

Welcome to *Catan: Cities and Knights 5-6 Player Extension*! Now you'll face even more competition from your fellow princes as you struggle to dominate the island of Catan! Meanwhile, an even larger and more powerful horde of barbarians awaits the first sign of weakness from the island's feuding princes. Will you rally the defenders of Catan, seize the initiative in expanding and improving your land, and construct one of the three great metropolises of Catan? Or will you instead be brushed aside by your covetous neighbors while someone else seizes the glory of victory?

### GAME COMPONENTS

To use this *Extension* you need:

- *The Settlers of Catan*® basic set (*Settlers*)
- *The Settlers of Catan 5-6 Player Extension*™ (*Settlers 5-6*)
- *Catan: Cities and Knights*® (*Cities & Knights*)
- this *Extension* (*C&K 5-6*)

This *Extension* contains:

- 18 Commodity Cards:
  - 6 coin cards
  - 6 paper cards
  - 6 cloth cards
- 2 “Defender of Catan” Victory Point Cards
- 2 development flip-charts
- playing pieces in 2 colors:
  - 6 city walls (square wooden tokens)
  - 12 knights (round wooden tokens)
- 1 sheet of knight labels
- *Extension* Rules Booklet



Before you begin your first game, remove the game pieces from the tile sheet. Then apply the adhesive labels to the knight tokens. Find instructions on using the labels in the *Catan: Cities & Knights* “Almanac.”

### EXTENSION GAME RULES

Except where noted below, the *Cities and Knights 5-6 Player Extension* (“*C&K 5-6*”) uses all of the rules found in *Cities & Knights*.

These additional rules include:

- rules for constructing the larger board;
- rules for the Special Building Phase; and
- rules about activating knights.

### Assembling the Board

First, set up the frame, using all of the pieces from the *Settlers* basic set and *Settlers 5-6*—exactly as outlined in *Settlers 5-6*. This will enlarge the *Settlers* frame so that it will hold a larger island.

Second, place the “Barbarian Tile” with the movement squares for the Barbarian Ship next to the frame. Then, construct the island following all of the rules in *Settlers 5-6*.

Third, distribute a set of pieces to each player, as described in *Cities & Knights*. Place the Robber in either desert, and place the barbarian raiding ship in the “Barbarian Ship” space on the barbarian tile.

### The Special Building Phase

Each player turn in *C&K 5-6* has an additional phase called the “Special Building Phase.” This phase is explained in full detail in the *Settlers 5-6* rules. Briefly, the turn order now changes to the following sequence:

- You must roll all 3 dice.
- Resolve the event die results.
- Progress cards may be drawn if allowed by the white event die.
- All players produce the resources indicated by the red die and the yellow die.

- You may do any or all of the following in any order:
  - Trade resources and/or commodities with other players or with the bank.
  - Build roads, settlements, cities, knights, city walls, and/or city improvements.
  - Activate, promote and/or perform actions with your knights.
  - Play any number of progress cards.
- Once you have finished your turn, pass the dice to the next player.
- The other players (in clockwise order from you) may build in the Special Building Phase.

During the Special Building Phase, each other player who did not just finish taking his turn may build anything for which he has resources available in his hand. Other players **may not**, however:

- perform any actions with their knights;
- play any progress cards; or
- make any trades with other players and/or with the bank.

Other players **may**:

- build roads, settlements, cities, knights, city walls, and/or city improvements; and
- activate and/or promote knights.

***Note:** The rules for **Settlers 5-6** indicate that a player may purchase Development Cards during the Special Building Phase. Since the Development Cards are not used when playing **Cities & Knights**, this option is no longer available.*

## Activation of Knights

Normally, a knight may not perform any actions on the turn that it has been activated. However, a knight can be activated during the Special Building Phase. Since the Special Building Phase is the last part of a turn, the knight could then perform an action during its controlling player's next turn.

***Example:** Anna's turn ends, and there is a Special Building Phase. During this phase, each player, going clock-wise from Anna around the table, may build with the resources and commodities in his hand. Still during this phase, Leif spends a Grain resource to activate 1 of his knights. After the Special Building Phase, it becomes Leif's turn. After he rolls the dice and resolves the events and production for his turn, Leif may take an action with the knight that he activated during Anna's turn.*

## CREDITS

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