

CATAN

5-6 PLAYER EXTENSION

CITIES & KNIGHTS

Welcome to the *Catan—Cities & Knights 5-6 Player Extension*™! Now you'll face even more competition from your fellow leaders as you struggle to dominate the island of Catan! Meanwhile, an even larger and more powerful horde of barbarians awaits the first sign of weakness from the island's feuding leaders. Will you rally the defenders of Catan, seize the initiative in expanding and improving your land, and construct one of the three great metropolises of Catan? Or will you instead be brushed aside by your covetous neighbors while someone else seizes the glory of victory?

GAME COMPONENTS

To use this *Extension* you need:

- The *Catan*® base game (*Catan*)
- The *Catan 5-6 Player Extension*™ (*Catan 5-6*)
- *Catan: Cities & Knights*® (*C&K*)
- This *Extension* (*C&K 5-6*)

This *Extension* contains:

- 18 commodity cards:
 - 6 coin cards
 - 6 paper cards
 - 6 cloth cards
- 2 “Defender of Catan” victory point (VP) cards
- 2 development flip-charts
- Playing pieces in 2 colors (green and brown):
 - 6 city walls, 3 of each color (square wooden tokens)
 - 12 knights, 6 of each color (round wooden tokens)
- 1 sheet of knight labels
- 1 *Catan: Cities & Knights 5-6 player Extension* rules booklet



RULES

Before you begin your first game, remove the game pieces from the tile sheet. Then apply the adhesive labels to the knight tokens. Find instructions on using the labels in the *Catan—Cities & Knights* “Almanac.”

EXTENSION GAME RULES

Except where noted below, the *Cities & Knights 5-6 Player Extension* uses all of the rules found in *Catan—Cities & Knights*.

These additional rules include:

- rules for assembling the larger board;
- rules for the special build phase; and
- rules about activating knights.

Assembling the Board

First, set up the frame, using all of the pieces from the *Catan* base game and the *Catan 5-6*—exactly as outlined in *Catan 5-6* rules. This will enlarge the *Catan* frame so that it will hold a larger island.

Second, place the “barbarian tile” with the movement squares for the barbarian ship next to the frame. Then, construct the island following all of the rules in *Catan 5-6*.

Third, distribute a set of pieces to each player, as described in *C&K*.

Place the robber in either desert, and place the barbarian raiding ship in the “barbarian ship” space on the barbarian tile.

The Special Build Phase

Each player’s turn in *C&K 5-6* has an additional phase called the “special build phase.” This phase is explained in full detail in the *Catan 5-6* rules. Briefly, the turn order now changes to the following sequence:

- You must roll all 3 dice.
- Resolve the event die results.
- Progress cards may be drawn if allowed by the white event die.
- All players produce the resources indicated by the red die and the yellow die.

RULES

- You may do any or all of the following in any order:
 - Trade resources and/or commodities with other players or with the bank.
 - Build roads, settlements, cities, knights, city walls, and/or city improvements.
 - Activate, promote and/or perform actions with your knights.
 - Play any number of progress cards.
- Once you have finished your turn, pass the dice to the next player.
- Now the special build phase begins: in clockwise order (starting with the player who received the dice from you), the other players may build.

During the special build phase, each other player who did not just finish taking their turn may build anything for which they have resources and/or commodities available in their hand.

Other players **may not**, however:

- perform any actions with their knights;
- play any progress cards; or
- make any trades with other players and/or with the bank.

These players **may**:

- build roads, settlements, cities, knights, city walls, and/or city improvements; and
- activate and/or promote knights.

***Note:** The rules for **Catan 5-6** indicate that a player may purchase development cards during the special build phase. Since the development cards are not used when playing **C&K**, this option is no longer available.*

Activation of Knights

Normally, a knight may not perform any actions on the turn that it has been activated. However, a knight can be activated during the special build phase. Since the special build phase is the last part of a turn, the knight could then perform an action during its controlling player's next turn.

***Example:** Anna's turn ends, and a special build phase follows. During this phase, in clockwise order (starting with the player next to Anna) each of Anna's opponents may build, using the resource cards in their hand. Leif spends a grain resource to activate 1 of his knights. After the special build phase has concluded, it is Leif's turn. After rolling the dice and resolving the events and production for his turn, Leif may take an action with the knight he activated during the special build phase.*

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