads (2 MPs), but would owe blue 2 coins. Or, the red wagon can move (C) to the red settlement using 2 red roads (2 MPs) with a barbarian (+2 MPs).



- On your turn, you may pay 1 (and only 1) grain to increase your wagon’s movement points by +2 for the current turn. You may do so even after already having used some or all of its MPs in the regular fashion.
- Your wagon may stop and end its movement on any intersection it moves to. Unused movement points are lost.
- Your wagon must stop and end its movement whenever it moves onto the central plaza of a trade hex.
- If you do not have enough unused MPs to move along a path, you may not partially move along the path—your wagon must end its movement on an intersection.

2. Choosing an initial destination trade hex

When you first move your wagon, you should choose one of the 3 trade hexes to move towards (your wagon's initial destination). You may change your initial destination at will.

When your wagon eventually reaches the central plaza of this trade hex, you don't receive any gold—you don't have a commodity token to deliver. However, you do receive the top commodity token from the stack corresponding to the trade hex. Turn it face up in front of yourself to reveal the commodity depicted on the front of the token. There are 4 different commodities:



Each trade hex produces two different types of commodities.



On later turns, you must move your wagon to the trade hex where this commodity can be delivered. You want to deliver glass and marble to the castle hex, tools to the quarry hex, and sand to the glassworks hex. For example, if your wagon is on the glassworks hex and you have received a glass commodity token, you must move your wagon to the castle trade hex.

A player may carry out only one delivery at a time. Only after completing a delivery, may you draw another commodity token.



3. Delivering your commodity

When your wagon stops at the central plaza of the trade hex corresponding to your commodity token, you must deliver that commodity:

- Turn the commodity token face down (showing the picture with a building). The token is worth 1 victory point.
- Depending on your baggage train (see below), you also receive between 1 and 5 gold.
- Take and reveal another commodity token as outlined above—this commodity token determines your new destination trade hex.

4. Upgrading your baggage train

Your wagon represents the on-board location of your baggage train. The characteristics of your baggage train are detailed on your active (face up) Baggage Train Card:

- Your wagon's movement points.
- The gold you receive for delivering a commodity.
- The roll required to drive off a barbarian (see below).



Example: Your active Baggage Train Card is shown below; so, you have 5 movement points for your wagon (A), you receive 2 gold when delivering a commodity (B), and you drive off a barbarian by rolling a "6" (C).

During trading and building on your turn, you may pay resources to upgrade to your next Baggage Train Card:

- Pay the resources shown on the top card of your Baggage Train stack.
- Turn the top card of that stack over and place it on top of your active Baggage Train Card. This card is now your active Baggage Train Card.
- Upgrading to the last Baggage Train Card in your stack is worth 1 victory point, as indicated on that card.

5. The barbarians

Barbarians occupy paths. You may not build a road on a path occupied by a barbarian. Only 1 barbarian may occupy a given path.

a) Moving past barbarians

When moving your wagon along a path (road or no road) occupied by a barbarian, your movement point (MP) cost is 2 more than normally required (i.e., roadless-path + barbarian = 4 MPs; road-path + barbarian = 3 MPs). If you do not have sufficient movement points to move past a barbarian, you either stop on the intersection before the barbarian and lose any unused MPs, or move in another direction.

b) Driving off a barbarian

If you upgrade your Baggage Train Card at least once, you can attempt to drive off a barbarian:

- Pause your moving wagon on an intersection adjacent to a barbarian.
- Roll one die.
- If the result is one of the die roll numbers shown on your active Baggage Train Card, you may move the barbarian to any path not already occupied by a barbarian.
- Regardless of whether you drive off the barbarian, you may continue moving your wagon normally using any remaining movement points. When you drive off a barbarian, you do not steal a Resource Card from another player.
- During each of your turns, you may only attempt to drive off a given barbarian once.

6. A “7” is rolled

When you roll a “7” as your production roll, you must move one of the 3 barbarians to any path not already occupied by a barbarian. If you move a barbarian to a path occupied by a road, you may draw a Resource Card (not gold) from the owner of that road.

In addition, each player who has more than 7 Resource Cards must select half (rounded down) of his Resource Cards and return them to the bank.

7. A “2” or a “12” is rolled

When you roll a “2” or a “12” as your production roll, re-roll the dice.

8. The gold

The large gold coins are worth 5, while the small ones are worth 1.

Gold is important—it is used to pay for the movement along other players’ roads. In addition, up to two times during your turn, you may buy a resource of your choice for 2 gold. You may also trade gold coins as if they were resources—you can trade with other players and with the bank at 4:1 (3:1 or 2:1 with harbors).

Gold does not count as a resource and is thus not considered when a “7” is rolled. Gold cannot be taken by using a “Monopoly” Development Card.

■ END OF THE GAME

The game ends when a player has reached a total of 13 or more victory points during his or her turn.

■ TIPS FOR PLAYING THIS SCENARIO

Road building is very important, even though in this scenario no Special victory points are obtained for “Longest Road.” The more roads of your own, the faster you can move your wagon from one trade hex to another and the less gold you have to pay for the use of your fellow players’ roads.

Always make sure that you have enough gold reserves. Otherwise you might find yourself sitting with your wagon between other players’ roads and not being able to move on without gold. Then, if none of your fellow players pays you gold for using your roads, your only option left would be to obtain gold from trading—with the other players, or using resources and the bank.

■ COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion’s variants.

For combination with “Catan for Two:”

- Return to the bank half (round up) of the gold you pay for the use of neutral roads when moving your wagon, and give the other half (round down) to the other player.
- Since there is no robber, you may pay a trade token to move a barbarian to a path not occupied by a road and/or another barbarian—instead of sending the robber to the desert.
- When you build a settlement adjacent to a trade hex, you take 1 trade token (also applies during the set-up phase).

For combination with “Catan Event Cards:”

There is no robber and no Longest Road in this scenario. The following events thus have a different meaning:

- **Robber Attacks!:** When you roll a “7” as your production roll, you must move one of the 3 barbarians to any path not already occupied by a barbarian. If you move a barbarian to a path occupied by a road, you may draw a Resource Card (not gold) from the owner of that road. In addition, each player who has more than 7 Resource Cards must select half (rounded down) of his Resource Cards and return them to the bank.
- **Robber Flees:** Since there is no robber, this event does not take place.
- **Earthquake:** It requires 2 movement points to move your wagon along a road that is turned sideways—the same as is required to move along a path without a road.

When combined with the variant “Harbormaster,” this scenario should be played until one player reaches 14 victory points during his turn.

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