KLAUS TEUBER

# CATAN

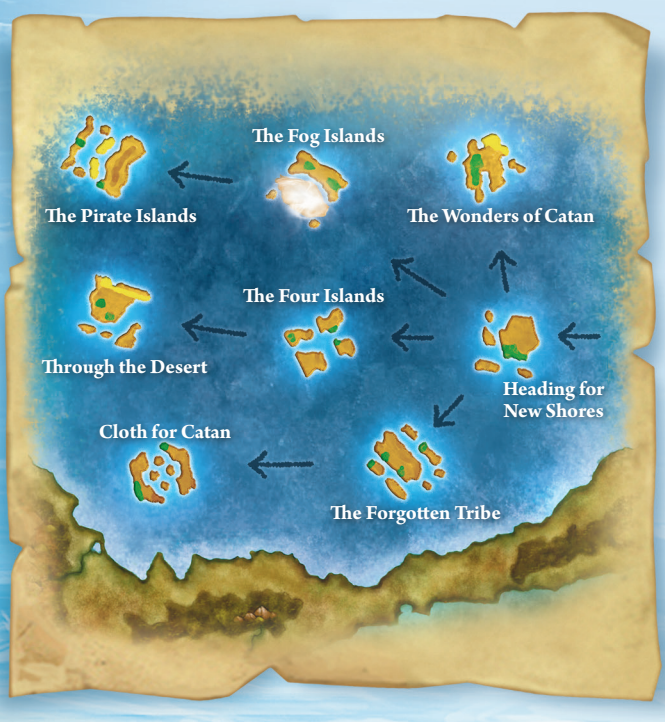
## 3D EXPANSION

## SEAFARERS™

# APPENDIX

*Standing on the coast, you look out across the boundless sea. Having tamed the wilds of your homeland, your heart yearns for greater adventures and more glorious challenges. Your people are ready to follow you, even into the unexpected dangers of the unknown. Nearby, seasoned dock workers are putting the finishing touches on your first great seaworthy ship. Soon you will leave the settlements behind to join the ranks of explorers and voyagers. Soon you will become one of the Catanian Seafarers!*

## VOYAGES OF DISCOVERY IN CATAN




Discover seafaring in Catan by embarking on a series of voyages from the history of Catan! You can find the destinations of these voyages in this Appendix. Experience the history of Catan for yourself!

## TABLE OF CONTENTS


| Subject | Page |
|---|---|
| Game Components | 2 |
| Assembling the Board | 3 |
| About the Scenarios | 3 |
| Scenario 1: Heading for New Shores | 4 |
| Scenario 2: The Four Islands | 6 |
| Scenario 3: The Fog Islands | 8 |
| Scenario 4: Through the Desert | 10 |
| Scenario 5: The Forgotten Tribe | 12 |
| Scenario 6: Cloth for Catan | 13 |
| Scenario 7: The Pirate Islands | 15 |
| Scenario 8: The Wonders of Catan | 17 |
| Scenario 9: New World | 18 |
| Credits | 19 |


You can find more information at these sites:

**catanstudio.com** **catan.com**

This epic campaign consists of 8 scenarios:

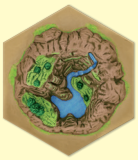
- Scenarios 1-4 use only the basic *Seafarers* rules. They are easier to play.
- Scenarios 5-8 are more complex. Each has its own special rules.

Scenario 9 is intended for free play using your own ideas.

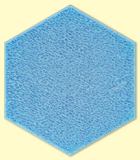
# CATAN 3D – Seafarers Component List

## Contents of Seafarers 3D

### 30 Terrain Hexes



Gold fields x2



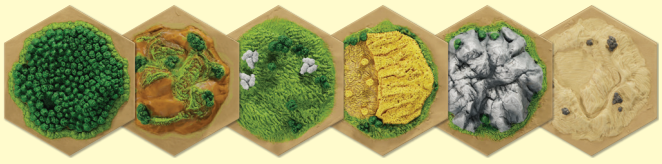
Sea x19

### 44 Fog Tokens

*(for randomizing terrain in some scenarios)*

### 10 Harbor Tokens

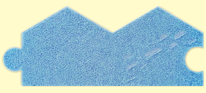
*(for randomizing harbors in some scenarios)*



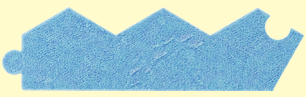
Forest x1 Hills x2 Pasture x1 Fields x1 Mountains x2 Desert x2

### 12 Sea Frames

1-hex frame x2



2-hex frame x2



3-hex frame x6

End frame x2

### 4 Sets of Ships in 4 Different Player Colors

15 orange 15 white 15 red 15 blue

### 1 Pirate Figure

### 10 Number Tokens

### 50 CATAN Chits

### 1 Harbor Marker

3:1 x1

### 4 Building Costs Cards

### 1 Special Victory Point (VP) Card

Longest Trade Route

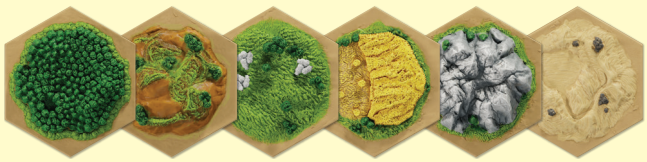
### 1 Rulebook

### 1 Appendix

### 5 Wonder Cards

## Components Required from CATAN 3D

### 19 Terrain Hexes



Forest x4 Hills x3 Pasture x4 Fields x4 Mountains x3 Desert x1

### 9 Harbor Markers

Lumber x1 Brick x1 Wool x1 Grain x1 Ore x1 3:1 x4

### 18 Number Tokens

### 2 Dice

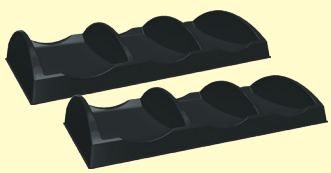
### 4 Sets of Pieces in 4 Different Player Colors

15 Roads 5 Settlements 4 Cities

### 95 Resource Cards

Card Back

### 2 Card Trays



### 25 Development Cards

Card Back

### 1 Special Victory Point (VP) Card

Largest Army

### 1 Robber Figure

### 1 Rulebook

### 1 Almanac

## Assembling the Board

### What You Need

#### CATAN – 3D Edition & CATAN – 3D Expansion – Seafarers

To play *CATAN – 3D Expansion – Seafarers* (aka "*Seafarers*"), you need several components from a copy of *CATAN – 3D Edition* (aka CATAN). The numbered Scenario sections that follow provide an overview and a detailed list of components you will need for setup.

### Starting a Game

#### Choose a Scenario

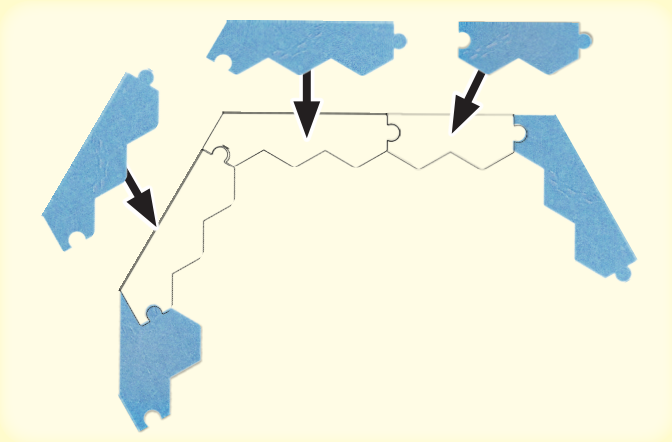
Before you can play, you must first choose a scenario and gather the components that are listed in the Components manifest. Construct the board according to the illustration at the beginning of the scenario.

The board and setup for each scenario may vary depending upon the number of players. These icons indicate which board is which.

#### Assemble the Frame

This game adds some new frame-styles to *CATAN 3D*. It adds 1-hex, 2-hex, and 3-hex frames, as well as end-frames. The main feature of *these* frames is the lack of a coastline that the *CATAN 3D* frames possess. This allows for more variable board setups.

Here's an example of how to fit them together:



Assemble the frame for a scenario using only the frames provided in this expansion. Each scenario diagram shows which frame pieces you need and how to arrange them.

#### Place the Terrain Hexes and Harbor Markers

After you build the frame, place the terrain hexes exactly as shown in the scenario diagram. After you place the hexes, place the number tokens exactly as shown as well. Finally, place the harbor markers as shown.

Some scenarios depict a harbor with a red "?" icon to indicate random harbors. To place these harbors, take the cardboard harbor tokens and shuffle them face down (or draw them from a container). Randomly select these tokens one at a time and place the corresponding plastic harbor marker where the scenario diagram indicates a random harbor. Put the unused harbor markers away.

*random harbor*

*harbor token*

## About the Scenarios

Unlike CATAN, when you play *Seafarers* you don't have to set up the board using the same basic shape every time. Instead, you can choose from any of the scenarios. Each offers a unique blend of challenges and opportunities for you to explore. All scenarios are presented in this format:

### Name of Scenario

The name of the scenario is at the top of the page followed by a short summary and historical description of the scenario (*in red italic text*).

### Scenario Diagram

The scenario diagram depicts the board setup. The areas outlined in dark blue show an area generally referred to as the *Small Islands*. The other area is generally referred to as the *Main Island*. The terrain hexes for these areas are generally listed separately to speed setup.

#### 1. Components

These tables show how many of each component you need to play the scenario.

#### 2. Preparation

If the scenario has any special instructions for preparing the game, they are explained in this section. Unless stated otherwise, the harbor markers used in each scenario are placed randomly using the harbor tokens as described above.

#### 3. Additional Rules

Any additional rules for the scenario, including rules about how to earn special victory points (VPs), are described here.

#### 4. Variable Setup

This section provides advice on how to vary the standard setup. After playing these scenarios, experienced players may want to experiment with scenarios of their own design.

When you need to randomize something, use a method agreeable to all players. (For example, if you need to randomize the number tokens, use a mug or cloth bag. If you need to randomize some harbors, use the corresponding harbor tokens).

# Scenario 1: Heading for New Shores

*After a long voyage, the explorers have reached Catan and built their first settlements. Harbors are built and new, seaworthy ships are being developed. Daring Catanians sail across the ocean. Before long, rumors begin that many smaller islands are out there at sea, not too far away—it is even said that gold has been found on some of them. Ships are fitted out and soon set sail to find gold on the islands.*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | - | - | - | 3 | 2 | 2 | 4 | 3 | 14 |
| | Seafarers | 9 | - | - | - | - | - | - | - | 9 |
| Small Islands | CATAN | - | - | - | 1 | 1 | 1 | - | - | 3 |
| | Seafarers | 4 | - | 2 | - | 1 | 1 | 1 | - | 9 |
| Total | | 13 | - | 2 | 4 | 4 | 4 | 5 | 3 | 35 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | 1 | 1 | 1 | 2 | 2 | 2 | 1 | 2 | 2 | - | 14 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| Small Islands | CATAN | - | 1 | 1 | - | - | - | 1 | - | - | 1 | 4 |
| | Seafarers | - | - | 1 | 1 | - | 1 | - | 1 | - | - | 4 |
| Total | | 1 | 2 | 3 | 3 | 2 | 3 | 2 | 3 | 2 | 1 | 22 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
3x 3:1 harbor markers

**CATAN Chits:**

18x

## 2. Preparation

Set up the game as shown in the appropriate diagram above.

## 3. Additional Rules

### Setup Phase

Build your first 2 settlements with roads/ships on the main island (the big island), as described on page 7 of the *CATAN 3D* Almanac.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Pirate & Robber

Play this scenario with both the robber and the pirate.

In a 3-player game, the robber starts on the hills hex marked with a "12." In a 4-player game, the robber starts in the desert. The pirate starts on the sea hex indicated on the diagram.

### Special Victory Points (VPs)

When you build your first settlement on any small island, you earn 2 special VPs. Place 2 CATAN Chits beside the settlement to indicate its "first-built" status. These settlement are worth 3 VPs. Additional settlements you build on that island do not earn special VPs. Your settlement can earn "first built" VPs even if other players already have their "first built" settlement on that same island.

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | - | 1 | - | 4 | 3 | 3 | 4 | 4 | 19 |
| | Seafarers | 10 | - | - | - | - | - | - | - | 10 |
| Small Islands | CATAN | - | - | - | - | - | - | - | - | 0 |
| | Seafarers | 4 | - | 2 | 1 | 2 | 2 | 1 | 1 | 13 |
| Total | | 14 | 1 | 2 | 5 | 5 | 5 | 5 | 5 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | 0 |
| Small Islands | CATAN | - | - | - | - | - | - | - | - | - | - | 0 |
| | Seafarers | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | - | 9 |
| Total | | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 | 27 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
4x 3:1 harbor markers

**CATAN Chits:**

24x

## Ending the Game

The game ends as soon as a player reaches 14 VPs on their turn.

## 4. Variable Setup

First, set up the frames as shown above. Then prepare the main island and small islands separately as detailed below.

When preparing the islands, randomize the terrain hexes and number tokens as described on page 8 of the *CATAN 3D* Almanac. Maintain the locations of the harbor markers as shown on the maps above, but randomize the type of harbor using the harbor tokens as described on page 3 of the *Seafarers 3D* rules.

### Main Island

Gather the terrain hexes, number tokens, and harbor markers listed in the 3- or 4-player charts and randomize them. Assemble the main island land hexes in the location shown on the map. Then place the main island sea hexes (the ones NOT in the blue-outlined area) in the frame.

### Small Islands

Gather the terrain hexes and number tokens listed in the 3- or 4-player charts and randomize them. Then place the robber and the pirate as described.

**Note:** *When doing a variable setup, you should not place red number tokens (6s and 8s) on adjacent hexes, nor should you place them on gold field hexes.*

# Scenario 2: The Four Islands

*The Catanians quickly develop into experienced seafarers. One day they reach the "Four Islands" archipelago. Here too, fertile fields, lush pastures, and productive mines lure the intrepid Catanians. New settlements are quickly built. But soon the Catanians' curiosity spurs them onward. What will they find on the other islands? Since every faction wants to see all four islands, an exciting race for the few settlement sites begins!*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | - | - | 4 | 3 | 3 | 4 | 4 | 18 |
| | Seafarers | 15 | - | - | - | 1 | 1 | - | - | 17 |
| | Total | 15 | - | - | 4 | 4 | 4 | 4 | 4 | 35 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | - | - | 1 | - | - | 1 | - | - | - | 2 |
| | Total | 1 | 2 | 2 | 3 | 2 | 2 | 3 | 2 | 2 | 1 | 20 |

**Other Components**

**Harbors:**
5x 2:1 harbor markers
4x 3:1 harbor markers

**CATAN Chits:**
18x

## 2. Preparation

Set up the game as shown in the appropriate diagram.

## 3. Additional Rules

### Setup Phase

You may place your starting settlements (with roads/ships) on the same island or on 2 separate islands. Thus, at the beginning of the game you have 1 or 2 "home islands." All other islands are "foreign islands" to you.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Pirate & Robber

Play this scenario with both the robber and the pirate. The pirate starts on the sea hex indicated on the diagram. The robber starts on the hex with a 12 number token.

### Special Victory Points (VPs)

When you build your first settlement on a foreign island, you earn 2 special VPs. Take 2 CATAN Chits and place them next to the settlement. That settlement is worth 3 VPs. Additional settlements you build on that island do not earn special VPs.

If you build on a second foreign island, your first settlement built there will similarly earn 2 special VPs.

If you manage to place a first settlement on a third foreign island, you again earn 2 special VPs.

**Note:** *If you start the scenario with 2 home islands, you will only be able to earn 4 special VPs. If you start with only 1 home island, you may be able to earn up to 6 special VPs.*

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | - | - | 4 | 3 | 3 | 4 | 4 | 18 |
| | Seafarers | 12 | - | - | 1 | 1 | 1 | 1 | 1 | 17 |
| | Total | 12 | - | - | 5 | 4 | 4 | 5 | 5 | 35 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | - | 1 | 1 | - | - | 1 | 1 | 1 | - | 5 |
| | Total | 1 | 2 | 3 | 3 | 2 | 2 | 3 | 3 | 3 | 1 | 23 |

### Other Components

**Harbors:**
5x 2:1 harbor markers
4x 3:1 harbor markers

**CATAN Chits:**
24x

It does not matter if another player has already built a settlement on the island or if it is another player's home island. Each time you build your first settlement on a new island that was foreign to you, you earn the special VPs.

***Example:*** Pete has built his 2 settlements on the island on the lower left. Now his ships reach the island on the lower right. He builds a settlement on this island and obtains 2 CATAN Chits, which he places under the settlement. From this settlement he then reaches the island on the upper right, builds his first settlement there, and obtains 2 additional VPs (CATAN Chits) for it.

## Ending the Game

The game ends as soon as a player reaches 13 VPs on their turn.

## 4. Variable Setup

The contours and locations of the 4 islands should not be altered. Within these contours, you can completely randomize the terrain hexes and number tokens. However, you should make sure forest and pasture hexes don't get number tokens that are too unfavorable (for example: 2, 3, 11, and 12).

You can also randomize the harbor markers. Keep the locations of the harbors as shown above, but randomize the type using the harbor tokens.

*Note: When doing a variable setup, you should not place red number tokens (6s and 8s) on adjacent hexes.*

# Scenario 3: The Fog Islands

*Other Catanian seafarers discover a new land they call "The Fog Islands." Near the island stretches a mysterious sea, mostly covered by a thick fog. Fearless seafarers who have ventured into the fog-shrouded ocean tell tales of fertile hidden islands and a legendary land of gold. Thirsty for adventure, the Catanians load their ships with supplies and seeds and set out on a voyage to the mysterious ocean in the fog.*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Face-Up | CATAN | - | - | - | 2 | 2 | 2 | 4 | 4 | 14 |
| | Seafarers | 16 | - | - | - | - | - | - | - | 16 |
| Face-Down | CATAN | - | - | - | 2 | 1 | 1 | - | - | 4 |
| | Seafarers | 2 | - | 2 | - | 1 | 1 | 1 | 1 | 8 |
| Total | | 18 | - | 2 | 4 | 4 | 4 | 5 | 5 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Face-Up | CATAN | - | 1 | 1 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 14 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| Face-Down | CATAN | - | 1 | 1 | - | - | - | - | 1 | - | - | 3 |
| | Seafarers | - | 1 | - | 1 | 1 | 1 | 1 | - | 1 | 1 | 7 |
| Total | | - | 3 | 2 | 3 | 3 | 3 | 3 | 2 | 3 | 2 | 24 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
3x 3:1 harbor markers

**Fog tokens:**

12x

See the "Face-Down" hexes on this table

## 2. Preparation

Set up the upper and lower islands, and their surrounding sea hexes so that all of the terrain hexes and number tokens match the appropriate diagram.

Select the 12 fog tokens for your setup. They are the "Face-Down" terrain hexes on the chart. (*tip: they also have a* 3 *icon on the front*). Randomize these fog tokens and place them face down in the middle of the sea. You discover them later in the game. Leave the terrain hexes that correspond to the fog tokens aside for now.

Randomize the remaining number tokens and set them aside, unseen (perhaps in a mug or a cloth bag).

## 3. Additional Rules

### Setup Phase

Build your first 2 settlements with roads/ships on the upper and/or lower island, as described in CATAN.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Pirate & Robber

Play this scenario with both the robber and the pirate.

- The pirate starts on the end-frame sea hex as shown.
- The robber starts on the hex with the 12 number token.

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Face-Up | CATAN | - | - | - | 3 | 3 | 3 | 4 | 4 | 17 |
| | Seafarers | 13 | - | - | - | - | - | - | - | 13 |
| Face-Down | CATAN | - | - | - | 1 | - | - | - | - | 1 |
| | Seafarers | 2 | - | 2 | 1 | 2 | 2 | 1 | 1 | 11 |
| Total | | 15 | - | 2 | 5 | 5 | 5 | 5 | 5 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Face-Up | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 1 | 17 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| Face-Down | CATAN | - | - | - | - | - | - | - | - | 1 | - | 1 |
| | Seafarers | - | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 9 |
| Total | | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 27 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
4x 3:1 harbor markers

**Fog tokens:**

12x

See the "Face-Down" hexes on this table

### Discovery of New Territories

When you connect a ship (or a road) to an unexplored area, you discover a new hex. If you place a ship or road that connects to the intersection of an unexplored hex, you must immediately flip over the fog token and then replace it with the corresponding 3D hex from the box.

If the discovered region is a land hex, you must also take a random number token from the pile you set aside and place it on the hex. Then you receive a reward: 1 resource card of the type produced by that hex.

If the discovered region is a sea hex, then there is no reward. You will have to explore farther across the ocean to find new territories.

### Ending the Game

The game ends as soon as a player reaches 12 VPs on their turn.

## 4. Variable Setup

The contours of the upper and lower islands, and the locations of the harbors, should not be altered. Within these contours, the land hexes, number tokens, and harbors can be randomized freely.

# Scenario 4: Through the Desert

*Far away, to the west of Catan, a new island is discovered. The Catanians name it "Desert Island" because a desert belt splits the island into two parts. Soon after building the first settlements in the larger part of the island, scouts discover fertile land on the other side of the desert belt. At the same time, ships discover smaller islands with gold deposits and abundant ore deposits.*

*Now, who will be the first to build new settlements, and where?*

*The most daring settlers set out to cross the merciless desert. Others try to be the first to reach the smaller islands, build settlements there, and expand them into prospering cities.*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | - | 1 | - | 2 | 3 | 2 | 3 | 4 | 15 |
| | Seafarers | 8 | 2 | - | - | - | - | - | - | 10 |
| Foreign Areas | CATAN | - | - | - | 2 | - | 1 | 1 | - | 4 |
| | Seafarers | 2 | - | 2 | - | - | 1 | - | 1 | 6 |
| Total | | 10 | 3 | 2 | 4 | 3 | 4 | 4 | 5 | 35 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | 1 | 1 | 2 | 1 | 2 | 2 | 2 | 2 | 1 | - | 14 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| Foreign Areass | CATAN | - | 1 | - | 1 | - | - | - | - | - | 1 | 3 |
| | Seafarers | - | - | 1 | 1 | 1 | 1 | 1 | - | - | - | 5 |
| Total | | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 2 | 1 | 1 | 22 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
3x 3:1 harbor markers

**CATAN Chits:**

24x

## 2. Preparation

Set up the game as shown in the appropriate diagram above.

## 3. Additional Rules

### Setup Phase

A desert zone divides the bigger island into a small land strip (upper left) and a main island. You **must** build your first 2 settlements (with roads/ships) on the main island. The smaller islands and the small land strip are considered to be "foreign" areas.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Pirate & Robber

Play this scenario with both the robber and the pirate.

The robber starts on one of the deserts and the pirate starts on the end-frame sea hex as shown.

### Special Victory Points (VPs)

The first time you build a new settlement in each of the "foreign" areas (on 1 of the small islands and/or on the small strip of land), you receive 2 special VPs. Place 2 CATAN Chits beside the settlement when you build it. It does not matter if another player has already built a settlement in that foreign area. Potentially, each player can earn up to 8 special VPs in this scenario.

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | - | 1 | - | 2 | 3 | 2 | 4 | 4 | 16 |
| | Seafarers | 10 | 2 | - | - | 1 | - | - | 1 | 14 |
| Foreign Areas | CATAN | - | - | - | 2 | - | 1 | - | - | 3 |
| | Seafarers | 2 | - | 2 | 1 | 1 | 2 | 1 | - | 9 |
| Total | | 12 | 3 | 2 | 5 | 5 | 5 | 5 | 5 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Main Island | CATAN | - | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 17 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| Foreign Areas | CATAN | 1 | - | - | - | - | - | - | - | - | - | 1 |
| | Seafarers | - | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 9 |
| Total | | 1 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 27 |

### Other Components

**Harbors:**

5x 2:1 harbor markers
4x 3:1 harbor markers

**CATAN Chits:**

32x

### Ending the Game

The game ends as soon as a player reaches 14 VPs on their turn.

## 4. Variable Setup

The main island and the foreign areas can be set up in a manner similar to the variable setup in a *CATAN 3D* game.

### Main Island Setup

First, place the 3 desert hexes in the positions shown in the appropriate setup diagram (3-player or 4-player). Next, randomly place the "main island" land hexes on the main island in the positions shown in the setup diagram. Then, place harbor markers in the locations indicated using harbor tokens to randomize the type.

Then, place the 8 sea hexes (or 10 for 4 players) adjacent to the main island as shown in the setup. Finally, place the main island number tokens randomly on the land hexes.

### Foreign Islands Setup

There are 10 (or 12 for 4 players) "foreign area" terrain hexes (outlined in blue) on the setup diagrams. Randomly place the foreign area terrain hexes in these areas. Finally, place the "foreign islands" number tokens randomly on the land hexes.

**Note:** *When doing a variable setup, you should not place red number tokens (6s and 8s) on adjacent hexes, nor should you place them on gold field hexes.*

# Scenario 5: The Forgotten Tribe

*Far in the South, Catanian settlers reach a long, narrow island. Soon the first settlements emerge. When exploring the surrounding waters, the Catanians come across small, inhabited islands. During their first encounter, the explorers find the inhabitants speak the same language and know the same legends. It soon becomes clear that these people are descendants of a group of Catanians whose ship was lost; a ship from a fleet that hundreds of years ago reached Catan for the first time. The reunion with their Catanian kin causes great joy, and they don't hold back on neighborly help and gifts.*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | 1 | - | 4 | 3 | 3 | 4 | 4 | 19 |
| | Seafarers | 19 | 2 | 2 | 1 | 2 | 2 | 1 | 1 | 30 |
| | Total | 19 | 3 | 2 | 5 | 5 | 5 | 5 | 5 | 49 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | - | - | - | - | - | - | - | - | - | - |
| | Total | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |

### Other Components

**Harbors:**
5x 2:1 harbor markers & tokens
1x 3:1 harbor markers & tokens

**CATAN Chits:**
8x

## 2. Preparation

Set up the game as shown in the diagram above. Then:

- Place the 8 CATAN Chits on the coastal paths as shown.
- Place the 6 harbor markers on the locations indicated. Randomize the type of harbor with the harbor tokens.
- Take the 4 topmost cards from the (shuffled) stack of development cards and place them, with their reverse sides facing up, beside the paths indicated in the setup.

**Important:** *The small islands all remain without number tokens on them.*

## 3. Additional Rules

### Setup Phase

Build your first 2 settlements with roads/ships on the big main island, as described in CATAN.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

During play, no settlements can be built on the surrounding small islands that do not produce resources.

### Pirate & Robber

Play this scenario with both the robber and the pirate.

The robber starts on any desert hex, and the pirate starts on the sea hex as shown.

When a "7" is rolled, either the robber or the pirate can be moved. The robber cannot be moved to the small islands.

Once the robber has left its starting desert hex, it cannot be moved back there.

### Special Victory Points (VPs)

Each of the CATAN Chits placed on the outer islands is worth 1 VP. If you reach one of the islands with 1 of your ships and build (or move) a ship onto the path with a CATAN Chit, take the chit and place it in front of yourself.

### Gifts

Gifts from the forgotten tribe consist of VPs (CATAN Chits), development cards, and harbors.

- **Development Cards**

  If you build (or move) a ship onto a path with a card, take the card. Regular development card use rules apply (only play 1 card per round; cards may not be played the turn you aquire them; VP cards to be revealed immediately only if it lets you win the game, etc.).

- **Harbors**

  If you build (or move) a ship to a path beside a harbor, remove the harbor from the board. You must immediately place this harbor if possible. You can only place a harbor on a coastal path, that is adjacent to 1 settlements/cities, a distance of at least 1 path from another harbor. If you have no such location, put the harbor marker into your supply until you build a settlement that meets the requirements.

  You can use your newly-placed harbor immediately.

### Ending the Game

The game ends when a player reaches 13 VPs on their turn.

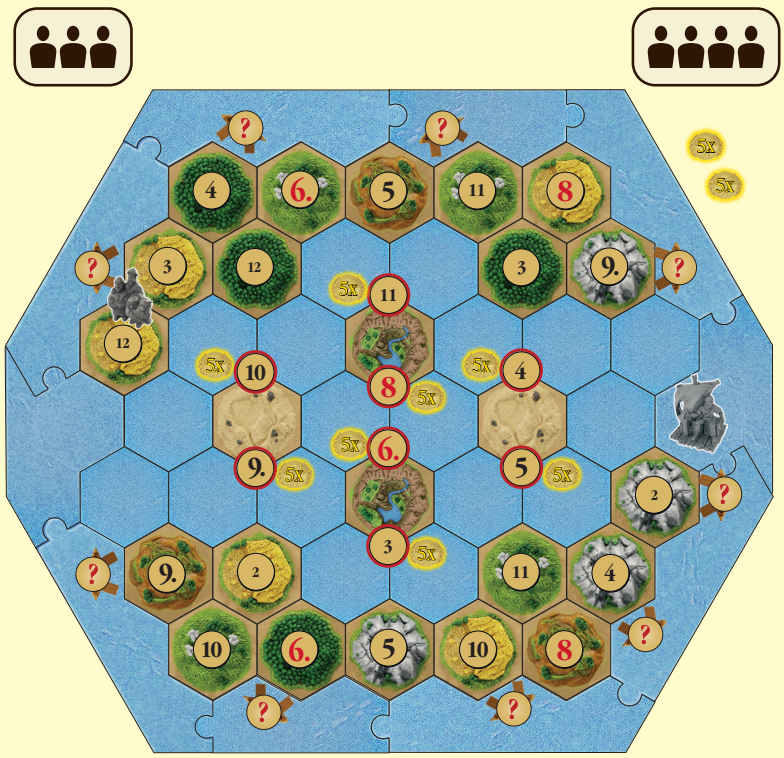
## 4. Variable Setup

The land hexes and number tokens of the main island can be rearranged freely. Make sure the 3 land hexes at the right side of the main island don't receive numbers that are too favorable (that is, no 5, 6, 8, or 9). The small islands must remain as shown in the diagram.

**Note:** *When doing a variable setup, you should not place red number tokens (6s and 8s) on adjacent hexes.*

# Scenario 6: Cloth for Catan

*On their voyage westward, the Catanians encounter distant islands inhabited by members of a forgotten tribe of clothmakers. Over the course of centuries, these island artisans acquired great skills in producing cloth. The magnificent cloth and resplendent garments of these people quickly attract the Catanians' attention. Since the clothing of the newcomers is not nearly as high in quality, a busy barter trade for the beautiful cloth soon begins.*



## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | 1 | - | 4 | 3 | 3 | 4 | 4 | 19 |
| | Seafarers | 18 | 1 | 2 | 1 | - | 1 | - | - | 23 |
| | Total | 18 | 2 | 2 | 5 | 3 | 4 | 4 | 4 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 10 |
| | Total | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 28 |

### Other Components

**Harbors:**

5x 2:1 harbor markers & tokens
4x 3:1 harbor markers & tokens

**CATAN Chits:**

50x

(10 piles of 5 chits)

## 2. Preparation

Set up the game map as shown in the diagram using a random method to place the harbors.

Place 2 number tokens on each of the 4 small islands as shown (right on the intersections). Each of these number tokens (*circled in red on the map*) represents an undiscovered village belonging to a forgotten tribe of weavers.

Place 5 CATAN Chits next to each of the 8 villages. Place the remaining 10 CATAN Chits beside the board to form a "general supply." In this scenario, each CATAN Chit represents a bolt of cloth.

No VPs are awarded for the "Longest Trade Route" in this scenario. You can leave that component aside.

## 3. Additional Rules

### Setup Phase

Build your first 2 settlements with roads/ships on the 2 main islands, as described in CATAN.

Once the last player has placed their second settlement, everyone—starting with the first player and continuing in a clockwise direction—can build a third settlement and adjacent road/ship. When you place your third settlement, you receive your starting resources. The weavers live on the 4 small islands in the center of the map (the number tokens are their villages). You may never build settlements on these 4 islands.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Cloth Trade

As soon as you establish a shipping route between 1 of your own settlements/cities and a weaver village (i.e., you reach an intersection with a number token), you establish "trade relations" with this village:

- Immediately take 1 bolt of cloth (CATAN Chit) from the supply of this village. Each time the number of the village is rolled, you receive 1 more bolt of cloth.
- If 2 or more players have connected to a village and the number of the village is rolled, each player receives 1 bolt of cloth (CATAN Chit) from the supply of this village.
- If there are not enough CATAN Chits left in the supply for the village to give 1 to each connected player, take enough chits from the general supply for those players.
- If there are no CATAN Chits next to a village when its number is rolled, no one receives any CATAN Chits from that village. Do not take CATAN Chits from the general supply.
- 2 bolts of cloth (CATAN Chits) are worth 1 VP, but an unpaired bolt of cloth is worth nothing.

### Moving Ships

Any shipping route that connects 1 of your settlements/cities to a weaver village is "closed." This means that you may not move any ships that are part of that shipping route.

### Pirate & Robber

Play this scenario with both the robber and the pirate. The robber starts on the fields hex with the 12 number token. The robber cannot move to the weavers' islands.

The pirate starts on the end-frame sea hex as shown. You may only move the pirate if you have at least 1 shipping route between 1 of their settlements/cities and a weaver village.

When you move the pirate, you can either draw 1 resource card or take a CATAN Chit (bolt of cloth) from one of the players whose ship is adjacent to the new pirate hex.

### Ending the Game

The game ends when a player reaches 14 VPs on their turn OR when 3 or fewer of the weavers' villages contain 1 or fewer CATAN Chits. In the second case, the player with the most VPs wins. In case of a tie, the tied player who has more bolts of cloth wins.

## 4. Variable Setup

The land hexes and number tokens of the 2 main islands can be rearranged freely. The position, terrain, and number tokens of the 4 islands in the center should not be changed.

# Scenario 7: The Pirate Islands

*In the Northwest, pirates have invaded the island kingdom of the Catanians. The battle-hardened sea robbers quickly sink the peaceful Catanians' merchant ships and capture the settlements on the western isles. After expanding the captured settlements into fortresses, the pirates continue with their raids. Now they are threatening the eastern island. Time and again, they attack the coastal settlements with their fleet and rob valuable resources from the Catanians. The Catanians decide to build a navy to stop the audacious acts of the pirates and drive them back into the open sea.*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | 1 | - | 4 | 3 | 3 | 4 | 4 | 19 |
| | Seafarers | 19 | 2 | 2 | 1 | 2 | 2 | 1 | 1 | 30 |
| | Total | 19 | 3 | 2 | 5 | 5 | 5 | 5 | 5 | 49 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | - | 1 | 1 | 1 | 1 | 1 | 1 | - | - | 6 |
| | Total | 1 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 2 | 1 | 24 |

### Other Components

**Harbors:**
5x 2:1 harbor markers & tokens
3x 3:1 harbor markers & tokens

**CATAN Chits:**
3p: x9
4p: x12
(x 3 for each pile)

## 2. Preparation

The required game components are listed above. Set up the game map as shown in the diagram, and place the harbor markers randomly as described on page 3.

**Please note:** *The hexes outlined in red do not produce resources (and have no number token on them).*

Place 1 settlement and 1 ship of each color on the coast of the eastern island, as shown. You can build on the eastern island as usual; all other islands are "pirate islands."

Build 4 pirate fortresses on the western islands, as shown. Each pirate fortress consists of 1 settlement of each player color with 3 CATAN Chits placed beside it.

**Please note:** *In a 3-player game, do not use the white player's position. Do not place them on the board during setup. (Take care if you switch/substitute colors!)*

If you are playing a 3-player game, remove all of the VP cards from the development card deck. In a 4-player game, the VP cards remain in the deck but will be used only as "Knight" cards.

### Longest Trade Route and Largest Army

The "Longest Trade Route" and "Largest Army" special VP cards are not used in this scenario. Leave them aside.

## 3. Additional Rules

### Setup Phase

Build 2 settlements with roads/ships on the main (eastern) island (at the right side of the scenario diagram), as described in CATAN. After finishing the setup phase, each player has 3 settlements on the eastern island.

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.*

### Pirate & Robber

The pirate fleet is represented by the pirate figure and starts on the sea hex as shown. The robber is **not** used in this scenario.

### Ship Building

You can build **only 1 shipping route**. Your shipping route must begin at 1 of your coastal settlements/cities on the eastern island. This shipping route must first lead to the intersection marked by the circle of your color and then to the pirate fortress of your color. Your shipping route cannot branch/fork, nor can it be continued beyond the pirate fortress. Your shipping route must be built in such a way so that it reaches its destination in as short a route as possible—i.e., a route may not veer off to block other players' routes.

### Warships

When you reveal a "Knight" card (or a VP card in a game with 4 players), you can convert your hindmost (i.e., closest to your route's starting settlement/city) "normal" ship into a warship. In order to mark a ship as a warship, turn it on its side. Place the card used into a discard pile.

**Attention:** *When the stack of development cards is used up, no further development cards can be purchased. Discarded cards do not enter the game again.*

### The Pirate Fleet

The pirate fleet circumnavigates the 2 desert islands in a clockwise direction as shown in the scenario diagram. After you roll the dice, but before anything else, the pirate fleet moves a number of hexes equal to the lower value of the 2 dice (*e.g. If the dice show "3" and "6," the pirate moves 3 hexes*). If both dice show the same number, use the number on either die.

### Pirate Attack

If the pirate fleet ends its move on a hex that is adjacent to 1 of your settlements/cities, you are immediately attacked—even before resource production or the resolution of a "7" roll.

- The die result used for movement also determines the strength of the pirates.
- Your strength is equal to the number of warships you have.
- If the pirate is stronger, you lose 1 resource card plus another resource card for each of your cities. The lost cards are drawn randomly from your hand and are discarded.
- If you are stronger, you receive 1 resource card of your choice from the supply.
- If both parties are equally strong, nothing happens.

### Building a Settlement on the Pirate Island

Once your shipping route reaches the marked intersection of your color on the pirate islands, you can pay the building costs to build a settlement there. You may only build 1 such settlement, but it can be expanded into a city.

**Please note:** *Building this settlement can also be a disadvantage because it doubles the probability of a pirate attack on 1 of your coastal settlements/cities.*

### A "7" Is Rolled

There is no robber in this scenario. Still, if you have more than 7 resources in your hand and a "7" is rolled, you lose half of them, as usual. Then the player who rolled the "7" can steal a card from any of the other players.

### Conquest of a Pirate Fortress

If your shipping route has reached the pirate fortress that matches your color, you may choose to attack the pirates at the end of your turn.

To determine the strength of the pirate fortress, roll a die—the result is the pirates' strength for the current turn.

- If the number of warships in your shipping route is greater than the number rolled, you have won and you can remove 1 of the CATAN Chits next to the pirate fortress.
- If the number of your warships is less than the number rolled, you lose the battle and must remove your 2 ships closest to the pirate fortress.
- If the number of your warships is equal to the number rolled, you lose your ship adjacent to the pirate fortress.

After an attack, your turn is finished; hence it is not possible to attack a pirate fortress more than once per turn.

In the case of a tie or a defeat, you must rebuild the lost ships on a later turn in order to once again attack the pirate fortress.

Once your pirate fortress has lost all 3 CATAN Chits, you have driven the pirates away and have recaptured the settlement. From that point on, the pirate fortress is 1 of your settlements—it gives you 1 VP, it produces for you, and it can be upgraded to a city.

### Ending the Game

You win if...

- You capture the pirate fortress of your color – **AND**
- You have a total of at least 10 VPs.

If all pirate fortresses are captured before the game ends, remove the pirate fleet.

## 4. Variable Setup

This scenario is balanced only if the given setup is maintained. Therefore, it should not be varied, except for the type of harbor at each location. You can randomize them by using the harbor tokens.

# Scenario 8: The Wonders of Catan

*After the Catanians defeat the pirates for good, a period of prosperity and peace begins on the islands of Catan.*

*The tribes decide to embellish the northern archipelago. Discovered last, it is graced with magnificent buildings in praise of Catan. Soon, building turns into a competition.*

*Who will be the first to complete a Wonder of Catan?*

## 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | 1 | - | 4 | 3 | 3 | 4 | 4 | 19 |
| | Seafarers | 19 | 2 | 2 | 1 | 2 | 2 | 1 | 1 | 30 |
| | Total | 19 | 3 | 2 | 5 | 5 | 5 | 5 | 5 | 49 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | - | 9 |
| | Total | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 1 | 27 |

### Other Components

**Harbors:**
5x 2:1 harbor markers & tokens
4x 3:1 harbor markers & tokens

**CATAN Chits:**
16x

**Wonder cards:**
5x

## 2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram and place the harbor markers randomly as described on page 3.

Set the wonder cards beside the supply.

## 3. Additional Rules

### Setup Phase

Build your first 2 settlements with roads/ships on the main island, as described in CATAN. However, no settlements may be placed on the small islands, nor on the intersections marked with brown and purple squares, nor on the intersections with yellow exclamation points (see the diagram).

**Remember:** *If you build a settlement on the coast, you may place a ship (instead of a road) next to it. You can then immediately go out to sea.*

Each player receives 1 CATAN Chit.

### Special Victory Points (VPs)

If you build a settlement on 1 of the smaller islands, you receive 1 special VP. Take a CATAN Chit and place it next to the settlement when you build it. It does not matter if other players have already built settlements on that island.

### Building the Wonders of Catan

The first player to start building a wonder can choose from the 5 wonder cards. The other players must choose from the remaining wonders. You are **only** allowed to build **1 wonder**.

- You can only start building a Wonder of Catan if you already meet the requirements specified on its wonder card. For example, you can only start building the Monument if you have a city at a harbor AND have built a trade route with at least 5 consecutive, unbranched roads/ships.

# Scenario 8: The Wonders of Catan

- If you meet the requirements for a wonder, you can start building the wonder on your turn by placing 1 of your ships on the corresponding wonder card (preferably below the resource costs). Once you start building your wonder, no other player may start building the same wonder.

- Each wonder is subdivided into 4 levels. Each level costs the 5 resources indicated on the wonder card.
- If you pay the resources for the first level of your wonder to the supply, place a CATAN Chit on level 1 of the wonder card. If you pay for level 2, move the chit to level 2, and so on.
- If you have enough resources, you can build several levels of your wonder during the same turn.

### Pirate & Robber

The robber starts on any of the desert hexes. The pirate is **not** used in this scenario.

### Ending the Game

This scenario has two possible winning conditions. You win if...

- You complete your Wonder of Catan (paid for level 4)

**OR**

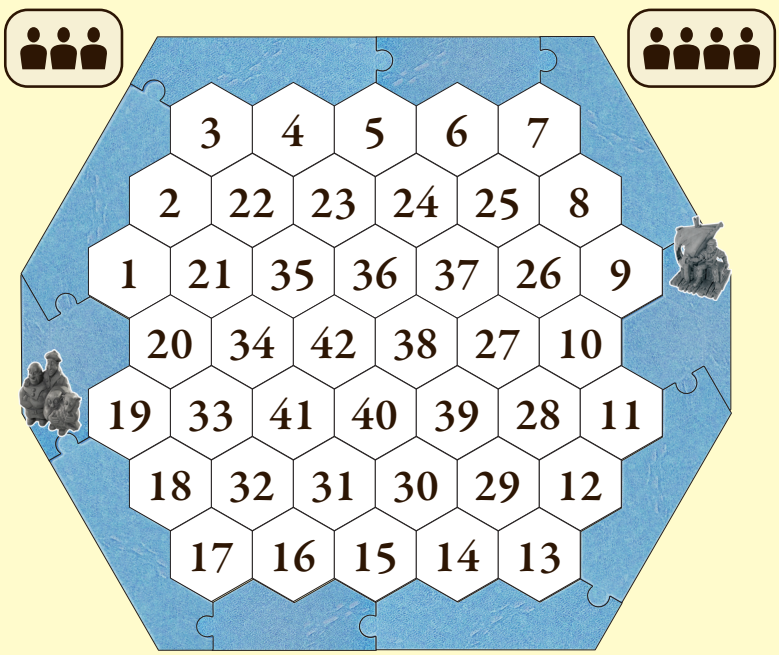
- If you have 10 VPs **and** have completed a higher level of your Wonder of Catan than any other player.

### 4. Variable Setup

Within the given frame, the land hexes and number tokens of the main island can be rearranged and combined freely. The 2 land hexes adjacent to the deserts shouldn't receive favorable numbers (neither 6s nor 8s).

# Scenario 9: New World

*Hungry for new adventures? No problem! Here is your chance to build your own scenarios. You can follow our brief instructions or create your own methodology. Bring your friends or family along for new and unique adventures in Catan!*




### 1. Components

| Terrain Hexes | | Sea | Desert | Gold fields | Fields | Hills | Mountains | Pasture | Forest | Total |
|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | - | - | - | 4 | 3 | 3 | 4 | 4 | 18 |
| | Seafarers | 19 | - | - | 1 | 1 | 1 | 1 | 1 | 24 |
| | Total | 19 | - | - | 5 | 4 | 4 | 5 | 5 | 42 |

| Number Tokens | | 2 | 3 | 4 | 5 | 6 | 8 | 9 | 10 | 11 | 12 | Total |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| All Islands | CATAN | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 18 |
| | Seafarers | - | 1 | 1 | 1 | - | - | 1 | 1 | - | - | 5 |
| | Total | 1 | 3 | 3 | 3 | 2 | 2 | 3 | 3 | 2 | 1 | 23 |

**Other Components**

**Harbors:**
5x 2:1 harbor markers & tokens
5x 3:1 harbor markers & tokens

**CATAN Chits:**
16x

**Fog tokens:**
42x

## 2. Preparation

Assemble the frame as shown in the diagram. Take all of the fog tokens that correspond to the terrain hexes listed in the components table. (*tip: all of the fog tokens with a 9 icon on the front*). Randomize these tokens in some way and reveal them one at a time. As you reveal each fog token, place the corresponding terrain hex into the frame in the order shown on the diagram (or some other agreed-upon pattern).

After placing all the terrain hexes, randomize all of the listed number tokens and place 1 token on each land hex.

**Important:** *You are not allowed to place the red number tokens (6s and 8s) on adjacent hexes! If two red numbers end up next to each other, swap 1 with another number token from the board. All players must agree on which tokens to swap.*

Shuffle the harbor tokens facedown and divide them as equally as possible between all of the players (don't look at them yet). Starting with the oldest player and proceeding clockwise, reveal 1 harbor token, take a corresponding harbor marker and place it on a coastal path of your choice. The harbor marker must sit on a sea hex/frame with the gangways touching the land. Continue revealing and placing harbors in turn order until all of the harbors are placed.

**Important:** *You can never place a harbor on a path that is adjacent to another harbor.*

## 3. Additional Rules

### Setup Phase

You may place your starting settlements (with roads/ships) on any islands you choose. You may place both settlements on the same island, or you may place them on 2 separate islands. Thus, at the beginning of the game a player has 1 or 2 "home islands." All other islands are "foreign islands" to that player.

**Remember:** *If you place a starting settlement on the coast, you may place a ship (instead of a road) next to it. You can then immediately go out to sea.*

### Pirate & Robber

Play this scenario with both the robber and the pirate. Start the robber and the pirate on the frame as shown. Each will enter play when it is first moved.

### Special Victory Points

If you build a settlement on a foreign island, you receive 1 special VP. Take 1 CATAN Chit and place it next to the settlement when you build it. Each player may earn only 1 special VP for building on each foreign island in this scenario. It does not matter if other players have already built settlements on that island.

### Ending the Game

The game ends once a player has reached 12 VPs.

## 4. Variable Setup

Changes can be made if the players are not happy with the setup of the hexes (e.g., too many small islands or a main island that is too big). All players should agree to any changes.

Players can also devise their own scenarios and try them out. Use these guidelines or set them aside. Happy creating!

## CREDITS

**Designer:** Klaus Teuber

**Original CATAN Development:** TM-Spiele GmbH

**Art:** Michael Menzel

**Original 3D Sculpts:** Klaus Teuber

**3D Sculpting Engineers:** Nicklas Norman, Michael Blomberg

**3D Color Renders:** Cassagi

**Art Direction & Graphic Design:** Alex Colón Hernández, Michaela Kienle, and Anne Reynolds

**Producer:** Ron Magin

**Special Thanks:** Gavin Allister, Justin Anger, Arnd Beenen, Sebastian Castro Casas, Morgan Dontanville, Pete Fenlon, Arnd Fischer, Tobias Gayer, Lee Houff, John Hannasch, Sonja Heinrichsdorff, Austin Litzler, Stephanie Newman, Donna Prior, Ma Sanbao (LSKC/86-871), Kelli Schmitz, Benjamin Teuber, and Guido Teuber.

Copyright © 2022 CATAN GmbH and CATAN Studio. CATAN, CATAN – 3D Expansion – Seafarers, Seafarers, The Settlers of Catan, the "CATAN Board" mark, and the "CATAN Sun" mark are trademarks of CATAN GmbH (catan.com) and are used under license by CATAN Studio. All rights reserved. Gamegenic and the Gamegenic logo are TM & © Gamegenic GmbH, Germany. All rights reserved. Published by CATAN Studio, 1995 W. County Rd. B2, Roseville, MN 55113.

You have purchased a game of the highest quality.
However, if you find any components missing
or damaged, please visit:
**catanstudio.com/support**
For all other inquiries, contact us at:
**info@catanstudio.com**

CATAN STUDIO
catanstudio.com

CATAN
catan.com

## CREDITS

**Designer:** Klaus Teuber

**Original CATAN Development:** TM-Spiele GmbH

**5th Ed. Development Team:** Coleman Charlton, Morgan Dontanville, Pete Fenlon, Arnd Beenen, Arnd Fischer, Ron Magin, Benjamin Teuber, and Guido Teuber

**Art:** Michael Menzel, Harald Lieske

**Original 3D Sculpts:** Klaus Teuber

**3D Sculpting Engineers:** Nicklas Norman, Michael Blomberg

**3D Color Renders:** Cassagi

**Art Direction & Graphic Design:** Alex Colón Hernández, Michaela Kienle, and Anne Reynolds

**Producer:** Ron Magin

**Special Thanks:** Gavin Allister, Justin Anger, Arnd Beenen, Sebastian Castro Casas, Morgan Dontanville, Pete Fenlon, Arnd Fischer, Tobias Gayer, John Hannasch, Sonja Heinrichsdorff, Lee Houff, Austin Litzler, Stephanie Newman, Antonio Pigafetta (LSKC/39-444), Donna Prior, Kelli Schmitz, Benjamin Teuber, and Guido Teuber.

Copyright © 2022 CATAN GmbH and CATAN Studio. CATAN, CATAN–3D Expansion – Cities & Knights, Cities & Knights, The Settlers of Catan, the "CATAN Board" mark, and the "CATAN Sun" mark, are trademarks of CATAN GmbH (catan.com) and are used under license by CATAN Studio. Gamegenic and the Gamegenic logo are TM & © Gamegenic GmbH, Germany. All rights reserved. All rights reserved. Published by CATAN Studio, 1995 W. County Rd. B2, Roseville, MN 55113.

You have purchased a game of the highest quality. However, if you find any components missing or damaged, please visit:

**catanstudio.com/support**

For all other inquiries, contact us at:

**info@catanstudio.com**

CATAN STUDIO

catanstudio.com

CATAN

catan.com

# The CATAN card game for two players.

Explore and settle new lands, acquiring resources through card play.

More on:
**catanshop.com**

## Irrigation (2)

Collect 2 grain cards for each fields hex adjacent to at least 1 of your settlements or cities.

*You receive 2 grain cards for each fields hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.*

***Example:** You have 2 cities next to a fields hex. You have a settlement next to a different field. If you play the Irrigation card, you will receive 4 grain cards.*

## Engineer (1)

You may build 1 city wall for free.

*Take 1 city wall and put it under 1 of your cities. A city wall increases the number of cards you can safely hold in your hand by 2 cards when a "7" is rolled. Each city can only have 1 city wall, and you cannot have more than 3 city walls at a time.*

## Inventor (2)

Swap 2 number tokens of your choice, but not 2, 12, 6, or 8.

You do not have to have a settlement or city next to the hexes with the numbers you are swapping. You can choose to exchange a token that is on the hex occupied by the robber; however, the robber does not move with the token.

***Example:** You choose to swap a 9 and an 11. Take the 9 token and put it on the hex where the 11 token is. Take the 11 token and put it on the hex where the 9 token was.*

## Medicine (2)

You may upgrade a settlement to a city for 2 ore and 1 grain.

*When you play this card, you save 1 ore and 1 grain. You may not combine 2 of these cards for the same city.*

## Mining (2)

Collect 2 ore cards for each mountains hex adjacent to at least 1 of your settlements or cities.

*You receive 2 ore cards for each mountains hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.*

***Example:** You have 2 settlements next to a mountains hex, and a city next to a different mountains hex. If you play the Mining card, you will receive 4 ore cards.*

## Printer (1)

This card awards you 1 victory point.

*You must play this card faceup in front of you immediately when you draw it, even if it is not your turn. You may not keep VP cards in your hand. It does not count toward your hand limit of 4 progress cards, and it may not be stolen by the Spy.*

## Road Building (2)

This card allows you to build 2 roads for free.

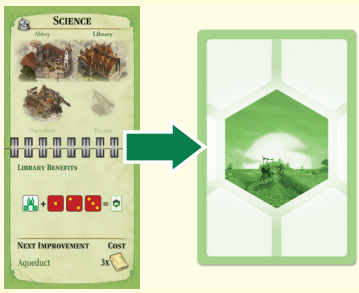
*The roads you build do not have to be adjacent to each other. These roads cost you nothing to build. You must follow all the normal building rules. If you are also playing with the **Seafarers** expansion, you may substitute either or both roads with ships.*

## Smith (2)

You may promote 2 of your knights 1 level each for free.

*You may not promote mighty knights. You may promote a knight regardless of whether it is active or inactive. The condition of the knight (active or inactive) does not change. You may only promote a strong knight (level 2) if you have built the "Fortress" city improvement (politics–blue). You may only promote a knight 1 level per turn.*

# SCIENCE CARDS




City Improvements Generate Progress Card Production

## Spy (3)

Look at another player's hand of progress cards. You may choose 1 card to take and add to your hand.

*You may even steal another Spy and play it immediately or save it for later. Victory point cards cannot be stolen.*

## Warlord (2)

You may activate all of your knights for free.

*When you play this card, you can activate your knights without paying any grain. Remember that a knight may not perform any actions during the same turn after it is activated, but you can activate it after it has performed an action that turn.*

## Constitution (1)

This card awards you 1 victory point.

*You must play this card faceup in front of you immediately when you draw it, even if it is not your turn. You may not keep VP cards in your hand. It does not count toward your hand limit of 4 progress cards, and it may not be stolen by the Spy.*

## Wedding (2)

Each opponent who has more victory points than you must give you 2 resource/commodity cards of their choice.

*If any of these players only have 1 card in hand, that player must give you that card. If any of these players have no cards, then that player gives you nothing. Players whose VPs are equal to or lower than yours are not affected by this card.*

## Alchemist (2)

The Alchemist is the only progress card you can play before you roll the dice. It allows you to choose the results of both production dice. Then, roll the event die as normal and resolve the event.

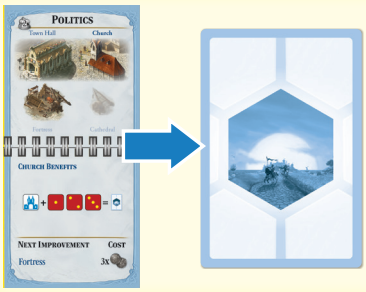
*When you play this card, take the red and yellow dice and turn them so the result you want is faceup. You can even make the dice roll "7." However, the event has to be resolved first. Then players receive their production as normal. You may not play this card after you roll the dice.*

## Crane (2)

You can build a city improvement (abbey, town hall, etc.) for 1 commodity less than normal.

*The Crane can only be used to reduce the cost of building 1 city improvement (turning over a page of your flip chart). If you build a city, you must pay the normal resource costs. You may use a Crane to reduce the cost of a first-level improvement (to nothing). You may not combine 2 Crane cards for the same improvement.*

# POLITICS CARDS




City Improvements Generate Progress Card Production

## Intrigue (2)

You may displace an opponent's knight. The knight must be on an intersection connected to at least 1 of your roads or shipping routes.

*With this card you can displace an opponent's knight without using a knight of your own. You can play this card even if you have no knights of your own. The displaced knight must be moved to an empty space. If the knight cannot be placed anywhere else, then remove it from the board (return it to its owner). After the knight is displaced, you may place a basic knight, following the normal rules.*

## Bishop (2)

Move the robber, following the normal rules except that you will draw 1 random resource or commodity card from **each** player who has a settlement or city next to the robber's new hex.

*When you use this card to move the robber, you can steal 1 random card from each player who has a settlement or city next to the hex that you move to, instead of stealing from only 1 player. If a player has more than 1 settlement or city there, you can still only steal 1 card from that player.*

## Deserter (2)

Choose 1 opponent. They must remove 1 knight of their choice from the board. You may then place 1 of your own knights on the board. Its strength must equal that of the knight removed (the normal rules for placing knights apply).

*When you play this card, your opponent chooses which of their knights to remove from the board. If they choose a knight that you do not have available (for example, a strong knight and both of your strong knights are already on the board), you may place a basic knight instead. If you cannot place any knights, your opponent must still remove 1 of their own knight and you place nothing.*

*If your opponent removes a mighty knight, you may place 1 of your mighty knights even if you have not yet built the "Fortress" city improvement (politics—blue). The knight you place has the same status (active or inactive) as the knight your opponent removed.*

## Diplomat (2)

You may remove an "open" road (without another road or other piece at one end). If you remove your own road, you may immediately place it somewhere else on the island (following all the normal building rules) for free.

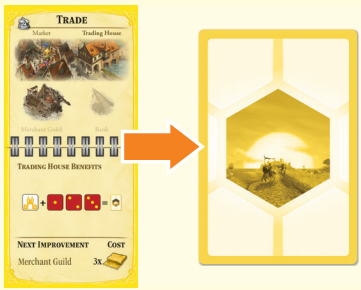
*An "open" road is a road at the beginning or end of a chain of roads that does not have a knight, city, or settlement of the same color attached at one end. If you remove an opponent's road, it returns to their supply. If you remove your own road, then you may place it immediately on the board, free of charge (following the normal building rules—connected to your own road or settlement/city). You may remove your own road and choose not to replace it.*

## Saboteur (2)

When you play this card, each player who has as many or more victory points than you must discard half (round down) of their cards to the supply (resource and/or commodity cards).

*Your agents spread chaos in your opponents' cities! Each other player who has at least as many victory points as you must discard half of their resource/commodity cards. Each player chooses which of their own cards to discard.*

# TRADE CARDS




City Improvements Generate Progress Card Production

## Merchant (6)

Place the merchant on any land hex next to 1 of your settlements or cities. You may exchange the resources produced by this type of hex with the supply at a 2:1 rate, as long as the merchant remains on that hex. You also receive 1 victory point for as long as you control the merchant.

*When you play this card, take the merchant piece and put it on any land hex next to 1 or more of your settlements or cities. As long as the merchant remains here (under your control), you may trade the type of resource produced by this hex with the supply at a 2:1 rate (as is the case with a special harbor). As usual, you may also exchange these resources for commodities. If another player plays a "Merchant" card, that player takes control of the merchant and receives the trade advantage and the victory point. If you want to move the merchant to a different hex, you will have to play another "Merchant" card. The robber does not affect the merchant.*

## Merchant Fleet (2)

You may use 1 resource or commodity of your choice to make any number of 2:1 trades with the supply during the turn that you play this card.

*For the rest of the turn, you may trade 1 resource or commodity of your choice at a 2:1 rate. You can make as many such trades as you wish. As usual, you may exchange commodities for resources, and vice versa.*

## Master Merchant (2)

Choose another player who has more victory points than you. Look at the player's hand of resource and commodity cards and choose 2 cards to take and add to your hand.

*You can only play this card on an opponent who has more victory points than you. There is no defense against this card.*

## Commercial Harbor (2)

You may force each of the other players to make a special trade. You may offer each opponent any 1 resource card from your hand. They must exchange it for any 1 commodity card of their choice from their hand, if they have any.

*You may use this ability at any time during the turn you play the card. However, you may only force each player to make this trade with you once that turn. Opponents choose which commodity card to give you if they have more than 1 type. If you offer a resource to a player who has no commodity cards, take your resource card back; the trade is void.*

## Resource Monopoly (4)

Name a resource. Each player must give you 2 of that type of resource if they have them.

*You may name any of the 5 **resources** (**not** commodities). Players who have that resource must give you 2; if they only have 1, they must give you 1.*

## Trade Monopoly (2)

Name a commodity. Each player must give you 1 of that commodity if they have them.

*You may name any of the 3 **commodities** (**not** resources). Players that have that commodity must give you 1.*

## Arrange the Other Game Pieces

Place the 4 card trays beside the island.

Sort the resource cards by type and place them faceup, 3 in one card tray and 2 in a second card tray. Then place the Defender of Catan cards in the remaining open space in the tray.

Sort the new commodity cards into 3 stacks by type and place them faceup in a tray.

Sort and shuffle each progress card deck and place the decks facedown in the final card tray.

Place the "Longest Road" card, the 3 metropolis pieces, the metropolis markers, and the merchant near the supply.

***Example:*** *The supply and associated components.*

Place the 2 CATAN dice, the event die near the board.

Each player selects a color and takes the following pieces:

- 5 settlements, 4 cities, and 15 roads (all from the *CATAN 3D*)
- 6 knights (2 basic, 2 strong, and 2 mighty)
- 3 city walls
- 6 knight activation helmets (common color)
- 1 city improvement flip chart
- 1 building costs card

***Example:*** *Orange's starting pieces*

## Setup Phase

Once you've built the board and arranged the pieces, begin the starting setup phase. Each player rolls the 2 CATAN dice; the player with the highest roll is the first player and begins. Players place their initial settlements, cities, and roads similarly to CATAN.

**The first placement round** starts with the first player and continues clockwise around the table. Each player places **1 settlement and 1 road** (as in CATAN).

**The second placement round** starts with the last player to place a settlement. It continues counterclockwise around the table. Each player now places **1 city and 1 road**.

Take your **starting resources** immediately after you place your city. You receive 1 resource for each terrain adjacent to your city.

Place your city improvement flip chart in front of you so the first page of each category shows that you have not built any city improvements (the city icon in the upper left of each category).

## Prepare the Game

### Assemble the Flip Charts

Before playing your first game, you must prepare the city improvement flip charts. Each interior page of a flip chart has 2 perforations. Separate these pages by gently pulling the sections of each page apart along the perforations. When finished, you will have 3 separate sections, each with 5 pages.

### The Barbarian Track

Before you assemble the sea frame, replace any 1 of the 2-cove sea frames with the new Barbarian Track Frame.

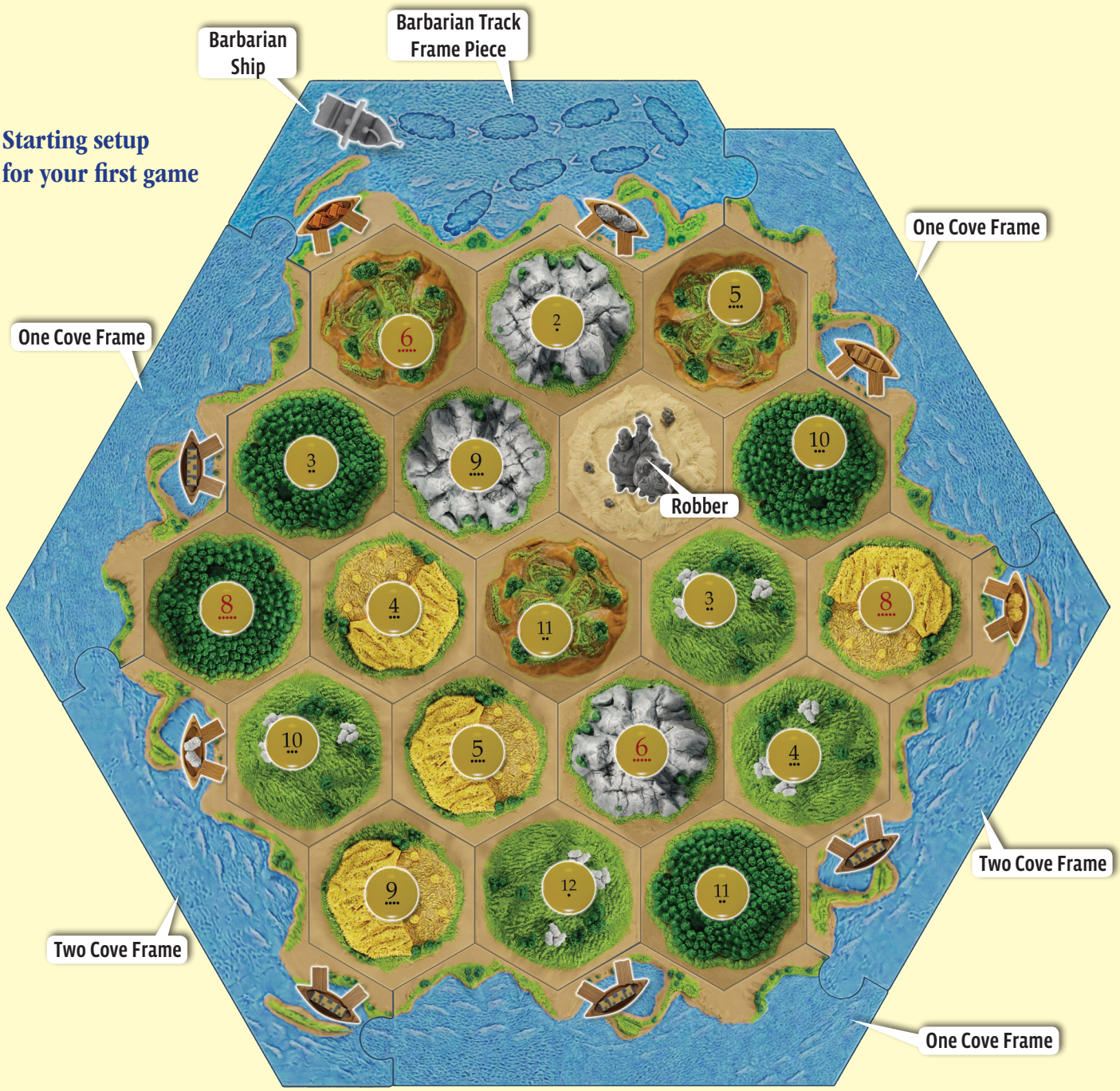
## Build the 3D Game Board

Normally, you play *Cities & Knights* using the Starting Setup for Experienced Players with a variable board (described in the *CATAN 3D* Almanac). For your first *Cities & Knights* game, we recommend that you use the starting setup shown below. It provides a balanced production of the resources and commodities (particularly grain) required for a good first game.

### Build the Island

First, assemble the sea frame. Next, add the terrain hexes and number tokens as shown. Place the harbors in the coves, the robber on the desert, and the barbarian ship on the first track space as shown.

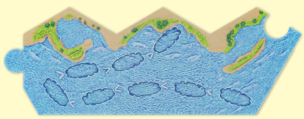
### Starting setup for your first game



# CATAN 3D – Cities & Knights Contents

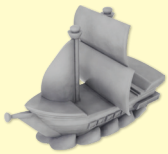
## CONTENTS of Cities & Knights 3D

### 1 Barbarian Track Frame



(Replaces 1 of the 2-cove CATAN 3D frames)

### 1 Barbarian Ship



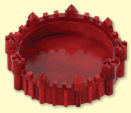
### 1 Merchant

### 4 Sets of Pieces in 4 Different Player Colors
### Each set has:

Basic knight x2

Strong knight x2

Mighty knight x2



City walls x3

### 24 Knight Activation Helmets

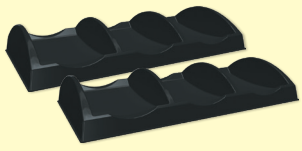
x6 per player

### 3 Metropolis Pieces

### 3 Metropolis Tokens

### 4 City Improvement Flip Charts

### 2 Card Trays



### 36 Commodity Cards

Card Back | Cloth x12 | Coin x12 | Paper x12

### 1 Event Die

### 54 Progress Cards in 3 Decks:

Trade deck x18 | Politics deck x18 | Science deck x18

### 6 Defender of Catan Cards

Card back | Card front

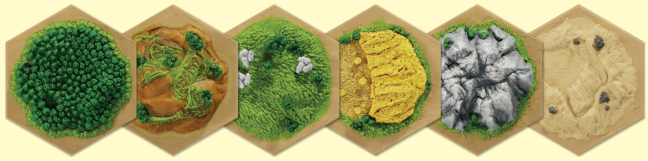
### 4 Building Costs Cards

### 1 Rulebook

### 1 Appendix

## Components Required from CATAN 3D

### 19 Terrain Hexes



Forest x4 | Hills x3 | Pasture x4 | Fields x4 | Mountains x3 | Desert x1

### 5 Sea Frames

One cove frame x3 | Two cove frame x2

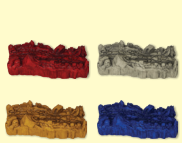
### 9 Harbor Markers

Lumber x1 | Brick x1 | Wool x1 | Grain x1 | Ore x1 | 3:1 x4

### 18 Number Tokens

### 2 Dice

### 4 Sets of Pieces in 4 Different Player Colors



15 Roads

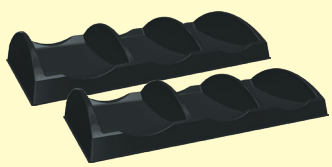
5 Settlements

4 Cities

### 95 Resource Cards

Card back

### 2 Card Trays



### 1 Robber Figure

### 1 Special Victory Point Card

Longest Road

### 1 Rulebook

### 1 Almanac

KLAUS TEUBER

# CATAN®

## 3D EXPANSION

## CITIES & KNIGHTS™

# APPENDIX

*The development of paper, cloth, and coin has helped Catan prosper. Cities now decorate its landscape, and brave knights are ready to protect them from the new threat across the sea. Collect and trade three new commodities, improve cities into mighty metropolises, and work together to defend Catan with city walls and knights.*

## TABLE OF CONTENTS


| Subject | Page |
|---|---|
| Game Components | 2 |
| Prepare the Game | 3 |
| Build the 3D Game Board | 3 |
| Arrange the Other Game Pieces | 4 |
| Setup Phase | 4 |
| Trade Cards | 5 |
| Politics Cards | 6 |
| Science Cards | 7 |
| Credits | 9 |


**For more information about CATAN, visit:**
**catan.com**