



### **Combination of “The Caravans” with “Barbarian Attack”**

- Playable.
- Please note that the Caravan has only two starting hexes for Camels (the third one leads into the ocean), and that the resources required for the Caravan are also good for building Knights. Advantage: In “Barbarian Attack,” settlements/cities on the side where the castle is located tend to have a certain advantage because the Knights can reach them more easily. The camel points on the other side of the game board counteract this effect.
- The presence of barbarians does not prevent placement of camels.
- All rules remain unchanged.

**Version 1** dated 12/12/2007, by Sebastian Rapp and Klaus Teuber