

KLAUS TEUBER

# CATAN®

## TRADERS & BARBARIANS

EXPANSION

## COMBINING MERCHANT TRAINS WITH TRADERS & BARBARIANS

### SETUP

Create the board with the following changes:

- Return 1 hill, 1 forest, 1 pasture, and the desert to the box. They are not used in this scenario.
- Place the 3 commodity hexes and 9 “X” markers in their normal locations.
- Place the watering hole at the center of the board.
- Randomly place the remaining hexes.
- Place all the number discs as normal, placing discs on the commodity hexes, but skipping over the watering hole.

Complete the setup according to the rules presented in both scenarios, with the following changes:

- Return the Longest Route bonus VP tile and the robber to the box. They are not used in this game.

### RULES

- The game is played normally, using all the rules from both scenarios.

### PRODUCTION PHASE

Commodity hexes produce resources when the dice roll matches their number disc.

- The quarry produces brick.
- The glassworks produces wood.
- The castle produces wool.

### ACTION PHASE

Barbarians do not affect the placement of wagons.

### WINNING THE GAME

If you have **15 or more VPs** at any point during your turn, the game ends and you are the winner!

