

KLAUS TEUBER

# CATAN

## TRADERS & BARBARIANS

EXPANSION

## COMBINING RIVERS OF CATAN WITH TRADERS & BARBARIANS

### SETUP

Create the board with the following changes:

- Return 2 hills, 1 forest, 3 pastures, 1 field, 2 mountains, 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. Then place the river tiles within the frame so that they do not border on each other. The swamps do not have to touch the frame.
- Randomly place the remaining hexes.
- Temporarily set aside the number 2 disc. Place the remaining discs as normal, placing discs on the commodity hexes, but skipping over swamps. Finally, place the number 2 disc on the hex with the number 12 disc. That hex produces when either the 2 or 12 is rolled.

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

- Each player takes 3 gold plus any gold received when placing starting pieces.
  - ▶ For each settlement or city you build on an intersection of a river tile, you receive 1 gold. Important: This change only applies during setup!
  - ▶ For each road you build on an edge of a river tile, you receive 1 gold.

### RULES

The game is played normally, using all the rules from both scenarios, with the following changes.

### 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

- You receive 2 gold each time you build a bridge.
- The Poor Catanian tile does not provide negative VPs.
- The MP cost to move a wagon across a river varies.
  - ▶ 3 MP if the edge does not have a bridge.
  - ▶ 1 MP if the edge has one of your bridges.
  - ▶ 1 MP + 2 gold if the edge has another player’s bridge. Pay the gold to the other player.



# WINNING THE GAME

If you have **13 or more VPs** at any point during your turn, the game ends and you are the winner!

