

User's Guide

V. 1.1

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Introduction

Welcome to "Catan - Cities & Knights."

Almost ten years ago, the first electronic version of "The Settlers of Catan" hit the market. This first version was called "Catan – The First Island." The computer game had to be named differently than the original board game because we were not allowed to use the word "settler" in the title, due to an agreement with the company Bluebyte which at the time was marketing the PC game "The Settlers."

Over the years, I received many e-mails asking when there would be a new Catan version for PC – if possible, including the "Cities & Knights" expansion. Unfortunately, the structure of the program code for "Catan – The First Island" didn't allow to simply add "Cities & Knights." It was clear, therefore, that Catan with "Cities & Knights" would become an entirely new production.

The most difficult part of a board game's computer version is the creation of an artificial intelligence strong enough to also challenge the experienced Catan gamers. This is not an easy task, especially not for a game like Catan with its complexity and various possible strategies for winning. And particularly the tactical possibilities of the Cities & Knights expansion adds even more to the strategic complexity of the game.

A good artificial intelligence is the prerequisite for making a game attractive and always fun to play. To create a good artificial intelligence, you need more than just a good programmer – you need someone who also plays the game and knows it upside down, with all its tricks and refinements. Regrettably, this kind of expert is not easy to find.

Hence, I was procrastinating the project and first created the Catan Online World. Launched in 2002, this platform offers the possibility to play the Basic Game as well as "Cities & Knights" with other people on the Internet.

For many gamers this seemed not to be enough, because I still received e-mails asking for a PC game featuring the popular "Cities & Knights" expansion. And there were quite a few inquiries where people asked how the first PC game "The First Island" - totally obsolete at that point - could be made to work using the new operation systems.

In 2007 the time was ripe. Together with my coworker Arnd Beenen – who took charge of the project management - I started to develop the PC game "Cities & Knights." We also had found very capable programmers who were passionate gamers as well as excellent Catan strategists: Sebastian Mellin and Alexander Zbiek at Brettspielwelt GmbH; both had already programmed the Catan Online World.

By the time I am writing these lines, we have completed countless tests. During the last few weeks, the computer players got better and better. Meanwhile, they are so good that they are quite a challenge even for me, forcing me to fight hard for each victory.

The game became what I had wished for: in "Normal" mode, it is a tough nut to crack for all experienced strategists and tacticians, and in "Training" mode, it is a casual game for beginners. Particularly beginners who perhaps are afraid to make a fool of themselves when settling with other players can easily improve their own game savviness for the next board game at the table or the next match with friends in the Catan Online World. Whatever group you may belong to, dear reader – I wish you lots of fun with the brand new cities and knights on Catan!

Klaus Teuber, October 2008

System Configuration

Windows Vista/XP Pentium IV/Athlon 2 GHz or comparable 512 MB RAM approx. 85 MB free hard drive space Java 1.6 (will be installed if not already available)

Before You Play

Installation

Please start the file catan_sur_install.exe. The installation begins. Please follow the on-screen instructions. After installation, you can start "Catan – Cities & Knights" either by double-clicking the "Catan – Cities & Knights" icon on the desktop, or you can start the game via the Windows program menu. The entry can be found in the subdirectory "Catan."

Software Activation

If you have purchased the download version of "Catan – Cities & Knights" at www.playcatan.de, you must use the activation code received upon purchase to upgrade the free test version to the full version.

For this purpose, start the program and then click on "Play" to activate the program menu. Select the menu item "Activate Program." Another menu appears. Enter your **name**, **e-mail address**, and **activation code** in the corresponding fields. Make sure to use the same name and e-mail address you specified during purchase. The code refers to this information and only works in combination with the correct specifications.

Do not give this personal code to third persons!

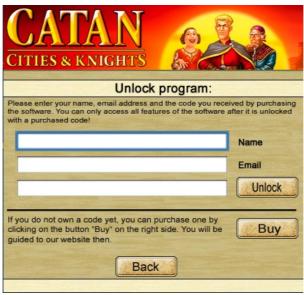


Illustration 1: Activate software

Menus

"Catan – Cities & Knights" offers diverse play modes and options. The path from program start to the actual game is explained below.

Updater

Occasionally available patches or player extensions for "Catan – Cities & Knights" can easily be installed with the inbuilt updater.

When you start "Catan – Cities & Knights," the updater is always launched first. This program part allows you to manually search for updates for "Catan – Cities & Knights" and install them if required. Click on the button "Search for Updates" from time to time, and if an update is available, make sure to install it after the download is finished. Updates may contain new functions or program error corrections. New updates are also announced in the News area at www.playcatan.de.

Programs Menu

After the updater, the programs menu appears with the following choices:

- **1. Game Against the Computer –** Click here to play against the artificial intelligence.
- **2. Start Catan Online World** In the Catan Online World, you can compete against other players via the Internet. In the section "Catan Online World" on page 31, you can find further information regarding this topic.
- **3. Activate Program** If you only have a test version, you can activate it here. Afterwards, the button is deactivated.
- **4. Online Help** Use this button for connecting to the support site for "Catan Cities & Knights." Here you find this user's guide as well as further support, information, and news regarding the program (requires Internet connection).
- 5. Exit Click here to leave the program.

Options

This menu allows you to adjust the settings for "Catan - Cities & Knights."

1. Speed – Here you can adjust how fast the AI performs actions. Experienced players may increase the speed, but beginners are advised to use the option "Slow" for play, in order to be able to follow all actions the AI takes.



2. Graphics choices – You can either play with the standard game pieces or choose among two additional sets. The Viking set is modeled on the Viking-style wooden game pieces available at the Catan Shop (www.catanshop.de), while the classic set draws on the shapes of the wooden game pieces of the old board game editions.



- **3. Sound** Use to adjust the volume of the sound effects.
- **4. Music** Use to adjust the volume of voice and music.

5. Resolution – Use to adapt the resolution of "Catan – Cities & Knight" optimally to your screen. Different modes are offered, depending on your monitor and graphics card.



6. Animation – In the game, the resources are represented by cards; during resource production and trading, these cards are animated. This option allows you to select if the animations are always activated, only when trading, or never. If you select "Off" for this option, the information is displayed via info windows instead. It is recommended to switch this option off on slow computers.



7. Full Screen – If this option is activated, the display always occupies the entire screen, regardless of the chosen resolution.



8. Water – Switches the water animation in the game on or off. This option should be turned off on slow computers.



Play

And now the most important thing: playing the games. "Catan – Cities & Knights" offers two possibilities for playing the scenarios: either as independent individual scenarios or as a continuous campaign.

Campaign

The campaign starts with a simple Basic Game and subsequently increases its complexity, from the "Seafarers" expansion and "Cities & Knights" to combined scenarios from both expansions. The campaign continues to the next scenarion only if you have won the current scenario. Scenarios you don't win have to be repeated. All results are recorded in the Campaign Overview and provide a basis for calculating the campaign ranking at the end of the campaign. If you play the campaign again, you can try to exceed your previous ranking. Please note that defeats <u>as well as abandoned games</u> have a negative impact on the ranking.



Illustration 2: Campaign Overview

Individual Scenarios

Initially, there are already 6 scenarios activated for individual play: The First Island (Basic Game), Heading for New Shores, The Four Islands, Oceania, Through the Desert, Greater Catan, Cities & Knights, and Oceania with Cities & Knights.

The campaign includes other new scenarios. As soon as you have won the campaign, these scenarios will also be activated for individual play. It is, therefore, well worth it to finish the campaign.



Illustration 3: Individual Scenarios Menu

Before you start an individual game, you can modify various parameters.

- 1. First select the desired scenario via the selection box at the bottom.
- 2. Afterwards, determine the computer opponents to participate in the game. If you want to play a 3-player game, make sure the option for the 4^{th} player shows an "x" in order to omit this position.
- 3. Finally, some additional game options are available:

Friendly Robber: If this option is activated, the robber may only be placed on terrrain hexes where players with less than 3 victory points do not own settlements. This means that the robber can not be used to steal a resource from a player with less than 3 victory points. This option is available only for scenarios with Basic Game or Seafarers rules.

Card Stack: If you select this option, the dice roll results are simulated by means of a stack with 36 cards. The results obtained by rolling two dice are distributed over the cards, according to the statistical probabilities of numbers being rolled. For example, only one card has the number 12, but six cards have the number 7. At the beginning of each turn, a card is drawn from the stack, and the number on the card is displayed as the dice roll result. To avoid that the cards in the stack become entirely predictable, the card stack is shuffled again after 33 cards; the numbers of the last three cards are thus not considered.

Game difficulty level: Set the capability of the computer opponents to either "Training" mode or "Normal" mode. Our suggestion for beginners: Start by playing "The First Island" (Basic Game) in "Training" mode, to become acquainted with the game. This is also highly recommendable as a preparation for the campaign. For the campaign you can also choose between easy and normal mode.

Saving Scores

If you leave a game via the menu, scores are automatically saved. An individual scenario is saved separately from a game within the campaign or a tutorial game. You may, therefore, interrupt the campaign without hesitation and play an individual scenario. For each area, there is one score per player.

Ranking List

The ranking list specifies all human players as well as all computer players. You compete with them for a good position in the ranking list.

The score is calculated as follows:

Basically, the score results from the differences between the scores of the game partners.

In the case of the winner, the difference between his score and the score of the second place is multiplied by 1.0, the difference between his score and the score of the third place is multiplied by 0.75, and the difference between his score and the score of the fourth place is multiplied by 0.5. All other players receive minus points: the differences between their scores and those of the better ranking players are also weighted and added up. The factor for the difference between their scores and the score of the first and second place is 1.0, and 0.75 for the difference between the score of the fourth place and the score of the third place.

Let's assume that a game ends with 10, 9, 8, and 4 points for the respective players. The last player with 4 points would thus receive 14 minus points, the second to last, one minus point, and the third to last, 3 minus points. The winner would be credited with 5.5 plus points.

In addition, each player's result is modified by a turn factor. The fewer turns the winner needed to win, the higher is the value of this factor.

Each player's result is also corrected by a production factor. The smaller a player's share of the overall net resources obtained (resource production per total number of dice rolls), the higher is the production factor.

Please note: If you abort a game, you receive 10 minus points, while the participating AIs receive 5 plus points each.

Tutorials and Game Help

"Catan – Cities & Knights" offers beginners many possibilities to learn the game. Each scenario has an in-game help that describes its most important features and rules. If you play Catan for the very first time, you should activate the tutorial, either from inside the campaign or directly via the main menu. That way, you get comments on important game situations and explanations regarding the rules.

ScenarioTutorialThe First IslandBasic GameHeading for New ShoresSeafarersCities & KnightsCities & Knights

In the tutorials, the player is not restricted to a narrow scope of action but may, in principle, play the respective scenario freely. As soon as a specific situation occurs, it is explained, and the player receives tips for further actions. If you are still an unexperienced player, it is advisable to follow the program instructions despite the possibility of playing freely; that way, the tutorial will give you optimal results.

Game Rules and Operation

General Functions

During play, a Button Bar is shown in the upper margin of the screen, offering the following functions:

Change options



Display in-game instruction



Magnify / demagnify game map (Zoom)



Leave game (game is automatically saved)



Display statistics



Sound on / off

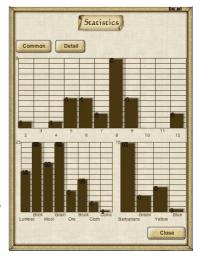
Statistics

If you click on the Statistics Button in the upper Button Bar, an additional window opens, with important information regarding the course of the game.

It gives access to two different views:

1. Distribution of rolled numbers and resource types

- a) Distribution of rolled numbers
- b) Distribution of resource types
- c) Disribution of rolled symbols (barbarians, green/blue/yellow city expansions) (only in scenarios with Cities & Knights rules)



2. Special information on resource income and discarded resources

1st row: Overall balance

- a) Resources missed because of blockage by robber
- b) Sum of all resources received
- c) Sum of all resources lost
- d) Resources available in the game

2nd row: Resource income

- a) Income via production
- b) Income via robbery
- c) Income via Progress Cards
- d) Income via trading

3rd row: Discarded resources



- a) Resources discarded because of exceeding the resource limit when a "7" was rolled
- c) Resources lost via robbery
- c) Resources lost via Progress Cards
- d) Resources spent via trading

The First Island (Basic Game)

The scenario "The First Island" is a faithful PC adaptation of the board game "The Settlers of Catan."

What's It About?

You settle the island of Catan. Each player starts with two settlements and one road adjacent to each settlement. During the game, the players harvest resources to build more roads and settlements and upgrade settlements to cities. Each settlement is worth one victory point and each city, two victory points. If you skilfully expand over the island, you might be the first one to reach 10 victory points and thus win the game.

The Island of Catan

The island consists of 19 terrain hexes. The terrains produce the resources lumber, wool, grain, ore, and brick, as shown in the opposite illustration.

The terrain hexes are separated by paths. Intersections are formed wherever the edges of 3 terrains come together.

Some intersections on the coast show an anchor symbol. These are the harbor intersections.

Set-up Phase

The starting player is determined randomly and builds his first settlement. The other players follow in clockwise order.

When it is your turn, the Building Menu opens. *Illustration 4: The island of Catan*Click on the button "Build Settlement." Your mouse cursor has now turned into a Settlement

Click on a Settlement Symbol of your choice, and you have built your first settlement.

The Build Menu is still open; however, this time the button "Build Road" is highlighted. Click on the button and then on a marked path. Now you have built your road.

Icon. A gray Settlement Symbol appears on each intersection you can build a settlement on.

The game itself begins as soon as each player has built his two starting settlements, each with one road.

On your turn, you first roll for resource production, the result of which applies to all players. Afterwards, you may trade resources with your game partners or the bank, or you may build.



Roll for Production

At the beginning of your turn, click on the Die Symbol and roll for production, the result of which applies to all players.



For each settlement a player owns adjacent to a terrain hex with the rolled number, he receives one resource of the type produced by that terrain. For a city, he receives 2 resources (exception: a "7" is rolled, see below).



The resources you receive are collected in your **Inventory Window**.

Illustration 5: Inventory Window



The total number of resources owned by each player can be seen in his Resource Indicator.

You need the resources for building roads, settlements, and cities as well as for buying Development Cards. You do not always have the right resources at hand, in which case it is advisable to trade with your game partners or the bank.

Trade

Click on the Trade Button to open the Trade Window.



In your Inventory Window, click on a resource you would like to part with. It appears in the Offer Window (1).



Illustration 6: Trade Menu

Illustration 7: Reject trade

In the Request Bar (2), click on the resource you are requesting. The resource appears in the Request Window (3). Clear the offer for trading by clicking on the green checkmark.

If you own enough resources to **trade with the bank**, the Treasure Chest Symbol appears (4). Confirm the trade with the bank by clicking on the Treasure Chest Symbol.

As soon as you have made your offer, your game partners react. Either a symbol "Thumb Down" indicates that the computer player did not want to accept your offer, as shown in Illustration 7.



Illustration 8: Accept trade

Or a computer player uses the symbol "Thumb Up" to indicate his willingness to accept your offer. To finalize the trade, you have to confirm it by clicking on the green checkmark.



Illustration 9: Trade offer

During their turns, the computer players also make their own trade offers. If you have the requested resource and are willing to trade, just click on the green checkmark to perform the trade.

The computer players wait until you have made your decision. If you don't want to trade, you must click on the red cross to continue the game.

Build

Click on the Build Button to open the



Build Menu.



Settlement: Building a settlement costs 1 brick, 1 lumber, 1 grain, and 1 wool. A settlement is worth 1 victory point. If you click on the Settlement Button, a gray settlement appears on all permitted building sites. Please observe the distance rule: 2 settlements must be separated by at least one free intersection.

Important: You can never have more than 5 settlements on the game board. When you have built 5 settlements, you must convert one of your settlements into a city to be able to build another settlement.



Road: Building a road costs 1 brick and 1 lumber. Place a road adjacent to one of your already existing roads, settlements, or cities. You can build a settlement on an intersection only if one of your own roads leads to that intersection. You may build 15 roads in total.



City: Upgrading a settlement to a city costs 2 grain and 3 ore. A city is worth 2 victory points and produces twice as many resources as a settlement. You may build up to 4 cities.



Development Cards: Each Development Card costs 1 ore, 1 grain, and 1 wool. There are 25 Development Cards in total. Once they are used up, no further Development Cards may be bought.



Victory points: The number of victory points of each player is displayed in the respective Victory Point Indicator.

End Your Turn

If you do not want to perform any further actions during your turn, you may end it by clicking on the End Turn Arrow.



A "7" is Rolled - Move the Robber

When a "7" is rolled, the robber strikes. All players who own more than 7 resources must discard half of their Resource Cards. Then the active player moves the robber.

- **1. Discard resources:** If you own more than 7 resources, the Discard Window opens. Now you must click on half of the resources in your Inventory Window to transfer them to the Discard Window. Once you have discarded half of your supply, a green confirmation check mark appears.
- **2. Move the robber:** The active player moves the robber to any other terrain hex of his choice. Then he clicks on the avatar of a game partner who owns a settlement or city adjacent to the hex occupied by the robber. That way, he steals a resource from this game partner provided that the game partner has a resource.

Resource blockade: As long as the robber occupies a terrain hex, it does not produce resources. The robber is driven away only when the next "7" is rolled or a Knight card is played.

Development Cards

General: If you want to use a card, click on it. You may play only one Development Card per each turn; it cannot be a card you have bought during the same turn.



Invention (2x): You may select two resources of your choice.



Monopoly (2x): You are asked to select a resource type. You receive all resources of this type owned by your game partners.



Road Building (2x): You may immediately build 2 roads for free.



Knight (14x): You move the robber to another terrain hex and may steal a resource from a player owning a settlement or city adjacent to this hex. The first player to have used 3 knights in total receives the "Greatest Army" (see below).



Victory Point card (5x): This card is not played. It secretly increases your victory points account. Your game partners don't know that you own this victory point. You are the only one who can see that your victory points account has

increased by one victory point.

The number of unplayed Development Cards of a player is displayed in the Development Cards Indicator.

Special Victory Points

A player who has the "Longest Road" or the "Largest Army" receives 2 special victory points for each.

Longest Road: The first player to build a continuous road consisting of 5 individual road pieces receives 2 special victory points for the "Longest Road."

The number of individual road pieces composing a player's longest continuous road is shown in his status indicator "Roads." If the number is red, the players owns the "Longest Road."

Largest Army: The first player to have played 3 Knight cards in total receives the "Largest Army."

The number of Knight cards used by a player is shown in his status indicator "Knights." If the number is red, the players owns the "Largest Army."

Important: You may lose the "Longest Road" as well as the "Largest Army" if another player is able to build a longer continuous road or play more Knight cards, respectively.

Trade with the Bank and Trade via Harbors

Trade with the bank: Open the Trade Menu if you want to trade with the bank.

4:1 Trade: If you make a trade offer and have at least 4 resources of the offered type, the bank offers you (Treasure Chest Symbol appears) to trade your 4 resources of the same type for the resource you are requesting. Click on the Bank Button if you want to perform the trade.



3:1 Trade: If you own a settlement on a 3:1 Harbor intersection, the bank trades 3 resources of the same type for any one other resource of your choice.



2:1 Trade: If you own a settlement on a Harbor intersection marked with a resource, the bank trades 2 resources of the depicted type for any one other resource of your choice.

Important Tips

Probability of resource production: The productivity of a terrain hex depends on the number depicted on it. The illustration below shows how often a number (robber = 7) is rolled on average during a total of 36 dice rolls.



You should, therefore, try to build your settlements adjacent to terrain hexes with good numbers.

Variety: Build your settlements adjacent to as many different terrain hexes as possible, so that it is likely for you to get each resource. You should also settle at terrain hexes with different numbers. If, for example, you have built only adjacent to hexes with the numbers 6, 5, and 11, and these numbers are not rolled for some time, your capacity to act becomes very limited.

Scant resource: If a certain terrain type has only bad numbers such as 12, 2, 11, or 3, the resource of this terrain type is produced very rarely. In this case it is important that you own a harbor settlement, which allows you to trade resources that have a good probability of being produced for the scant resource.

The Harbormaster Variant

A settlement on a harbor intersection is worth one harbor point, and a city on a harbor intersection is worth two harbor points.

Harbormaster: The first player to own 3 harbor points receives 2 special victory points for the "Harbormaster." You can lose the Harbormaster if another player has more harbor points.



A player's harbor points are shown in his Harbor Points Indicator. If the player owns the Harbormaster, the number in his indicator is red.

Seafarers Scenarios

The rules of the Basic Game also apply to the Seafarers scenarios. Some new rules are added, regarding the following:

- Build and move a ship
- Ship and road
- Pirate
- Special victory points
- Gold fields
- Discover islands
- Treasures
- Resource depletion

Build and Move a Ship



Build ship: Open the Build Menu and click on the button "Build Ship." The building costs are 1 lumber and 1 wool. Then click on the spot where you want to build the ship.

You can place ships only on the edges of sea hexes or on the coast. Place the ship either adjacent to one of your settlements or cities or adjacent to one of your ships.



Move ship: If you want to move a ship, open the Build Menu and click on the button "Move Ship." Click on the ship you want to move and then on the spot you want to move it to.

You may move only the last ship of a ship route. Also, you may move just one ship per turn, provided that it is not a ship you built during the same turn.

Ship and Road

Transition from ship to road: You are not allowed to place a ship directly adjacent to a road or a road directly adjacent to a ship. If you want to switch over from road to ship and viceversa, you first have to build a settlement in between.

Longest Road: Ships lenghten a continuous road if they are connected to it by a settlement or city.

Develoment Card "Road Building": Instead of a road, you may also build a ship.



Illustration 11:Transition from ship to road

Pirate



Move the pirate: If you roll a "7" or play a Knight card, you may move the robber or the pirate. The pirate can only be placed on sea hexes.

Steal a resource: If you have moved the pirate, you may steal a Resource Card from a player that owns a ship on the edge of the sea hex occupied by the pirate.

Blockade: You may not move a ship that stands on an edge of the sea hex occupied by the pirate, nor may you place a new ship onto one of the edges of this field either.

Special Victory Points

As in the Basic Game, special victory points are awarded for the "Longest Road" and the "Largest Army."

Special victory points for small islands: In some scenarios (*Heading for New Shores, The Four Islands, Through the Desert*) the players build their first two settlements on the main island and receive 2 special victory points for each first settlement they build on one of the surrounding small or foreign islands. For example, if you have settled 2 small islands, you receive 6 victory points in total.



Gold Fields

If you own a settlement adjacent to the gold fields hex and the number of the gold fields is rolled, you recieve any one resource of your choice. For each city adjacent to the gold fields, you recieve any 2 resources of your choice.

Discover Islands

Some scenarios (*Oceania*, *The Fog Islands*, *The Treasure Island*, *The Oases*) are composed of one or two main islands where the players build their first two settlements and surrounding small islands hidden in the fog. In order to discover the islands, you have to set sail and lift the fog (or, in the scenario "The Oases," explore the desert via roads).

Each time you place a ship adjacent to a hex with fog, the fog lifts, and you discover either ocean or land. If you have discovered land, you are awarded a resource of the discovered terrain hex.

Treasures

In some scenarios (*The Treasure Island, The Oases*), not only islands are hidden in the fog but also treasures. To rescue the treasure, you have to reach the intersection that bears the treasure with one of your ships.

If you find a treasure, you either are awarded two gold (two selectable additional resources), may build additional roads or ships, or receive a Development Card.

Resource Depletion

The scenario "Greater Catan" is composed of one main island and many surrounding islands whose terrain hexes do not have numbers yet. In order to avoid that an excessive amount of resources is produced during the game, from a certain moment on numbers are removed from the main island and placed on the terrain hexes on the surrounding islands.

As soon as a player's ship reaches the edge of a terrain hex belonging to one of the small islands, a number token is assigned to this hex. The first 4 (in a 3-player game) or 5 (in a 4-player game) number tokens are taken from an existing supply.

Once the supply is used up, the player whose turn it is must remove a number token from the main island. At first, only number tokens are available that obey the following 3 rules:

- 1. The number token must belong to a terrain hex adjacent to which the active player owns a settlement or city.
- 2. Each settlement or city on the main island must keep at least one terrain hex with a number token.
- 3. On a small island, the numbers 6 and 8 must not be next to each other.

If it is not possible to comply with all three rules, you may break the rules in consecutive order from 1 to 3.

Cities & Knights

With just a few exceptions, the rules of the Basic Game also apply for "Cities & Knights." New rules are added for:

- Build knights and perform actions with knights
- Commodities: City expansion
- Expansion level and metropolis
- **Barbarians**
- **Progress Cards**
- City wall
- Special victory points

Build Knights and Perform Actions with Knights

There are no Development Cards in "Cities & Knights," which is why no Knight cards can be played. Instead, knights in the form of game pieces are used that can be placed directly on the free intersections of the game board. Each knight comes in three levels: basic (1 strength point), strong (2 strength points), and mighty (3 strength points). You can use a knight to drive away the robber, displace a weaker foreign knight from an intersection of your own continuous road, or interrupt a foreign continuous road.

You also need knights to protect your own cities from the barbarian attack (see below).



Build knight: A knight costs 1 wool and 1 ore. Open the Build Menu and click on the button "Build Knight." Place the knight on a free, marked intersection (one of your roads must lead to this intersection).



Open Knight Menu: To promote, activate, or move a knight, or to drive away the robber, click on one of your knights on the game board.



Knight Menu - Promote knight: Click on the button "Promote Knight" (costs 1 wool and 1 ore). For each promotion, the knight receives one more strength point. You may promote a knight to level 3 only if you have performed the third city expansion in the area "Politics" (see below).



Knight Menu - Activate knight: Click on the button "Activate Knight" (costs 1 grain). You can perform actions only with activated knights. Only the strength points of activated knights count for the defense against the barbarians.



Knight Menu - Drive away robber: If an activated knight stands next to the robber, click on the icon "Drive away Robber." Move the robber. Your knight is now deactivated.



Knight Menu – Move knight: You can move knights only along your own roads and place them only on free intersections. A knight must be activated to be moved. Click on the icon "Move Knight." After you have moved your knight, he is deactivated.



Important: Each knight may only be used for one action per turn. If you have used one of your knights for an action during your turn, you may activate him on the same turn but must wait until your next turn to perform another action with him.

Commodities: City Expansion

The income you receive for a city adjacent to pasture, mountains, or forest is one resource and one commodity.

The cities can be expanded in three different areas. The commodity "paper" is used for expansions in the area "Science" (1), "cloth" for expansions in the area "Trade" (2), and "coins" for expansions in the area "Politics" (3).



Illustration 12: Commodities

The city expansion is carried out and indicated in the three City Expansion Windows at the bottom left.



You need paper for expanding the green area "Science" (1), cloth for the yellow area "Trade" (2), and coins for the blue area "Politics" (3). To expand an area, click on the corresponding Expansion Window in the bottom left corner. The required commodities are automatically debited.



The first expansion costs one commodity (in the example on the left: one paper for the first expansion in the area "Science"), and two dice appear in the City Expansion Window. Each further expansion costs one commodity more, and another die appears.



Let's assume that you made your first expansion in the green area – as illustrated above. With the dice roll shown on the left (green city gate and "1"), you would receive one Progress Card. Each further expansion level adds another die to the City Expansion Window and thus increases the probability for you to get a Progress Card.

Expansion Level and Metropolis

As soon as you have expanded an area to the third level, you get an advantage.



Third level "Science" (paper): If you come away empty-handed during a production roll, you receive any one resource of your choice.



Third level "Trade" (cloth): You may trade 2 commodities of the same type for any one resource or commodity of your choice.



Third level "Politics" (coins): You may promote your knights to mighty knights (3 strength points).

Metropolis: If you are the first player to expand an area to the 4^{th} level, you may convert one of your cities into the metropolis of this area. A metropolis is worth a total of 4 victory points. You can lose the metropolis to a game partner if he expands the area of the metropolis to the 5^{th} level before you.



Barbarians

The barbarians threaten Catan. The players must fend off the barbarians together and confront the enemies with a sufficient number of activated knights.

The Barbarians Window informs about the distance and strength of the barbarians as well as the combined strength of Catan's knights.



At the beginning, the barbarians ar 7 hexes away. Each time the barbarian ship is rolled, they come one sea hex closer to the island of Catan.



Illustration13: Barbarians Indicator



The status indicator "Distance" shows how many sea hexes the barbarians are still away from Catan.



The status indicator "Strength of Barbarians" shows the barbarians' number of strength points. Each city and each metropolis on Catan counts one strength point for the barbarians.



The status indicator "Strength of Knights" shows the strength points of all activated knights together.

When the barbarians land on Catan, fighting breaks out. The party with the most strength points wins. If the players and the barbarians are tied for strength, the players win.

The players win: The owner of the knights with the most strength points receives a hero point (victory point). If various players contributed the same number of strength points for victory, they each receive one Progress Card of their choice.

The barbarians win: The player who contributed the fewest strength points for the battle loses a city, meaning that the city is downgraded to a settlement. If various players are tied for contributing the fewest strength points, each of them loses a city.

Important: Metropolises are not destroyed. If you do not own a city but have one or more metropolises, you do not lose anything if you contributed the fewest strength points for the battle and the battle was lost. In this case, the player who contributed the second fewest strength points loses a city, which is also something that may affect various players.

Progress Cards

- If the Event Die reveals a **green city gate**, all players whose green City Expansion Window shows the number of the red die receive a green (Science) Progress Card.
- If the Event Die reveals a **yellow city gate**, all players whose yellow City Expansion Window shows the number of the red die receive a yellow (Trade) Progress Card.
- If the Event Die reveals a **blue city gate**, all players whose blue City Expansion Window shows the number of the red die receive a blue (Politics) Progress Card.

The Green (Science) Progress Cards



Alchemist (2x)

This card allows you to determine the die roll result for the red and the white die. A menu appears where you can select the red and the white die.



Building Crane (2x)

On your turn, a city expansion costs you one commodity less. Let's assume you have expanded a blue City Expansion Window (Politics) up to the second level. You need 3 coins for the next level, but you only have 2. The Building Crane substitutes the missing third coin. If you want to use the Building Crane, click on the Building Crane card first and then on the respective City Expansion Window.



Foundry (2x)

Play this card to receive 2 Recource Cards "Ore" for each mountains hex adjacent to which you own at least one settlement or city.



Irrigation (2x)

Play this card to receive 2 Recource Cards "Grain" for each fields hex adjacent to which you own at least one settlement or city.



Printing Press (1x)

This card immediately increases your victory points account by one victory point. Unlike in the Basic Game, Victory Point cards are not secret in Cities & Knights.



Inventor (2x)

You may switch two numbers, but never the "2," "12," "6," and "8." You are asked to click on 2 terrain hexes whose numbers you want to switch.



Master Builder (1x)

You may immediately build a city wall around one of your cities.



Doctor (2x)

You pay 1 grain and 1 ore less for upgrading a settlement to a city.



Smithy (2x)

You may promote two of your knights by one level, free of charge (promotion to level three is only possible if you already reached level three of the blue city expansion). Mighty knights (level three) cannot be promoted further. If you play this card, click on the two knights (or the one knight) you want to promote.



Road Building (2x)

You may immediately build 2 roads (in combination with Seafarers, also 2 ships) free of charge.

The Yellow (Trade) Progress Cards



Merchant (6x)

Play this card and click on a terrain hex where you have a settlement or city. From now on, you may trade the resource produced by this terrain at a 2:1 rate. Owning the merchant game piece is worth 1 victory point. You lose these advantages as soon as a game partner plays a Merchant card and moves the merchant game piece.



Large Harbor (2x)

Offer one of your Resource Cards to each of your game partners. They must give you a commodity for the resource if they have one.



Trade Fleet (2x)

Until you end your turn, you may trade a resource type or a commodity of your choice at a 2:1 rate as often as you like.



Trade Master (2x)

Click on the avatar of a game partner who owns more victory points than you. His resources and commodities are displayed. You may steal 2 resources or commodities from him. Click on the symbols to take the resources or commodities.



Commodity Monopoly (2x)

You are asked to determine a commodity. Each of your game partners must give you a card of this commodity type if he has one.



Resource Monopoly (4x)

You are asked to determine a resource. Each of your game partners must give you 2 cards of this resource type if he has them.

The Blue (Politics) Progress Cards



Bishop (2x)

Move the robber to a different terrain hex. Draw one Resource Card or one Commodity Card from each player who owns a settlement or city adjacent to this hex.



Diplomat (2x)

Click on any open road of your choice; it is removed. If you click on one of your own roads, you may place it again as provided for in the rules.



Commander (2x)

Play this card to immediately activate all your knights.



Wedding (2x)

Each of your game partners having more victory points than you must give you 2 cards of his choice (resources and/or commodities).



Intrigue (2x)

You may displace any one foreign knight of your choice from an intersection if you reach this intersection with one of your own roads or ships.



Saboteur (2x)

Each of your game partners having more victory points than you immediately loses half of his resources and commodities.



Spy (3x)

If you play this card, click on a game partner's avatar. His Progress Cards are displayed. You may select one of these cards.



Deserter (2x)

Click on a game partner's avatar. He must remove one of his knights. You may place this knight on one of your free intersections (one of your roads or ships must lead to this intersection).



Constitution (1x)

This card immediately increases your victory point account by one victory point. Unlike in the Basic Game, Victory Point cards are not secret in Cities & Knights.

City Wall



Building a city wall costs 2 brick. To build a city wall, open the Build Menu, click on the button depicting the city wall and then on the city you want to protect with a wall.



You may surround up to three cities with walls. City walls protect you from the robber. A city wall lets you get away with 9 resources when a "7" is rolled. Each additional city wall increases the resource limit by two resources.

Special Victory Points

As in the Basic Game, each settlement is worth one and each city two victory points. Two victory points for the "Longest Road" are awarded as well. The "Largest Army" is not applicable. Additional victory points are given as follows:

A metropolis is worth a total of 4 victory points.

You receive a special victory point if you contributed knights with the most strength points for the battle against the barbarians. The hero points are shown in the opposite status indicator.

If you draw the Progress Cards "Printing Press" or "Constitution," you immediately receive one special victory point.

If you play the Merchant card, place the merchant game piece on one or your terrain hexes. You may trade the resources of this terrain at a 2:1 rate. Owning the merchant game piece is worth 1 victory point. If another player plays a Merchant card, he receives the merchant and, thus, also the victory point.

Important Tips

Place knights: The barbarians won't be long in coming. Therefore, you should place an activated knight as soon as possible and thus protect your city.

Make sure you receive commodities: City expansions are only possible with commodities. This is why you should try to build your first city at a forest, pasture, or mountains hex with good production prospects.

City wall: In "Cities & Knights" you are often forced to juggle with a larger resource inventory. Hence, you shouldn't underestimate the value of one or two city walls.

Protect productive terrain hexes: Try to place your knights in such a way that they protect your best terrains from the robber or drive him away, respectively.

Use the harbors: In "Cities & Knights," the habors are even more important than in the Basic Game, particularly because you can also use a 2:1 harbor to get one commodity for 2 resources – a very favorable trade. This gives you a better chance to win the race for a metropolis.

City lost – game lost? Not at all! Before you build your city again, you could first build a lucrative settlement; also, you could utilize the harbors for trading purposes. There are many examples where players were still able to score victory, despite the initial loss of a city.

Campaign

"Catan – Cities & Knights" offers a 20-scenario (in easy and normal difficulty level) campaign:

Settle Catan, then set out for a journey of discovery across unknown waters. The campaign leads you past the Fog Islands and to the unknown continent of Oceania. Many dangers are waiting for you – but also riches and many new friendships.

Each scenario has a fixed structure. If you lose a scenario and, therefore, have to repeat it, you can try your luck again on the same map. Once you have successfully concluded the campaign, you may play the campaign again in variable mode (see below). You can interrupt an ongoing scenario within the campaign and start it again, with the known penalty. The campaign score remains saved. To start a campaign over again, you must have finished the current campaign – or you simply start over as a new player.

Scenarios



Scenario 1: Catan - The First Island

The first island is settled. The rules of the Basic Game "The Settlers of Catan" apply.

Game victory: 10 victory points



Scenario 2: Ore for Wool

There is little ore in this scenario. Happy the player who owns a settlement at a harbor where ore can favorably be traded for other resources. The rules of the Basic Game apply.

Game victory: 10 victory points



Scenario 3: Harbormaster

The Harbormaster rewards building settlements and cities at harbors. A settlement at a harbor intersection is worth one harbor point, and a city at a harbor intersection is worth 2 harbor points.

The first player to have 3 harbor points receives 2 special victory points for the Harbormaster card. You can lose the Harbormaster if another player has more harbor points. Other than that, the rules of the Basic Game apply.

Game victory: 11 victory points



Scenario 4: Heading for New Shores

The Catanians on the main island set sail and head for new shores. If you settle new islands, you are awarded special victory points. The rules of the Seafarers expansion apply.

Special victory points: You receive 2 additional special victory points for each first settlement you build on a small or foreign island.

Game victory: 14 victory points



Scenario 5: Drought

Deserts are spreading on the main island, and grain is scarce. The neighboring small islands offer fertile cropland. The rules of the Seafarers expansion apply.

Special victory points for settling small islands: You receive 2 additional special victory points for each first settlement you build on a small or foreign island.

Game victory: 14 victory points



Scenario 6: The Treasure Islands

Treasures await the Catanians on neighboring islands hidden in the fog. Discoverers are rewarded! The rules of the Seafarers expansion apply.

Game victory: 14 victory points

Discover islands: Islands are hidden in the sea fog. The players must explore the sea by ship to discover the islands. Each time you place a ship adjacent to a hex with fog, the fog lifts, and you discover either ocean or land. If you have discovered land, you are awarded a resource of the discovered terrain hex.

Treasures: Not only islands are hidden in the fog but also treasures. To rescue the treasure, you have to reach the intersection that bears the treasure with one of your ships. If you find a treasure, you either are awarded two gold, may build additional roads or ships, or receive a Development Card.



Scenario 7 + 8: The 4 Islands

The settlers ended up on 4 new islands. Who succeeds in settling all 4 islands? The rules of the Seafarers expansion apply.

Game victory: 13 victory points

Special victory points for settling foreign islands: You receive 2 additional special victory points for each first settlement you build on a foreign island (which is an island where you do not own a settlement after the set-up phase).



Scenario 9: The Fog Islands

Somewhere in the fog-clouded ocean there is an island kingdom with legendary gold deposits. Who is the first one to find the gold islands? The rules of the Seafarers expansion apply.

Game victory: 12 victory points

Discover islands: Islands are hidden in the sea fog. The players must explore the sea by ship to discover the islands. Each time you place a ship adjacent to a hex with fog, the fog lifts, and you discover either ocean or land.

If you have discovered land, you are awarded a resource of the discovered terrain hex.



Scenario 10 + 11: Oceania

The Catanians have reached two islands surrounding a fog-clouded sea. Is there fertile land in the the unknown sea? The rules of the Seafarers expansion apply.

Game victory: 12 victory points

Discover islands: Islands are hidden in the sea fog. The players must explore the sea by ship to discover the islands. Each time you place a ship adjacent to a hex with fog, the fog lifts, and you discover either ocean or land. If you have discovered land, you are awarded a resource of the discovered terrain hex.



Scenario 12: The Oases

A huge desert lies ahead of the Catanians. But rumor has it that fertile oases and plentiful treasures can be found in the fog-clouded desert. You must explore the desert via roads to discover the oases.

Please note: In this scenario, each player can build 30 roads. Other than that, the rules of the Basic Game apply.

Game victory: 12 victory points

Discover oases: Each time you place a road adjacent to a hex with fog, the fog lifts, and you discover either desert or a resource producing terrain hex. If you have discovered a resource producing terrain hex, you are awarded a resource of that hex.

Treasures: Not only oases are hidden in the fog but also treasures. To rescue the treasure, you have to reach the intersection that bears the treasure with one of your roads. If you find a treasure, you either are awarded two gold, may build additional roads, or receive a Development Card.



Scenario 13 + 14: Through the Desert

New fertile islands invite to settle. But productive land also beckons in the north, beyond a broad desert belt. The rules of the Seafarers expansion apply.

Game victory: 14 victory points

Special victory points for small islands and foreign territory: You receive 2 additional special victory points for each first settlement you build on a small island or the foreign territory west of the desert belt.



Scenario 15 + 16: Greater Catan

The Catanians are eagerly settling the neighboring islands. But soon resources become scarce on Catan's main island. The rules of the Seafarers expansion apply.

Game victory: 18 victory points

Resource depletion: As soon as a player's ship reaches the edge of a terrain hex belonging to one of the small islands, a number token is assigned to this hex. The first 4 (in a 3-player game) or 5 (in a 4-player game) number tokens are taken from an existing supply.

Once the supply is used up, the player whose turn it is must remove a number token from the main island. At first, only number tokens are available that obey the following 3 rules:

- The number token must belong to a terrain hex adjacent to which the active player owns a settlement or city.
- Each settlement or city on the main island must keep at least one terrain hex with a number token.
- On a small island, the numbers 6 and 8 must not be next to each other.

If it is not possible to comply with all three rules, you may break the rules in consecutive order from 1 to 3.



Scenario 17: Cities & Knights

Catan flourishes. Thanks to the commodities, cities are upgraded to metropolises. But watch out! Barbarians are lurking off the coasts of Catan! The rules of the Cities & Knights expansion apply.

Game victory: 13 victory points



Scenario 18: C&K – Heading for New Shores

While metropolises are rising on Catan and barbarians are still posing a threat, Catan's seafarers are heading for new shores. The rules of the expansions "Cities & Knights" and "Seafarers" apply.

Game victory: 17 victory points

Special victory points for small islands: You receive 2 additional special victory points for each first settlement you build on a small island.



Scenario 19: C&K - Oceania

Once again, fearless seafarers hear the call of an unknown sea and set sail, in spite of the barbarian danger. The rules of the expansions "Cities & Knights" and "Seafarers" apply.

Game victory: 15 victory points

Discover islands: Islands are hidden in the sea fog. The players must explore the sea by ship to discover the islands. Each time you place a ship adjacent to a hex with fog, the fog lifts, and you discover either ocean or land. If you have discovered land, you are awarded a resource of the discovered

terrain hex.



Scenario 20: C&K - Greater Catan

When it rains, it pours. The strength of the barbarians is unbroken, and on top of it all, resource production on the main island is petering out. The rules of the expansions "Cities & Knights" and "Seafarers" apply.

Game victory: 20 victory points

Resource depletion: As soon as a player's ship reaches the edge of a terrain hex belonging to one of the small islands, a number token is assigned to this hex. The first 4 (in a 3-player game) or 5 (in a 4-player game) number tokens are taken from an existing supply.

Once the supply is used up, the player whose turn it is must remove a number token from the main island. At first, only number tokens are available that obey the following 3 rules:

- The number token must belong to a terrain hex adjacent to which the active player owns a settlement or city.
- Each settlement or city on the main island must keep at least one terrain hex with a number token.
- On a small island, the numbers 6 and 8 must not be next to each other.

If it is not possible to comply with all three rules, you may break the rules in consecutive order from 1 to 3.

Campaign - Variable Mode

Once you have successfully concluded the campaign, the "Variable Campaign" is activated where all scenarios are set up randomly before each game. To play a variable campaign, please select the next campaign in the Campaign Selection Menu. (Click on the right arrow in the illustration above the campaign description.)

Catan Online World

If you would like to compete with game partners from all over the world, you can do so in the Catan Online World. The Catan Online World is part of the software package but yet independent.

You need an account at PlayCatan to participate in the Catan Online World. The Free Account is free of charge and allows you to play the Basic Game and various browser games on the website www.playcatan.com.

To register for a Free Account, you only have to select a nickname and give your e-mail address so that your registration can be confirmed. Just try it – you'll find many new game partners in the Catan Online World.

You can decide at a later moment if you want to switch over to a fee-based Premium Account. This is where you will also have access to Seafarers and Cities & Knights with various scenarios and to other great games such as Hoity Toity, Domaine, Elasund – The First City, and Entdecker – Realm of the Desert Sons.

You can find more information and a comprehensive guide to the Catan Online World at www.playcatan.com.

Further Information on the Web

FAQ

www.playcatan.com features a collection of articles covering the most frequently asked questions about the program. Should you encounter a problem, you might find a corresponding article here.

PlayCatan Forum

A separate area in the PlayCatan forum deals exclusively with Catan – Cities & Knights and gives users the opportunity to communicate with each other.

Service E-Mail

You are also welcome to contact us directly. Or service team can be reached at service@playcatan.com.

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The software was programmed in Java by Sun Microsystems (java.sun.com). In addition, the JLayer MP3 Library for Java (http://www.javazoom.net/javalayer/javalayer.html) and the MersenneTwister (http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html) were used.

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