# Green Cards

**Production Upgrades**

Each of these upgrades doubles the production of the corresponding land types:

**Eisengiesserei (Iron Foundry)**

The production of neighbouring mountains is doubled.

**Getreichemuhle (Mill)**

The production of neighbouring wheatfields is doubled.

**Sagewerk (Sawmill)**

The production of neighbouring forests is doubled.

**Wool-Manufaktur (Wool Factory)**

The production of neighbouring sheep fields is doubled.

**Ziegel-Brennerei (Brickworks)**

The production of neighbouring clay fields is doubled.

**Befestigtes Lager (Fortified Warehouse)**

The raw materials in the 2 adjacent landscape cards are not counted for the Robber event. If you have more than 7 raw materials outside those protected, woods and mountains protected by the warehouse still lose their raw materials.

**Handelsflotte (Trading Fleet)**

The rate of exchange for the pictured raw material is 2 for 1 rather than 3 for 1. Trade fleets may not lie next to a land that produces their raw material. The raw materials that are traded may not originate from a single landscape card.

**Kloster (Cloister)**

For each Cloister, your maximum hand size is increased by one. If a Cloister is lost, you must immediately discard one of your cards to the bottom of a development stack.

**Knight**

Each knight has two abilities represented by a symbol and a number. The glove stands for strength. The helmet stands for tournament points.

**Schmiede (Smithy)**

Each knight in your principality is increased in strength by one point.

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# Red Cards

**Badhaus (Bath House)**

All 4 landscape cards around the adjacent town are protected. If the Plague is turned up, none of the 4 adjacent landscape cards loses a raw material

**Bibliothek(Library)**

For each Library, your maximum hand size is increased by one. If a Library is lost, you must immediately discard one of your cards to the bottom of a development stack.

**Hafen (Harbour)**

Each trade fleet in your principality is worth an extra trade point.

**Handelskontor (Trading Account)**

The only effect of this upgrade is to increase trading power

**Handlerzunft (Trading Guild)**

The only effect of this upgrade is to increase trading power

**Kirche (Church)**

All knights and fleets in the adjacent town are protected from Civil War.

**Der Koloss von Catan (The Colossus of Catan)**

The only function of the Colossus is to score 2 VPs

**Markt (Market)**

The only effect of this upgrade is to increase trading power

**Munziesserei (Mint)**

Gold can be traded 1 for 1 for any other raw material, in any quantity.

**Rathaus (Town Hall)**

The cost of searching a pile of development cards is only one raw material. If you have 2 town halls, you must still spend 1 raw material.

**Wasserversagung (Waterworks)**

All lands in your principality are protected from the Plague.

# Blue Cards (Events)

**Baumeister (Master Builder)**
Both players must discard a card from their hand to the bottom of a development and choose a new card. The player whose turn it is selects a stack first and chooses one card from the stack. His opponent must choose a different stack  The order of cards in the stack must not be altered.

**Burgerkrieg (Civil War)**
Both players must take a knight or fleet card of their opponent's choice back into their hand. The active player chooses first. The hand limit is checked after the card is taken back into hand. A player with no knight or fleet cards is uneffected.

**Entrageiches Jahr (Bumper Harvest)**
All landscapes for both players that are adjacent to a warehouse receive a raw material. Landscapes that are adjacent to two warehouses receive 2 raw materials.

**Fortschritt (Progress)**
Both players receive a raw material of their choice for each Cloister (Kloster), Library(Bibliothek) and University in their principality.

**Jahrwechsel (New Year)**
The event pile is shuffled.

**Konflikt (Conflict)**
The owner of the knight token examines their opponent's hand and removes two cards from it. The two cards are placed under one of the development piles. The opponent can replenish his hand at the end of their next turn. If no player has the knight token, the event has no effect.

**Seuche (Plague)**
Affects both players. All 4 landscape cards adjacent to a town lose 1 raw material each (if any exists). Lands adjacent to 2 towns still only lose one raw material. Countered by: Bath House or Waterworks.

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# Yellow Cards

**Alchemist (Alchemist)**
You choose the number of the production roll and place the die with that number uppermost. The result applies to both players. The event die is rolled normally.

**Bischof (Bishop)**
This card is played against Robbery(Raubzug) or Firedevil(Feuerteufel), so that your opponent loses on a die roll of 3, 4, 5 or 6. This card must be played before the die is rolled.

**Feuerteufel (Firedevil)**
You roll the die. On a 1-5, your opponent must take the building of your choice back into their hand. On a 6, you must take back a building of their choice. If you have no buildings, you can still play the Firedevil. If you roll a 6, you lose no buildings. The hand limit is checked when a card is taken back. Fleets and knights are not buildings!  Countered by: The Bishop(Bischof).

**Handler (Trader)**
You take any 1 or 2 raw materials from your opponent, and give back 1 raw material in return. You may only take raw materials that can be added to your lands, and likewise can only give raw materials that your opponent can add to his lands.

**Karawane (Caravan)**
You can exchange any 2 raw materials (the same or different), for any other two.

**Krautehexe (Herbalist)**
This card is played against the Black Knight(Schwarzer Ritter), so that your opponent loses on a die roll of 3, 4, 5 or 6. This card must be played before the die is rolled.

**Kundschafter (Scout)**
If this card is played immediately after a new town is built, you can look through all the cards in the landscape pile and pick out two cards. Afterwards, you must reshuffle the deck.

**Raubzug (Robbery)**
You roll the die. On a 1-5, you can steal any 2 raw materials from your opponent. On a 6, he steals two raw materials of his choice from you. If your opponent only has one raw material, you may only steal one. A raw material can only be stolen if you have a similar land in place that can be rotated. Countered by: The Bishop(Bischof).

**Schwarzer Ritter (Black Knight)**
You roll the die. On a 1-5, your opponent must take the knight of your choice back into their hand. On a 6, you must take back a knight of their choice. You may play this card even if you have no knights. If you roll a 6, you lose no knights. The hand limit is checked when a card is taken back. Countered by: The Herbalist(Krautehexe).

**Spion (Spy)**
You may examine your opponent's hand and take the card of your choice. The card taken can be played immediately, if desired.