CATAN CARD GAME
GAME RULES & ALMANAC

Your clan has established a modest foothold in the fair new land called Catan. It is now time to strike out and settle new territory. But another prosperous clan has designs on those same regions, and a race is on to see who will establish the dominant principality!

In the ***Catan Card Game,*** you control a growing realm engaged in a great struggle with your neighbor. Building roads and establishing settlements, you try to tame a land rich in beautiful but unexplored mountains, hills, forests, fields, and pastures. You must outmaneuver your opponent and survive the challenges of nature in order to prevail.

Start by creating your principality. Then embark on the quest to settle new lands. Use your memory, speed, cunning, and strength to crush your rival. Guide your settlers to victory by clever trading and cunning development. Acquire your resources through wise card play and the luck of the dice. Use gold and combinations of resources-grain, wool, ore, brick, and lumber-to develop your domain.

Expand your settlements into cities. Build a bathhouse for protection against the awful plague. Establish garrisons to thwart the ever-present threat of brigands. Increase your resource production with grain and wool mills. Improve trade by building a harbor or a counting house, or construct fleets to dominate commerce. Recruit knights to defend your territory and compete on the tournament field. But beware! When your opponent plays the Black Knight, even your strongest champion can fall!

Now is the time to lead your clan to victory. Your people look to you for vision and insight. Be tough! Be firm! It is a glorious adventure! Have fun with your challenge, knowing that the best strategy and a dash of luck insure that you will be the undisputed ruler of Catan!

Would you like to learn how to play the *"Catan Card Game"* right away? Then visit **www.profeasy.com**.
— Prof. Easy

GAME COMPONENTS

- 1 Windmill Token
- 1 Knight Token
- 1 Event Die
- 1 Production Die
- 120 cards — These cards
  should be sorted according to the symbols on their backs.

Windmill Token Knight Token Event Die Production Die

9 Red Shield Cards
(starting cards for player A)

9 Blue Shield Cards
(starting cards for player B)

11 Region Cards
(additional regions to use for expansion)

7 Road Cards
(additional roads to use for expansion)

5 Settlement Cards
(additional settlements to use for expansion)

7 City Cards
(additional cities to use for expansion)

10 Event Cards
(represent events that can occur in the game)

62 Expansion Cards
(include all cards with yellow, green, and red text fields on their fronts)

GAME RULES

This section contains the *Game Rules* for the *Catan Card Game*. If you have questions about specific cards, you can refer to the Almanac that starts on page 19.

SETTING UP THE GAME

Before you can play, you must sort the cards by the symbols on their backs:
- 9 cards have a red coat-of-arms; these are the starting cards for one player.
- 9 cards have a blue coat-of-arms; these are the starting cards for the other player.
- 11 cards have a map; they are called **Region Cards.**
- 7 cards have a road; these are used to connect settlements.
- 5 cards have a settlement; each is worth 1 Victory Point.
- 7 cards have a city, which are worth 2 Victory Points each.
- 10 cards have a question mark; these are the **Event Cards.**
- The 62 cards that have no symbols on the back are called Expansion Cards. These are the cards you will draw and play to expand your holdings.

Next you will prepare the Development and Expansion Cards. Shuffle the Event Cards and place them face-down in the middle of the table. Then place the other four stacks of Development Cards in a row between you and your opponent.

Shuffle the Expansion Cards together. The Expansion Cards include all the cards with yellow, green, and red text fields. Divide this deck into five roughly equal "expansion stacks," and place them next to the Development Cards. When you draw cards during the game, you can draw them from any of these five stacks.

Expansion Cards (5 stacks)

| Events | Roads | Cities | Settlements | Regions |

Now there will be ten stacks of cards on the table: five stacks of Expansion Cards (each with a mix of cards with yellow, green, and red text fields), four stacks of Development Cards (roads, settlements, cities, and regions), and one stack of Event Cards (with blue text fields).

Now you can build your principality! Choose one coat of arms and take all nine cards with that symbol on the back. Give the other set of nine starting cards to your opponent. You will arrange your nine cards as shown here:

- Place the road card with the Event Die summary in the middle of your side of the table.

- Place a settlement at each end of the road.

- Arrange your six Region Cards diagonally around the two settlements (spaces 1 to 6 in the illustration), in any order you choose. Since you will rotate the cards during the game, you should leave a little bit of space around each Region Card.
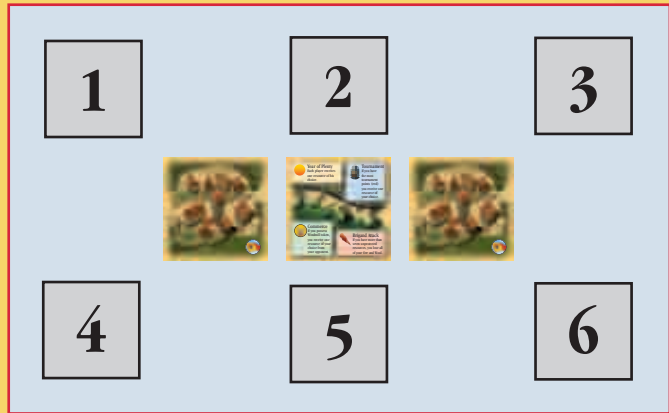
Important: *At the beginning of the game you have 1 of each resource. So, you need to arrange your Region Cards so that the side showing 1 resource icon is closest to you.*

Place the Event Die and the Production Die nearby, along with the two wooden tokens.

Roll the Production Die to determine who will be the first player. The highest roller starts.

The first player chooses one stack of Expansion Cards, and chooses three cards from that stack to begin the game with. The other player chooses a different stack and also chooses three cards. After you choose your three starting cards, return the stack

to the center of the table without shuffling.

Important: When you choose your starting cards:

- *You may not change the order of the cards in the stack!*
- *It is probably best to start with cards that have green text fields. Why? Because "Action Cards" (with yellow text fields) can't be played until the combined score of both players is at least seven Victory Points and "city expansions" (with red text fields) can only be played in a city.*

GAME OVERVIEW

You control a principality with two settlements, connected by a road. Scattered about the settlements are six regions, which supply you with six different raw materials.

Each settlement is worth one Victory Point, so you already have two points to start the game! The first player to reach 12 Victory Points is the winner, so you only need to find 10 more points to win.
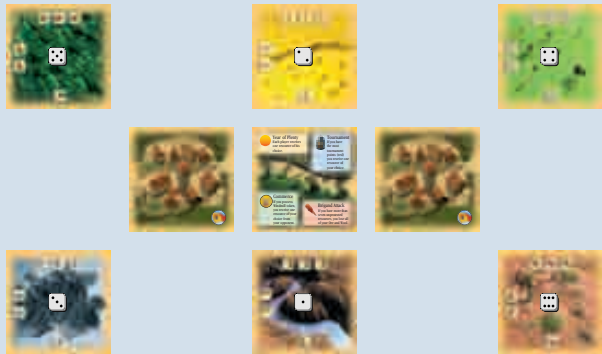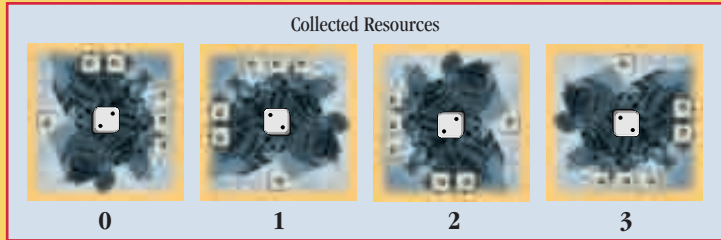
Your opponent's principality!

The Resources
(Cards which come into play later in the game)

Your principality!

In order to build up your principality, you will need raw materials. These resources come from your Region Cards. Each turn a die roll will determine which regions produce. Each time the number rolled matches the number on one of your regions, you receive one of that resource.

Collected Resources

| 0 | 1 | 2 | 3 |

Recording Resource Production

Region		Resource	
	Fields		Grain
	Mountains		Ore
	Pasture		Wool
	Forest		Lumber
	Hills		Brick
	Gold Field		Gold

You don't collect resources in the form of cards or tokens. Instead you use the Region Cards to keep track of your supply. Each Region Card can store from 0 to 3 resources. The actual number of resources is always shown on the side of the card closest to you.

When you gain a resource (such as through the production roll or by trading), rotate the card to show the next higher value. When you spend resources (such as when you build), rotate the card to show the next lower value.

If you have the right resources, you will be able to build. This way you can expand or improve your principality!

When you expand your principality, you make it larger by adding new cards to the left or the right. You will need to build a road before you can add another settlement (worth 1 Victory Point).

In order to build a road, settlement, or city you need to pay the resources shown (on the back of the card). Take the card from the development stack and add it to your principality face-up.

Every settlement will have one Region Card at each (diagonal) corner (a total of four Region Cards). So, when you build a new settlement, you also immediately draw two new Region Cards and place them at the empty corners. These new regions can increase your resource production (by adding more numbers that can be rolled each turn).

When you improve your principality, you add new Buildings and Units. But you can only make improvements if you have the right kind of cards in your hand! If you pay the required resources, you can add a card to your principality. These improvements are placed between your Region Cards above and below your settlements and cities.

If you don't have the Buildings or Units you want, you will have to try to find them in the expansion stacks. At the end of your turn, you will be able to draw cards into your hand until you reach your hand limit. You can draw the cards randomly off the top, or you can spend resources to go looking for the card you want.

New resources are always produced at the beginning of the turn. On your turn you will roll both dice, and both players can receive production from regions that match the number rolled. Also, an Event will occur, determined by the roll of the Event Die. There are five different Events (see "The Event Die" on page 9).

A Typical Partially Developed Principality

RULE SUMMARY

Once you have completed the setup described in "Setting Up the Game," and both players have chosen their three starting cards, you are ready to begin!

The *Catan Card Game* is played in turns. Both players alternate taking turns, starting with the "first player," until one player wins by earning a total of 12 points!

Turn Sequence

There are five steps that you take in order on your turn:

1. **Event:** Roll both dice. The Event Die is resolved first! Resolve the effects of the event first. The event affects both players.

2. **Production:** Players receive production. All Region Cards in both principalities that have a number that matches the Production Die roll produce resources.

3. **Take Actions:** This is the heart of your turn. During this step you may take the following actions as many times as you wish and in any order you choose:
   - **Build**
   - **Trade Resources**
   - **Play Action Cards**

4. **Draw:** When you are finished taking actions, trading, and building for the turn, you have a chance to draw replacement cards into your hand. At the end of your turn, you should always have a number of cards equal to your Hand Limit.

5. **Pass the Dice:** Your turn ends when you pass the dice to your opponent, who can then begin his turn!

These steps are explained fully in "The Game In Detail" on page 9.

Special Victory Points

There are two wooden tokens included in the game: the "Knight" Token and the "Windmill" Token. Each token is worth one Victory Point to the player who controls it.

Windmill Token   Knight Token

The Knight Token is awarded to the player who has the "strongest" group of Knights. The strength of each Knight is equal to the black number next to the iron fist. If the Knights in your principality have a higher total strength than your opponent's Knights, you take the Knight Token and place it in front of you.

The Windmill Token is awarded to the player who has the "trade advantage." Many Buildings have a small windmill icon on them. These icons represent "Commerce

Points." If you have more Commerce Points than your opponent **and** you have at least one city in your principality, you take the Windmill Token and place it in front of you.

Important: These tokens can change ownership during the game! If your opponent gains more Knight strength or Commerce Points than you, he takes the token (and the 1 Victory Point) away! If there is a tie for strength or commerce, neither player controls the token and it is returned to the center of the table. Remember that the Windmill Token has two requirements: if you have more Commerce Points but no city, you cannot claim the token!

Hand Limits

There is a limit to the number of cards you can have in your hand at the end of your turn. This is called your "hand limit." At the beginning of the game, your hand limit is always three cards. But there are some Buildings that increase your hand limit. This will allow you to hold more cards in your hand, increasing your options!

THE GAME IN DETAIL

The Event Die

There are five different Events. They all affect both players:

Tournament (Knight's Head)

If the tournament is rolled, look at all the Knights in your principality. Add up the Tournament Points (the red number next to the Knight's head) for all of your Knights. If you have a higher total tournament score than your opponent, you receive any one resource of your choice (turn the matching Region Card) in addition to your normal production. If there is a tie for Tournament Points, neither player receives the reward.

Trade Advantage (Windmill)

If you have the Windmill Token when the trade advantage is rolled, you may take any 1 resource of your choice from your opponent (each player rotates the appropriate Region Card). This is in addition to your normal production. If neither player holds the Windmill Token, no one gets the bonus.

Year of Plenty (Sun)

During a Year of Plenty, both players receive a bonus! Choose any one resource (rotate the matching region) as extra production that turn.

Brigand Attack (Club)

The club result means that brigands attack both players. Count the total number of resources on all of your Region Cards. If you have more than seven resources total, you must forfeit all the ore and wool from all your regions! Rotate all your pasture and mountains Region Cards to show zero resources. It is possible that both players will lose resources to the brigands!

There are no brigand attacks during the first two turns of the game. If the club is rolled during these turns, it is ignored. Do not re-roll the Event Die, there is simply no event that turn. Starting with the first player's third turn, the Brigand Attack event is resolved normally.

Important: If you have a "Garrison" (a type of Expansion Card), you can "protect" some of your resources. When you count your resources to see if you lose resources, do not count resources on the two regions next to your Garrison. If you still have more than seven resources, you still lose all your wool and ore, even from regions "protected" by the Garrison.

Event Card (Question Mark)

The question mark means that a special event occurs. Turn over the top card on the event deck (with the blue text fields) and read it aloud. Both players must follow the instructions on the Event Card immediately. Then the Event Card is returned to the bottom of the event deck face-down. Descriptions of each Event Card can be found in the Almanac.

Important: If an Event Card causes you to draw cards above your hand limit, you must discard enough cards (of your choice) to reach your hand limit again.

The Production Die

The Production Die (the normal spotted die) determines your resource production every turn. The number rolled applies to both players. All regions with a number that matches the roll provide resources. Each productive region is turned to show the next higher number of resources.

Example: Susan rolls a "2." She receives 1 grain, and Carol receives 1 ore. Each player turns her Region Card to the next higher value.

Susan's Fields Region

Carol's Mountains Region
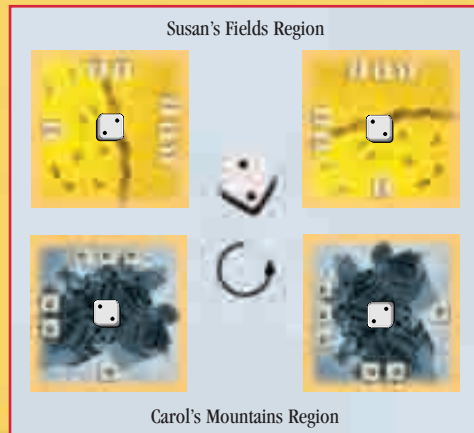
Each Region Card can hold 0, 1, 2, or 3 resources. No region may ever store more than three resources. If you would normally produce a fourth resource in a region that is already full, that resource is lost instead.

This mountains region is full.

This mountains region gets 1 ore on a roll of 2.

Example: Jack has 2 mountains regions in his principality, one with the number "3" and one with a "2." The "3" mountains region already has 3 ore showing, and the "2" mountains region has 1. If a "3" is rolled on the Production Die, Jack would not get any ore because the "3" mountains region is already full! He cannot transfer the ore to the other mountains region.
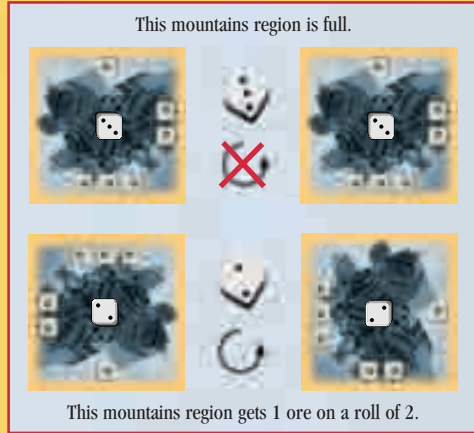
Take Actions

There are three types of actions you can take during the third step of your turn:

Building

In order to expand and improve your principality, you will need to add cards. In order to add a card to your principality, you will need to pay the resources showing on that card. To pay resources, just rotate the matching Region Card to show your reduced supply. There are a number of things you can build:

Roads

If you want to add more settlements to your principality you will need to build roads first. It costs three resources to build a road: 2 brick and 1 lumber. If all seven road cards have already been built, you will not be able to build any more roads!
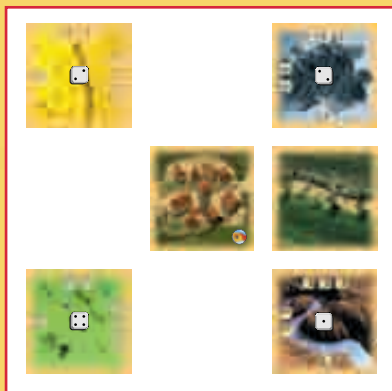
When you build a road, pay the resources required and take a road card from the stack. Place the road face-up horizontally next to one of your settlements or cities. Roads are always played to the left or right of a settlement or city, never above or below. You may not build two roads next to each other.

Example: At the beginning of the game, Amanda had 6 resources. On her turn, she rolled a "6" and received 1 brick (she turns her hills region to show 2 bricks). Now she wants to build a road. So, she pays both her bricks and 1 lumber, and takes a road card from the stack, placing it next to her right hand settlement.

Settlements

Each settlement you build earns you one Victory Point. A new settlement costs four resources: one each of wool, lumber, brick, and grain. Settlements must always be connected to a road you have already built, never next to another settlement or city. If there are no settlement cards left in the stack, then you may not build any more settlements.

When you build a settlement, pay the resources required and take a settlement card from the stack. Place the card face-up next to one of your roads.

Each settlement has two "building sites" where you can play Regional Expansions (cards with green text fields). See "Building Sites" on page 13.

Region Cards (Free with a new settlement)

You will always have four Region Cards placed diagonally next to each settlement. When you build a new settlement, you will need to fill the missing spaces right away. Draw the top Region Card and place it near the new settlement, either above or below. Then draw the next Region Card and place it in the other empty space.

Important: New Region Cards are always placed with the side showing zero resources!

"Planned Development": If you play a "Scout" card when you build a new settlement, you get to choose your Region Cards! Search through the stack of Region Cards and pick the two you want, putting them in their places. Some Buildings provide extra advantages—such as doubling resource production, etc.—when built adjacent to specific types of regions.

Cities

You can upgrade a settlement to a city. This will earn you another Victory Point. A city costs five resources: 3 ore and 2 grain. There are only seven cities available in the game.

When you build a city, pay the resources required and take a city card from the stack. Place the card face-up on top of one of your settlements (the settlement below the city no longer counts for any purpose!). The city is worth two Victory Points. In addition, a city has twice as many "building sites" as a settlement (four instead of two).

Expansion Cards

Before the game, you draw a hand of three Expansion Cards. During the game, you can play Expansion Cards directly from your hand. At the end of your turn, you will draw replacement cards from the expansion stacks. There are three different kinds of Expansion Cards:

- Action Cards
- Region Expansion Cards
- City Expansion Cards

Action Cards have a yellow text field. The last two types of cards are used to build and improve your principality. They have green or red text fields.

Building Sites

Expansion Cards that you add to your principality must be placed on a "building site." Each settlement has two building sites: one above and one below. Building sites in a settlement can only be used for the green region expansions.

Each city has four building sites: two above and two below. City building sites can be used for green region expansions or red city expansions.

Important: Both building sites above a city, and both sites below, are equal. Cards built on sites 1 or 2 have the exact same effect on neighboring cards.
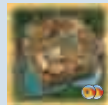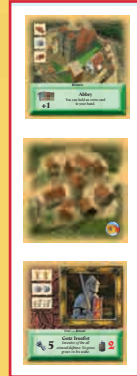
Region Expansions

Region expansions have a green text field. If you want to play one of these cards, simply pay the resource cost (turn the matching regions) and play the card face-up in your principality. Region expansions can only be played on an empty building site in a settlement or city. There are two types of region expansions: Units (Knights and Fleets) and Buildings (such as a Garrison, Sawmill, or Smithy).

Example: Brad has decided to build an "Abbey" on his turn and has paid the resources shown on the card (lumber, ore and brick). Now he puts the card in an empty building site above his right-hand settlement. The Abbey will increase his hand limit by one card, so he can hold four cards at the end of his turn.

Some expansions only help you if you build them next to a specific type of Region Card. They have no affect on other kinds of regions. For example, a Grain Mill only doubles the production of a fields region if it is built next to it.

City Expansions

City expansions have a red text field. If you want to play one of these cards, simply pay the resource cost (turn the matching regions) and play the card face-up in your principality. City expansions can only be played on an empty building site in a city. All city expansions are Buildings. City expansions will often give you Victory Points or Commerce Points (to earn the Windmill Token).

Important: You cannot play city expansions next to a settlement!

Example: Ellen wants to build a Bath House. She pays the resources shown on the card, and places it in the top empty building site in her city (above the Aqueduct). The Bath House is worth 1 Victory Point, and it protects all 4 regions around the city (forest, mountains, pasture, fields) from the "Plague" Event Card effects (which would make them lose resources).

  On the second building site she has played a "Garrison," which protects the two adjacent regions from the Brigand Attack Event. Her forest and mountains regions are not counted when the club is rolled on the Event Die.
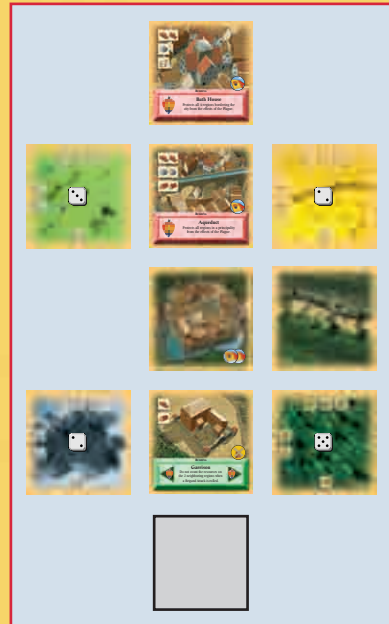
Hint: If you want to save space, you can overlap the cards you build in a city, as long as the text field can still be seen.

You may find that an Expansion Card you have in your principality is no longer useful to you. You might want to use that space for a new card instead. During your turn, you may discard any region or city expansion in your principality. Place the discarded building or unit out of play, in the same discard pile where Action Cards are placed (See page 16). You do not receive any resources for the discarded Expansion Card.

Special Victory Points

When you build, it can affect control of the two wooden tokens. Each is worth one Victory Point, but they can change hands during the game!

Commerce Points

You can earn the Windmill Token if you fulfill two requirements:

1. You must have at least one city in your principality.

2. You must have more Commerce Points than your opponent.

If there is a tie for Commerce Points, or if the player who has the most doesn't have a city, the Windmill Token is placed back in the middle.

Example: Ziggy has already built a city. Now he builds the city expansion card "Marketplace" from his hand, paying 1 grain and 1 wool and placing it face-up below his city.

Now he has 2 Commerce Points. Since his opponent has no Commerce Points, Ziggy takes the Windmill Token, which is worth 1 Victory Point.

Strength Points

Only region expansions with Knights have Strength Points. The strength of a Knight is equal to the black number next to the iron glove.

If you have the highest total of Strength Points, you are awarded the Knight Token. If your opponent builds a Knight giving him a higher total, he takes the token away. If you are tied, the token returns to the middle.

Example: Faith is holding the Knight Card "Conrad the Swift" in her hand. She pays the required resources (1 ore and 1 grain), and adds him to one of her settlements.

Konrad the Quick has a strength of 2. Since her opponent has no Knights, Faith now has the stronger force of Knights; so she takes the Knight Token-which is worth 1 Victory Point.

Trading

Sometimes, the production die just won't give you the resources you need. Fortunately you can trade!

There are two ways you can trade resources:

Trade with your Opponent

You may offer to trade resources with your opponent. The terms of the exchanges may be negotiated freely. In other words, both players can choose what resources they are willing to pay. If you can come to an agreement, the resources are exchanged and the matching regions are turned.

Trade with Foreign Merchants

You can also exchange resources by yourself (some players call this "trading with the bank"). You can pay three of the same resource (by rotating the matching regions) to get one resource of your choice. You can improve this exchange rate by building a "Trade Fleet." Each Trade Fleet allows you exchange a specific type of resource at a 2:1 rate.

The resources you exchange do not have to come from the same Region Card. If you have several of the same type of region, you choose which regions to take resources from and which to add them to.

Playing Action Cards

In the expansion stacks, there are a number of "Action Cards." These cards have a yellow text field.

You hold Action Cards in your hand until you choose to play them. You do not have to pay any resources to play an Action Card. You cannot play any Action Cards until the total score of both players combined is **at least seven Victory Points.**

Exception: No matter how many Victory Points the players have, you can always play a Scout card when you build a new settlement.

You can play any number of Action Cards during your turn. Simply play the card face-up and follow the instructions on the card. Unless the card says otherwise, you can only play Action Cards after the dice have been resolved for the turn. After the card is played, remove it from the game (place it in a "discard pile").

Note: There are two cards that can be played to counter Action Cards played by your opponent: the "Bishop" and the "Herb Woman." You can play these cards during your opponent's turn in reaction to an Action Card he plays.

Sometimes an Action Card will result in you adding cards to your hand. If it is your turn, you don't have to discard these extra cards until you get to step four of your turn, when you check your hand limit and draw cards. But, if it is not your turn when one of these Action Cards is played, you will have to discard down to your hand limit immediately. These discards are placed face-down under any expansion stack of your choice.

Check Hand Limit and Draw Replacement Cards

When you are done taking actions on your turn, you will need to check your current hand size. There is always a limit to the maximum number of cards you can have in your hand at the end of your turn. Normally, this limit is three cards. But, there are some Buildings that allow you to increase your hand limit (such as the "Abbey" or the "Library"). Each of these Buildings allows you hold an additional card in your hand.

If you have fewer cards in hand than your hand limit, you now draw enough cards to fill your hand. Each time you draw a card, you have two options of how you draw:

1. **Random Draw:** You can always draw the top card unseen from any of the five expansion stacks and add it to your hand.

2. **Search a Stack:** You can instead choose to search one of the expansion stacks for a card you want. First you must pay any two resources of your choice. Then select one stack. Without changing the order of the cards, you can examine the entire stack and choose any one card to add to your hand. The remaining cards are returned to their places face-down.

Important: You must not change the order of the cards when you search a stack! Do not shuffle the cards after you look at them.

If you need to draw multiple cards, you may choose one of these two options for each card you draw, in any order you choose.

Example: Francis has played all his cards, so he needs to draw three replacements. First he pays two resources so he can search the first expansion stack and draw one card of his choice. Then he pays two more resources to search a second stack and picks one card. Finally he draws his third card for free by taking the top card from the first stack.

If you have a number of cards in hand equal to or greater than your hand limit, you may choose to exchange **one** card. First you must discard enough cards to bring your hand size down to your limit, by placing them face-down beneath any expansion stack

(or stacks) you choose. Then, if you wish, you may choose one more card to discard to the bottom of a stack and draw a new card from the same stack. As above, you may either take the top card for free or you can pay two resources of any type to search the stack and take any card there.

Pass the Dice

Once you have drawn and/or discarded cards, your turn is over. You may not play your newly acquired card right away. Now your turn is over, so you must pass the dice to your opponent. He begins his turn by rolling the dice.

End of the Game

The game ends as soon as either player has reached **12 Victory Points** on his turn. If you are this player, you are the winner!

Tip: New players may want to play to a lower Victory Point total for their first few games. This will make the game play in a shorter time, and will give you a chance to become familiar with all the different cards.

ALMANAC

The Card Almanac contains detailed descriptions of all the cards. These are not the Game Rules! You don't need to read the whole Almanac before your first game, you can refer to it if questions come up during play. Once you have an idea of how the game is played, you may want to familiarize yourself with the different types of cards.

The entries below are arranged alphabetically within each of the 4 card categories:

- **Action Cards** (Yellow Text Fields);
- **Event Cards** (Blue Text Fields);
- **Region Expansion Cards** (Green Text Fields); and
- **City Expansion Cards** (Red Text Fields).

Expansion Cards that bear the Shield of Catan on the lower left corner are "counter cards" and serve to protect you.

ACTION CARDS (YELLOW TEXT FIELDS)

When you play an Action Card, place it on the discard pile. Some Action Cards cause you to draw cards into your hand. If you exceed your hand limit when it is not your turn, you must immediately discard the excess cards to the bottom of the expansion stack of your choice.

Alchemist (Action-Neutral; 2 in deck)

Gives you control of the Production Die roll.

You play this card **before** you roll the dice. Instead of rolling the Production Die, you pick a number and place the die on the table with your chosen face showing.

The results apply to both players.

After adjusting the Production Die, roll the Event Die normally. Remember that the Event Die is resolved first!

ACTION — NEUTRAL
Alchemist
Play this card before your die roll.
Choose the result of the Production Die roll.

Arsonist (Action-Attack; 2 in deck)

You can use this attack card to destroy one of your opponent's Buildings.

Counter Card: Bishop

You can play the Arsonist even if you have no Buildings of your own. If you have no Buildings and you roll a "6," the Arsonist has no effect.

The hand limit applies when the victim takes back a destroyed Building Card.

Note: Fleets and Knights are not Buildings. Only cards marked as Buildings can be attacked with this card.

ACTION — ATTACK
Arsonist
Roll! On a **1-5**, your opponent must return a Building of your choice to his hand. If you roll a **6**, you must return a Building of his choice to your hand. **Counter Card: Bishop.**

Bishop (Action-Defense; 2 in deck)

You can use this card to protect yourself from the Arsonist or Brigands.

The attacker, instead of being affected only on a "6," is now affected on a roll of a 3, 4, 5, or 6. In other words, the Arsonist's or Brigand's chances of victory are now only 33%.

This card must be played before the attacker makes his die roll.

ACTION — DEFENSE
Bishop
Play against Brigands or the Arsonist. The attacker loses on a roll of **3, 4, 5** or **6**. This card must be played before the attacker's die roll.

The Black Knight (Action-Attack; 3 in deck)

You can use this attack card to eliminate one of your opponent's Knights.

Counter Card: Herb Woman

You can play the Black Knight even if you have no Knights of your own. If you have no Knights and you roll a "6," the Black Knight has no effect.

The hand limit applies when the victim takes back an eliminated Knight Card.

ACTION — ATTACK
Black Knight
Roll! On a **1-5**, your opponent must return a Knight of your choice to his hand. Roll a **6**, and you must return a Knight of his choice to your hand. **Counter Card: Herb Woman.**

Brigands (Action-Attack; 1 in deck)

You can use this card to steal resources from your opponent.

Counter Card: Bishop

If your opponent only has one resource, you only steal one resource.

You can only steal resources that you can add to your matching Region Cards (i.e., you must be able to rotate a Region Card to the next higher value).

ACTION — ATTACK
Brigands
Roll! On a **1-5**, take 2 resources of your choice from your opponent. Roll a **6**, and your opponent takes 2 resources of his choice from you. **Counter Card: Bishop.**

Caravan (Action-Neutral; 1 in deck)

You can exchange your own resources at a favored rate.

Choose up to two of your resources (they do not have to be the same) and exchange them for an equal number of other resources.

Example: You can reduce the lumber held in a forest from 3 to 1, and increase the resources of 1 mountains and 1 fields by 1 each.

ACTION — NEUTRAL
Caravan
Exchange your resources with the caravan! Trade in 2 resources of your choice for 2 others of your choice.

Herb Woman (Action-Defense; 2 in deck)

ACTION — DEFENSE
Herb Woman
Play against the Black Knight. The attacker loses on a roll of a **3**, **4**, **5**, or **6**. This card must be played before the attacker's die roll.

You can use this card to protect yourself from the Black Knight.

The attacker, instead of being affected only on a "6," is now affected on a roll of a 3, 4, 5, or 6. In other words, the Black Knight's chances of victory are now only 33%.

This card must be played before the attacker makes his die roll.

Merchant (Action-Attack; 2 in deck)

ACTION — ATTACK
Merchant
Take 2 resources of your choice from your opponent and give them 1 resource of your choice.

You can force your opponent to make a 2 for 1 resource trade.

You take one or two resources of your choice from your opponent. You then give your opponent one resource of your choice (even a resource you just took from your opponent).

This swap is only permitted with available resources. In addition, you must have room on your Region Cards for your additional resources.

Example: If your forest is already holding three lumber, then you cannot trade for additional lumber.

Scout (Action-Defense; 2 in deck)

ACTION — DEFENSE
Scout
Play this card when building a settlement. Choose 2 Region Cards of your choice from the region stack. Reshuffle the region stack.

This card enables you to expand a settlement with the Region Cards of your choice. You must play this card immediately after you build a settlement. You can then look through the Region Card deck and select two cards. You must then reshuffle the deck, placing the cards face-down on the table.

You may always play this card anytime you build a new settlement. You may even play this card if the total combined score of both players is less than seven Victory Points.

Spy (Action-Attack; 3 in deck)

ACTION — ATTACK
Spy
Search your opponent's hand and select any 1 Unit or Action Card. You may play this card immediately or add the card to your hand.

You can use this attack card to attempt to steal a card from your opponent's hand. When you play this card, your opponent must show you all of the cards in his hand. If he has any Unit cards or Action cards in his hand, you must take one of them. If you take a card, you must add it to your hand **or** play it immediately, paying any required costs normally.

Example: You can play a Spy and, after examining your opponent's cards, steal his Spy. You can then play the stolen Spy on your opponent, stealing a second card (which is also immediately playable).

You cannot play a Spy if your opponent has no cards in his hand.

Event Cards (Blue Text Fields)

Event Cards are never drawn into your hand. When you roll the question mark on the Event Die, draw the top card and follow the instructions. **Event Cards affect both players.** Then place the card face-down at the bottom of the deck.

EVENT
Civil War
Each player must return a Knight, Cannon, or Fleet Card to his hand. His opponent chooses the card.
Counter Card: Church.

Civil War (Event; 1 in deck)

This Event destroys Units in both principalities. Each player must return one Knight or Fleet Card of his choice to his hand. The player who rolled the Event chooses first.

If you have no Knights of Fleets, this Event has no effect on you.

The hand limit applies when taking back these cards.

EVENT
Conflict
The player controlling the Knight Token selects 2 cards from his opponent's hand and returns them to the bottom of an expansion stack of his choice.

Conflict (Event; 1 in deck)

If you have the Knight Token, you examine your opponent's hand. Choose any two cards and discard them face-down to the bottom of any one expansion stack of your choice.

Your opponent may not replenish his hand until the end of his next turn.

If neither player controls the Knight Token, this Event has no effect.

EVENT
Master Builder
Each player can trade in 1 card from his hand for a new 1 of his choice from any 1 expansion stack.

Master Builder (Event; 1 in deck)

You can trade in one card from your hand in exchange for a card from any expansion stack on the table. This card applies to both players.

When you roll the Event, you choose an expansion stack first. Your opponent must then choose a different stack.

Examine your chosen stack. You may choose **any one** card from that stack. You may also choose not to exchange any cards. Place your discarded card at the bottom of the stack and return it to the table face-down. You may play the new card on the same turn you drew it.

You may not change the order of the cards in the stack.

Plague (Event; 2 in deck)

Applies to both players and only affects Cities.

All four regions adjacent to each city lose one resource (if they have any). A region that is adjacent to two Cities still loses only one resource.

Counter Cards: Bath House, Aqueduct

Productive Year (Event; 2 in deck)

Both players receive bonus production. Each region that borders on a Garrison produces one extra resource. Regions that border on two Garrisons produce two extra resources.

A region that is already holding three resources produces no additional resources.

Progress (Event; 2 in deck)

Both players receive bonus production. Choose one resource for each Abbey, Library and University in your principality. (The University card is part of the "Science & Progress" deck in The Catan Card Game Expansion Set).

Example: You have two Abbeys and one Library in your principality so you get three extra resources. Rotate the cards of your choice.
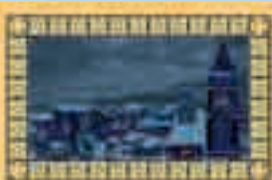
Year End (Event; 1 in deck)

Before you reshuffle the event deck, return the Year End card to the stack.

REGIONAL EXPANSIONS (GREEN TEXT FIELDS)

You can play Regional Expansions on building sites in settlements or cities.

Abbey (Building; 2 in deck)

When you have an Abbey in your principality, your hand limit is increased by one card (your maximum hand size becomes four cards). If you have two Abbeys, your hand limit is increased by two (up to five cards).

The increased hand limit for an Abbey is added to any increases you receive from other cards, such as a Library.

If you lose the Abbey, you must immediately discard down to your hand limit, placing the discards face-down under any expansion stack.

Garrison (Building; 3 in deck)

Counter card against Brigand Attack

A Garrison helps protect you from losing resources to a Brigand Attack. Do not count resources on the two adjacent regions when you count your total resources. If you still have more than seven **unprotected** (i.e., not next to a Garrison) resources, you still lose all your ore and wool, even if they are on mountains or pasture regions next to a Garrison.

Smithy (Building; 1 in deck)

Raises the Strength Points of each Knight in your principality by one.

Example: If you have two Knights in your principality (strengths 2 and 3 respectively) and you build a Smithy, your Knights' total Strength Points increase to 7.

Knights (Units; 1 each in deck—9 total)

Each Knight has two abilities, which are depicted by a symbol and a number.

The iron glove represents strength. A black number indicates the Knight's specific strength rating. A Knight with the black numeral "3" beside the iron glove has a strength of 3. He assists you in your struggle for the Knight Token.

The Knight's head represents his tournament skill. A red number indicates the Knight's specific tournament rating. A Knight with the red numeral "2" beside the helmet has 2 Tournament Points. He assists you when the tournament is rolled on the Event Die.

UNIT — KNIGHT

2 **Conrad the Swift**
Slays foes from afar. **1**

UNIT — KNIGHT

1 **Falk the Fair**
He does battle only for noble ladies. More style than substance. **5**

UNIT — KNIGHT

5 **Gotz Ironfist**
Inventor of the all around defense. No grass grows in his wake. **2**

UNIT — KNIGHT

1 **Hagen the Sinister**
Wild and unstable. **2**

UNIT — KNIGHT

7 **Karl the Strong**
Woe when he is unleashed. **1**

UNIT — KNIGHT

3 **Otto the Berserker**
Catan's one-man army. **2**

UNIT — KNIGHT

1 **Pippin the Short**
A dangerous knight to overlook. **3**

UNIT — KNIGHT

1 **Siegfried Lackland**
Brave, noble and poor. **1**

UNIT — KNIGHT

3 **Walter the Recreant**
Feared by friend and foe. **1**

Production Buildings:
Brick Factory, Foundry, Grain Mill, Sawmill, Woolen Mill
(Buildings; 1 each in deck—5 total)

Each of these Buildings increases the production of one type of resource. The resource is shown on the card. A Grain Mill increases grain production, a Sawmill increases lumber production, a Brick Factory increases brick production, a Foundry increases ore production, and a Woolen Mill increases wool production.

Only regions next to the Building increase production.

Example: A Grain Mill borders two fields regions. If you roll one of these region's numbers, it produces two grain instead of only one.

If the region already has two resources on it, it only produces one resource. No region can hold more than three resources.

If one of these Buildings is built in a city, it does not matter if it is placed on the top or bottom building site. It still affects both adjacent regions.

BUILDING
x2 **Brick Factory** 2x
Doubles the brick production
from the neighboring hills.

BUILDING
x2 **Foundry** 2x
Doubles the ore production of
the neighboring mountains.

BUILDING
x2 **Grain Mill** 2x
Doubles the grain production
from the neighboring fields.

BUILDING
x2 **Sawmill** 2x
Doubles the lumber production
of the neighboring forests.

BUILDING
x2 **Woolen Mill** 2x
Doubles the wool production
from the neighboring pastures.

Trade Fleets:
Brick Fleet, Gold Fleet, Grain Fleet, Lumber Fleet, Ore Fleet, Wool Fleet
(Units; 1 each in deck—6 total)

Trade Fleets allow you to trade with "foreign merchants" at a better rate. Each Fleet allows you to trade two of the pictured resource for one other resource. You may make this trade during your turn as many times as you wish, as long as you have the resources to trade.

The Trade Fleet does not have to be next to the Region Card(s) you trade with.

Example: If you have a Wool Fleet, you can trade wool at a ratio of 2:1 even if the Fleet Card is placed between two mountains regions.

The resources you trade in do not have to come from the same Region Card.

You may have more than one of a specific Fleet in your principality, but the second Fleet does not enhance your trading ability.

Brick Fleet
You may trade 2 brick for
1 resource of your choice.
2:1

Gold Fleet
You may trade 2 gold
for 1 resource of your choice.
2:1

Grain Fleet
You may trade 2 grain for
1 resource of your choice.
2:1

Lumber Fleet
You may trade 2 lumber
for 1 resource of your choice.
2:1

Ore Fleet
You may trade 2 ore for
1 resource of your choice.
2:1

Wool Fleet
You may trade 2 wool
for 1 resource of your choice.
2:1

CITY EXPANSIONS (RED TEXT FIELDS)

You can only play city expansions on building sites in cities.

Aqueduct (Building; 2 in deck)

Counter Card against Plague

It is worth one Victory Point.

All regions in your principality are immune to the effects of the Plague. When the Plague card is drawn, none of the regions in your principality lose resources.

Bath House (Building; 2 in deck)

Counter Card against Plague

It is worth one Victory Point.

All four Region Cards surrounding this city are immune to the effects of the Plague. None of these regions lose resources when the Plague card is drawn.

Note: This card applies to regions between two cities, even if only one of the cities contains a Bath House.

Church (Building; 2 in deck)

Counter Card against Civil War

It is worth one Victory Point.

All Knights and Fleets in a city containing a Church are immune to the effects of Civil War.

The Colossus Of Catan (Building; 1 in deck)

The only purpose of this Building is glory! It is worth two Victory Points.

Counting House (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Harbor (Building; 1 in deck)

Increases the Commerce Points from each of your Trade Fleets by one. It is also worth one Commerce Point.

Example: You have three Trade Fleets and you build a Harbor. Now your Fleets give you 6 Commerce Points (up from 3).

Library (Building; 2 in deck)

It is worth one Victory Point.

When you have a Library in your principality, your hand limit is increased by one card (your maximum hand size becomes four cards). If you have two Libraries, your hand limit is increased by two (up to five cards).

The increased hand limit for a Library is added to any increases you receive from other cards, such as an Abbey.

If you lose the Library, you must immediately discard down to your hand limit, placing the discards face-down under any expansion stack.

Marketplace (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Merchant Guild (Building; 1 in deck)

This card increases your Commerce Points by the number of windmill symbols on the card.

Mint (Building; 1 in deck)

Improves your gold exchange rate. It is also worth one Commerce Point.

You can trade gold for resources at a 1:1 ratio (i.e., 1 gold for 1 resource of your choice).

You may make this trade during your turn as many times as you wish, as long as you have the resources to trade.

Town Hall (Building; 2 in deck)

Reduces your cost to search an expansion stack. It is also worth one Victory Point.

In the fourth step of your turn, when you draw replacement cards, you only have to pay one resource of your choice if you want to search a stack and pick the card you draw.

If you have more than one Town Hall, there is no further reduction in cost. You still must pay one resource to search a stack.

Marketplace
Fresh vegetables from the countryside.

Merchant Guild
It is better to receive than to give.

Mint
1:1
You may trade 1 gold for 1 resource of your choice.

Town Hall
-1
Reduces the cost of selecting a card of your choice, from any expansion stack, by 1 resource.

CREDITS

Designed by Klaus Teuber.

Box and Cover Artwork by Stephen Graham Walsh.

Card Artwork by Franz Vohwinkel.

Composition and Production
by Matt Schwabel of Forge Interactive, LLC

Graphic Design:
Pete Fenlon, Jason Hawkins, Matt Schwabel, Franz Vohwinkel.

Translation of German Rules:
Heike Kubasch.

English-language Rules Development:
Robert T. Carty, Jr., Coleman Charlton, Pete Fenlon, Fritz Gruber, Heike Kubasch,
William Niebling, Will Niebling, Lou Rexing, Joe Roznai, Larry Roznai, Guido Teuber,
Klaus Teuber, Bill Wordelmann, Elaine Wordelmann, Alex Yeager.

English-language Playtesting:
Peter Bromley, Lee Calamaio, Micki Niebling, David Platnick, Candace Rexing,
Bridget Roznai, Seth Schwartz, Tom Smith, Mike Strack.

Special Contributions:
Darwin Bromley, Peter Bromley, Keywood Cheeves, Robin Elliott, Emily Johnson,
Nick Johnson, Olivia Johnston, Schar Niebling, Craig O'Brien, Bennie Teuber, Claudia Teuber,
Emily Teuber, Leif Teuber, Liam Teuber, Chris Vande Voort, Jill H. Walsh.

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TURN SEQUENCE

After the first player begins, players alternate turns. At the start of your turn, you roll the Event and Production Dice (simultaneously). You then take the following actions in the order listed below:

1. Event: The Event Die is resolved first! Resolve the effects of the event first. The event affects both players.

2. Production: Now both players receive production. All Region Cards in both principalities that have a number that matches the Production Die roll produce one resource.

3. Take Actions: This is the heart of your turn. During this step, you may take the following actions as many times as you wish and in any order you choose:

- **Build**
- **Trade Resources**
- **Play Action Cards**

4. Draw: When you are finished taking actions, trading, and building for the turn, you have a chance to draw replacement cards into your hand. At the end of your turn, you should always have a number of cards equal to your Hand Limit.

5. Pass the Dice: Your turn ends when you pass the dice to your opponent, who can then begin his turn!

Region		Resource	
	Fields		Grain
	Mountains		Ore
	Pasture		Wool
	Forest		Lumber
	Hills		Brick
	Gold Field		Gold