

CATAN

EXTENSION
5-6 PLAYER

*The boundless lands of **Catan** lie before you. The enormous island stretches for miles in all directions. It offers the promise of bountiful harvests and limitless riches. Alas, were it not so crowded! Many other leaders have risen to power around you, and you must challenge them if you wish to realize your dream of dominating **Catan**!*

The *Catan 5–6 Player Extension*™ allows you to play this exciting game of trade and development with up to six players. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

GAME COMPONENTS

To use this expansion you need the *Catan*® base game (or *The Settlers of Catan*®).

This expansion contains:

- 11 terrain hexes (1 desert, 2 fields, 2 forest, 2 pasture, 2 mountains, 2 hills)
- 4 small frame pieces (2 plain shore, 1 generic 3:1 harbor, 1 wool 2:1 harbor)
- 2 sets of wooden playing pieces, including:
 - 10 settlements (5 green, 5 brown)
 - 8 cities (4 green, 4 brown)
 - 30 roads (15 green, 15 brown)
- 25 resource cards (5 lumber, 5 grain, 5 wool, 5 brick, 5 ore)
- 9 development cards (6 knight cards, 1 Monopoly card, 1 Year of Plenty card, 1 Road Building card)
- 2 “Building Costs” cards
- 28 circular number tokens
- 2 harbor markers

Note: Before you begin your first game, remove the game pieces from the frame.

GAME RULES

Except as noted below, this *Extension* uses the same rules found in the *Catan*™ base game. The additional rules include:

- Assembling the larger board
- The Special Build Phase

Assembling the Larger Board

At the beginning of each game, you will need to assemble the board. This *Extension* uses a board very similar to the one used in *Catan*.

Note: *The five and six player games use all of the hexagonal tiles and harbor pieces from this Extension and all of the tiles and harbor pieces from the standard Catan game. But, you only use the number tokens from this Extension (Lettered A to Y and Za, Zb, and Zc).*

Assemble the frame as specified in *Catan*, and add the 4 frame pieces from this *Extension* as shown in illustration A:

- Place an all-sea frame piece between the “2-2” joint (A).
- Place the 2:1 wool harbor frame piece between the “3-3” joint (B).
- Place the 3:1 harbor frame piece between the “5-5” joint (C).
- Place an all-sea frame piece between the “6-6” joint (D).

Construct the island from the 30 land hexes by following these steps:

Illustration A

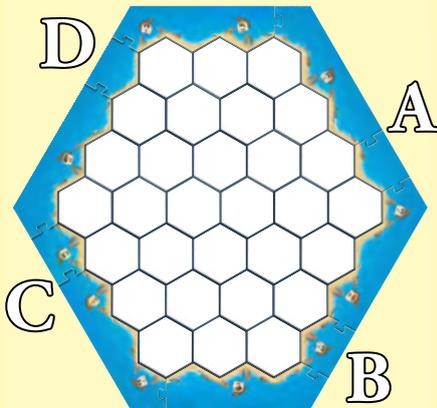


Illustration B



RULES

1. Shuffle all of the land hexes face down. Place the hexes face down as shown in illustration A (page 2).
2. Turn the hexes face up, without changing their order.
3. Take the 11 harbor pieces (the small 5-sided pieces with ships on them) and randomly place them on top of each harbor on the frame as shown in illustration C.
4. Place the number tokens from this *Extension* on the board (**do not** use the number tokens from *Catan*) as shown in illustration B. Place the number token labeled “A” on any of the corner tiles. Continue placing the tokens in alphabetical order along a spiral, starting on the outside ring and proceeding *counter-clockwise* toward the center of the board. Place each token so that the numbered side is facing up. When the chain of tokens reaches a desert hex, skip over that hex and continue on the other side.
Note: the last three tokens are each marked with two letters: Za, Zb, Zc.
5. Place the robber on any one of the desert hexes.

Illustration C



The Special Building Phase

We've added an additional phase for each player. With 5 or 6 players, you should use this turn sequence instead of the one described in *Catan*:

- **Roll the Dice**—You must roll for resource production.
- **Trade/Build Phase**—You may trade resources with other players. You may also build roads, settlements, and cities and/or purchase development cards. These are all interchangeable actions. For instance, you can build, trade, buy a card, trade, and build some more.
- **End of Turn**—Once you complete all of your trading/building and you have finished your turn, pass the dice to the next player.
- **Special Build Phase**—Your opponents may build as outlined below.

The **Special Build Phase** occurs after your turn (i.e., between player turns).

All the other players may participate in the special build phase. In clockwise order, each player then takes a special build turn. On your special build turn, you are allowed to build anything you can create with your resource cards.

RULES

During the special build phase, **you are not allowed to** play development cards, nor trade with other players, nor use maritime trade. You may only use the resources you have in your hand. For this reason, players are advised to trade as much, and as advantageously, as possible with the current player during that player's trade phase. This could give you the resources you need to build during the special build phase.

The special build phase is an opportunity for all the other players (who are not currently taking their turn) to build roads, settlements, and cities, and/or to buy development cards. This phase will allow each player to influence the game, even though it is not their turn! Since players are allowed to build every turn, they can interfere with the plans of others and attempt to evade the robber.

As in *Catan*, you may play one development card at any time during (and only during) your turn (i.e., at any point you possess the dice). Therefore, you may **not** play a development card during the special build phase.

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For all other inquiries, contact us at:

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If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN extension.