

RULES

Welcome to *Catan: Traders and Barbarians 5-6 Player Extension*™! With this extension you can play all five exciting *Catan: Traders & Barbarian*™ scenarios with up to six players. Now you'll face even more competition from your fellow settlers as you struggle to survive and prosper on the island of Catan!

GAME COMPONENTS

- 43 game pieces
 - 12 knights (6 of each color) – 6 bridges (3 of each color)
 - 2 wagons (1 of each color) – 12 barbarians (bronze color)
 - 11 camels (brown color)
- 24 cards
 - 2 cards for “The Fishermen of Catan”
 - 2 sets of cards for “Traders & Barbarians”
- 12 terrain tiles and fishing ground tiles
- 16 gold coin counters (8 small, 8 large)
- 2 Special “Poor Settler” Cards/Tiles
- 18 commodity tokens
- 14 fish tokens
- 1 rules booklet



CONTENTS

● The Fishermen of Catan	page 2
● The Rivers of Catan	page 3
● The Caravans	page 4
● Barbarian Attack	page 5-7
● Traders & Barbarians	page 8-10

WHAT YOU NEED

To play the scenarios in *Catan: Traders & Barbarians 5-6 Player Extension* (T&B 5-6), you need the components and rules from:

The Settlers of Catan® basic set (Settlers)

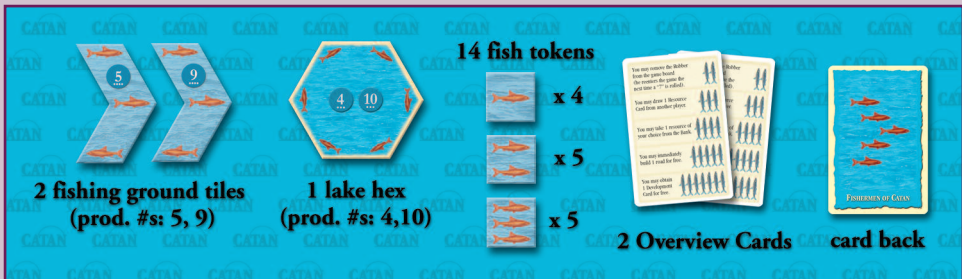
Catan: Traders & Barbarians™ (Traders & Barbarians or T&B)

The Settlers of Catan 5-6 Player Extension™ (Settlers 5-6)

Except where noted in this booklet, the rules from those three products apply to the scenario extensions provided in T&B 5-6.

THE FISHERMEN OF CATAN

Additional Components:



SPECIAL PREPARATION

Replace the desert hexes with the two lake hexes. You cannot place the lake on the edge of the island (i.e., the coast). Mix the additional fish tokens and the fish tokens from the T&B 3-4 player version together face down and place them near the resource cards. On each frame section, place a fishing ground tile on a free vertex.

ADDITIONAL RULES

You may not place fish tokens during the special building phase; other than that, the rules of the T&B 3-4 player scenario apply.

THE RIVERS OF CATAN

Additional Components:

2 river tiles:
(a 3-hex river
on 2 tiles)



16 gold coins



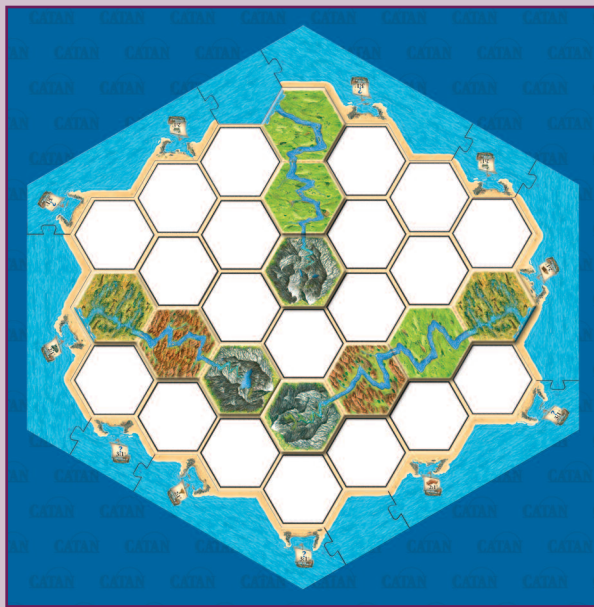
6 bridges (3 of each color)



2 "Poor Settler" tiles

SPECIAL PREPARATION

Assemble the frame and place the 5 river tiles as shown in the illustration at the right. Remove from play the following terrain hexes from the basic *Settlers* and *Settlers 5-6*: 3 mountains hexes, 2 hills hexes, 3 pasture hexes, 2 desert hexes. Use the remaining terrain hexes to create the rest of the island. Place all number tokens from *Settlers 5-6*. The rule specifying that you place number token "2" on the hex with number token "12" does not apply.



ADDITIONAL RULES

During the special building phase, you may not use gold to purchase resources.

THE CARAVANS

Additional Components:

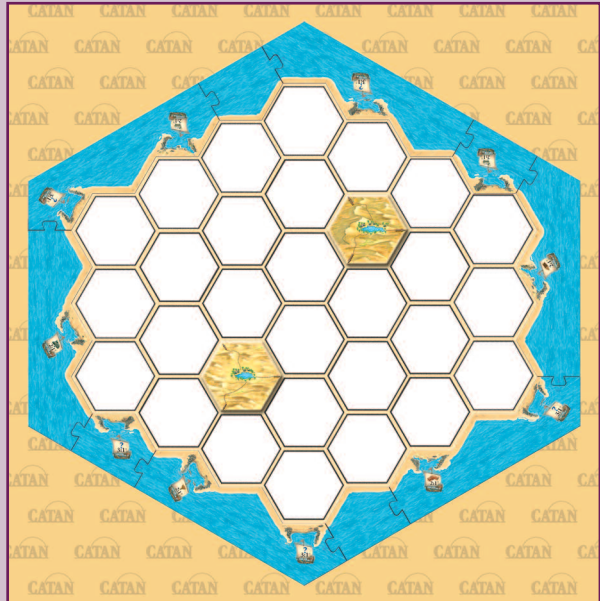
SPECIAL PREPARATION

Assemble the game board as shown in the illustration at the right; other than that, the rules of the *T&B* 3-4 player scenario apply.

ADDITIONAL RULES

If, after set-up, you build any settlements or upgrade any settlements to cities during your turn, 1 camel is placed after you finish your turn and before the special building phase begins. If, during the special building phase, one or more players build or upgrade any settlements to cities, another camel is placed after the special building phase is finished. If a camel is placed after the special building phase, the player who just finished his turn also starts the voting round. This player may also place the camel if the established voting procedures do not lead to a majority of votes for one player or several players combined.

There are two oases now, as starting points for a total of 6 caravans. When you place a new camel, you are free to decide from which oasis to start your caravan and which caravan you want to extend with the new camel.



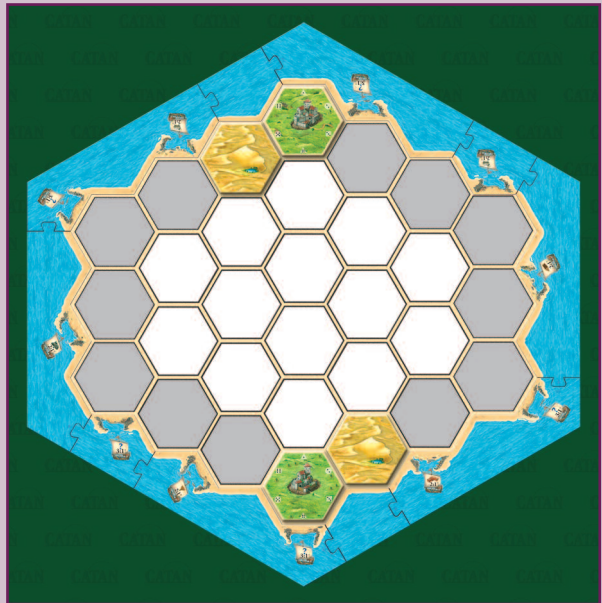
BARBARIAN ATTACK

Additional Components:



SPECIAL PREPARATION

- Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown at the right. When aligning the castle hexes, make sure the edges marked with numbered shapes are oriented in the same direction. Randomly place the following hexes in the gray outer circle: 3 forest, 3 hills, 2 pasture, 2 mountains, and 2 fields.
- Place the inner terrain hexes:** Randomly place the following hexes in the white inner area: 2 forest, 2 hills, 3 pasture, 3 mountains, and 4 fields. One forest hex and one pasture hex are not used.



- **Placing number tokens:** After placing the hexes, place the number tokens following the pattern shown at the right. Do not use one of the “2” tokens and one of the “12” tokens.
- Other than that, the rules of the *T&B* 3-4 player scenario apply.



ADDITIONAL RULES

Barbarians land on Catan

There are two coastal hexes carrying the number token “5” and two carrying the number token “9.” If a “5” or a “9” comes up when rolling for barbarians, a barbarian lands on each of the two hexes showing identical numbers. The dice are rolled three times; that way, up to 5 barbarians may land on Catan during each barbarian attack.

Move your knights / Expel the barbarians

You move your knights at the end of your turn, after you finish trading and building. The special building phase starts after you have checked if a victory over the barbarians occurs.

Special building phase

Development Cards / knights

As in the *T&B* 3-4 player version, you reveal and resolve your Development Cards immediately after purchase. If, during the special building phase, you play a “Knighthood” card to place a knight, you must move this knight away from the castle hex once you have finished all your activities during this special building phase; only then, the next player starts his turn in the special building phase. If you buy several cards and thus obtain several knights by using the “Knighthood,” you first must place all knights before you can move them.



Your turn

These are the steps to follow during your turn in the special building phase:

- Build roads, settlements, and cities, and buy/use cards.
- The knights you placed after playing the “Knighthood” card must be moved away from the castle hex (for up to the maximum distance allowed; you may use grain).
- Engage in any combats that are triggered by placing or moving knights.

Gold

During the special building phase, you may not use gold to acquire resources.

Victory over the barbarians

After each turn and after each building turn during the special building phase, check for a victory over the barbarians. Start with a hex to the left of one of the two castle hexes and continue checking in clockwise direction. Once you have checked all hexes on this side of the island, go to the hex to the left of the other castle hex and continue checking. It doesn't matter which castle hex you start with.

TRADERS & BARBARIANS

Additional Components:



SPECIAL PREPARATION

- Assemble the frame as shown in the illustration on page 9, using the two new frame pieces and the frame pieces from basic *Settlers* and *Settlers 5-6*.
- Place the 3 quarry hexes, 3 glassworks hexes, 2 desert hexes, and the new castle hex as shown in the illustration. The new quarries and glassworks have a slightly different design than the corresponding hexes of the *T&B 3-4* player version. The new hexes also allow you to build roads and settlements on the coast, which is necessary to reach certain harbors. Make sure to place these hexes next to frame pieces showing harbors. You should be able to reach all harbors, as shown in the illustration at the right.
- Fill the free spaces of the island with terrain hexes, in random order. You need all terrain hexes from basic *Settlers* as well as from *Settlers 5-6*.
- Place the number tokens as shown below. (*Because of the large number of unoccupied hexes, the number tokens cannot be distributed in alphabetical order.*) You need all of the number tokens from *Settlers 5-6*.

5-6 PLAYER RULES

- Place the commodity tokens of the castle beside the game board. Arrange the commodity tokens of the marble quarry into 3 stacks of approximately the same size and place one stack next to each quarry. Proceed accordingly for the commodity tokens of the glassworks. Should the card stack next to one of the quarries or glassworks become depleted during the game, you may also draw from either of the other two stacks—the individual stacks are not assigned to a particular trade hex.
- There are still only 3 barbarians in a game with 5 or 6 players. Place them on the paths marked with black crosses.



ADDITIONAL RULES

**Building roads
and settlements/cities**

You may build roads on all paths, according to the usual rules. The quarry and the glassworks from the *T&B 3-4* player version have 8 paths you can build on, and the corresponding hexes from *T&B 5-6* have 12 such paths.

As always, you may not build a settlement on the central plaza intersection of a trade hex. You may build settlements/cities on the 4 intersections of the trade hexes from the 3-4 player version that border on neighboring hexes, as long as you observe the distance rule. The same applies for the corresponding 6 intersections of the trade hexes from the 5-6 player version.



A “2” or a “12” is rolled

When you roll a “2” or a “12” as your production roll, do **not** re-roll the dice—there are hexes showing these numbers.

Special building phase

During the special building phase, you may **not** use gold to acquire resources.

During the special building phase, you may **not** move the wagon (or use it in any way), but you may upgrade the wagon.

THE WORLD OF CATAN®

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