

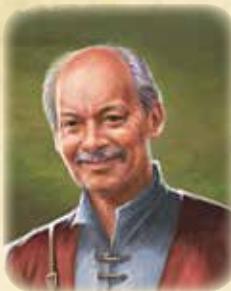
CATAN

— SEAFARERS SCENARIO —

LEGEND OF THE SEA ROBBERS™



GENERAL RULES



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PLEASE NOTE

Before you play *Legend of the Sea Robbers*™, we suggest that you familiarize yourself with the *Catan: Seafarers*® rules by playing at least the first scenario from that expansion.

The full scope of the legend unfolds best when the same group of players follows the entire story arc by playing all 4 chapters from beginning to end. The results of each chapter have an effect on the next. To set the scene, an episode from the history of Catan prefaces each chapter.

Since each chapter takes 60-90 minutes to play, you might consider playing the game over several sessions.

You can also play the chapters with different players. (You might even form teams.)

If you want to play a chapter as an independent scenario, please look for the purple text in the “Additional Preparation” section of that chapter. This text provides instructions for “stand-alone” play.

Since its publication in 1995, the Catan series of games with its extensions and expansions has been revised several times. On our website (catan.com), we provide detailed information about the differences between the editions and on how you can combine them.



CATAN, GMBH

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GENERAL RULES

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INTRODUCTION

Legend of the Sea Robbers allows you to experience an era that lives in Catanian legend. This adventure takes place roughly 70 years after the arrival of the first settlers. The whole tale unfolds over 4 chapters.

The Catanians have settled large regions of Catan and are starting to further explore their surroundings by ship.

Each of you is a clan leader. In each chapter, the Council of Catan assigns you special tasks.

Needless to say, it is important for your clan to open up new regions by building roads and settlements. However, the tasks assigned to you by the Council require you to be mindful of Catan's common good. If you find the right balance, you have a good chance to win *Legend of the Sea Robbers*.

Note: Before starting your first game, sort the components into the bags provided. Use the Overview of Game Components on pages 26 & 27 of this rule book.

GENERAL RULES

CHANGES TO BASE RULES

Except where noted below, *Legend of the Sea Robbers* uses the same rules as *Catan* base game and *Catan: Seafarers*. Additional special rules appear in the respective chapters.

Two Ships on a Sea Route

Each sea route may have up to 2 ships from different players placed on it. You may not place 2 of your own ships on the same sea route. However, as stated in the normal rules, you may not build past an opponent's settlement or city.



Friendly Robber

During set-up, place the robber as indicated by the space next to the “4” space of the victory point scoring track (VP track).

When you roll a “7” or play a knight card, you may **not** move the robber to a terrain hex that is adjacent to a settlement of a player with 3 or fewer victory points.

If there is no legal terrain hex to move the robber to, place the robber on its starting space.



No matter where the robber moves, every player who has more than 7 resources when a “7” is rolled must select half (rounded down) and return them to the supply as usual—even players with 3 or fewer victory points.

GENERAL RULES

General 3:1 Trade

You can always trade 3 identical resources for any 1 resource of a different type.

Set-up

To set up, follow the rules of the base game. The following additional rules apply:

- Each player builds 3 settlements in total.
- Each chapter has a specific board set-up. Each set-up shows 3 or 4 coastal intersections marked with a starting settlement token. You must build your first settlement on one of these intersections (remove the token as you build).
- Instead of a road, you must place a **ship** adjacent to your first settlement.
- If you are the last player to build your first settlement, you are the first to place your second settlement (and its adjacent road). Each other player then follows in **counterclockwise** order.
- If you are the last player to build your second settlement, you are the first to place your third settlement (and its adjacent road). Take your starting resources from the terrain hexes adjacent to your final settlement. Each other player then follows, this time in **clockwise** order.



Important: During set-up, you may not build your second and/or third settlement on the coast. However, you may build on the coast during normal play.

ADDITIONAL GENERAL RULES

Friend Cards

During the game, you receive friend cards as rewards for completing the tasks assigned by the Council of Catan. Each card depicts a character that has an ability that you can use up to **twice** in each chapter. Once you receive a friend card, you keep it for the rest of *Legend of the Sea Robbers*. When you use a friend card:



- You cannot trade or steal a friend card.
- Each friend card has an “A” side and a “B” side. When you receive a friend card, place it in front of yourself with its “A” side up.
- You **may** use the friend card on the same turn you receive it. After you use the friend card for the first time in a chapter, you turn it “B” side up. You may then use the card one more time during the given chapter. Unless otherwise specified, you cannot use the card twice in a given turn. You may use the card in the same manner during later chapters.

- After using a friend card for a second time in a chapter, put it into the bag where you store the game components of your color. At the beginning of each new chapter, each friend card you acquired during previous chapters is once again active and fully at your disposal (“A” side up).

Important: Once per turn, you may use no more than 1 friend card. Normally, you may only use a friend card during your own turn. There are 2 friends that are exceptions to this rule. You can use Oda’s and Reiko’s abilities when any player rolls for production.

Chest Tokens

When you acquire a chest token, you receive 1 of the following rewards:



Chest Rewards



Build either 1 road or 1 ship for free.



Take any 1 resource of your choice from the supply.



Take 1 development card from the stack.



Take the 2 resources depicted from the supply.

Recovering Chests

In some chapters, chest tokens occupy certain sea intersections and coastal intersections. When you place a ship on a sea route adjacent to a chest token, take that token. You may look at the reward side. Then place it face-down in front of yourself.

Using Chest Tokens

- When you retrieve a chest token, you can’t use it to claim the reward until a subsequent turn.
- You may only use a chest token during your own turn.
- You may only use 1 chest token per turn.
- You may use a chest token and play a development card during the same turn (but not a development card you just received from a chest token).
- After you use a chest token and take your reward, place the chest token face-up on a discard pile beside the board.
- You may not trade chest tokens.



GENERAL RULES

Outposts

The Council of Catan may assign a task to establish an outpost on a remote island's coast. If one

of your ships has reached an unoccupied coastal intersection of the island, you may build an outpost on this intersection.

- An outpost costs 2 lumber and 1 wool.
- An outpost is worth **1 victory point**.
- An outpost does **not** produce resources.
- You may not upgrade an outpost to a settlement or city.
- When you build an outpost, the shipping route between your outpost and your *connected* settlement/city is considered closed. A ship in a closed shipping route may not be moved.
- When you build an outpost, you **do not** have to observe the distance rule that applies to settlements. Therefore, you may build an outpost on an intersection that is adjacent to an opponent's outpost.

Units

Depending on the chapter, your units represent ore miners, gold miners, or merchants. The rules are explained in the individual chapters.



Victory Point Track

You must keep track of your victory points (VPs) on the victory point track (VP track) located on the frame of the board.

At the beginning of a chapter, place one of your markers on the VP space marked "3".

If a space is ever occupied by multiple player's markers, put them on top of each other.

Each time you receive or lose VPs, change your marker's position on the VP scoring track accordingly.

Keep the "Victory Point" development cards hidden during the game. Do not reveal them until the end of the game. When you do reveal them, mark them on the VP scoring track.



Catan Chits

You may receive Catan chits for special achievements. As in the *Catan: Seafarers* expansion, each Catan chit is worth **1 VP**.



The Chronicle

You can find the blank form for the Chronicle on the back of these instructions. If you want to play *Legend of the Sea Robbers* several times from beginning to end, you can either copy the blank form before the first game or download the form from catan.com and print a copy. (You can also record points with a pencil.)

After you finish a chapter, enter the game results requested in the chapter into the light areas of the Chronicle. At the beginning of the next chapter, you receive your legend points (LPs) and enter them into the darker areas of the Chronicle. The sum of the LPs shows your score during the course of the legend.

Chapter Points Legend Points

Chronicle of Catan				
Chapter 1	Wooly Points	Lumber Points	Flour Points	Total Victory Points
Wooly Points				
Legend Points				
Chapter 2	Wooly Points	Lumber Points	Flour Points	Total Victory Points
Wooly Points				
Legend Points				
Subtotal of Legend Points				
Chapter 3	Wooly Points	Lumber Points	Flour Points	Total Victory Points
Wooly Points				
Legend Points				

Your play style and actions during a chapter can have effects on the next chapter.

Overall Score

After you have played all four chapters, the player with the highest legend point score wins *Legend of the Sea Robbers*.

In case of a tie, the player who collected the most VPs in all 4 chapters combined wins. If the tie persists, share the win.

MORE INFORMATION

Variable Set-up

When you play *Legend of the Sea Robbers* for the first time, you should set up the boards as specified in each chapter. You can use variable set-ups the next time you play. To this end, shuffle the terrain hexes and randomly place them in the land area. Do not change the distribution of the number tokens; distribute them as depicted on the game boards of the respective chapters.

Combining with the *Cities & Knights™ Expansion*

Legend of the Sea Robbers can easily be combined with the *Catan: Cities & Knights™ Expansion*. Go to catan.com for the complete rules for this exciting new campaign.

CHAPTER 1 – THE CASTAWAYS

CHAPTER 1—THE CASTAWAYS

Introduction

71 years have passed since the first settlers arrived on Catan. The Catanians have slowly but steadily spread out. New settlements and cities have emerged. Aside from attacks by an occasional robber, the different clans enjoy the peaceful coexistence on their fertile island.

One day, refugees appeared on Catan's west coast. Castaways! Local Catanians have fed and housed them. Soon, the leader of the castaways, a man named Captain Dever, stands before the Council of Catan...

Episode from a Session of the Council of Catan

The three councilors looked toward the heavy oak door creaking open with curiosity. A sturdy man of medium height with graying black hair entered the council chamber accompanied by two guards.

Councilwoman Isidora rose from her chair. Her brow furrowed as she sized up the captain of the sunken ship. He walked up to her with smooth steps.

The man smells. Didn't he recently take a bath in the sea, Isidora thought indignantly. "Captain Dever, I presume?"

"Yes, dear councilwoman, that's me." Captain Dever briefly bowed toward Isidora and then toward the other two councilmen who had also risen from their chairs.

Isidora's frown disappeared when the captain gave her an endearing smile.

A good-looking man with honest eyes, Isidora thought. Let's see what he has to say.

"Dear councilwoman Isidora, dear councilmen! As you already know, in the strait between Barren Island and your west coast we were hit by a terrible storm, there the 'Dragon Wing,' my precious ship, sank. The storm blew the other two ships in my convoy back toward Barren Island. I fear that they have sunk as well."

Councilwoman Isidora looked at the captain aghast.

"If some castaways managed to reach Barren Island, they won't be able to survive there for long," Councilman Hartwig mused. "There is almost no water on the island, and no game. I'm sincerely sorry for your people, Captain Dever."

Isidora threw her arms out and turned around to her colleagues, her eyes flashing. "Your sincere pity doesn't do anything for Captain Dever's men, my dear Hartwig.

"And what about you, Erik? Do you also want to express your condolences to Captain Dever?" the angered councilwoman asked cuttingly of the third councilor.

The scraggy councilman raised his eyebrows. "Is that what you think about me, Isidora? You think I'm a monster? Of course we will help. We'll send men to search for castaways on Barren Island!"



Captain Dever cleared his throat. "If you rescue my men, I will show you my gratitude. When we camped on Barren Island, we discovered rich ore deposits in the mountains. You know, some of my men are very experienced ore miners. They could help you mine the ore on Barren Island."

Erik was pleased. "That would be a blessing for the clans of Catan's west," he said, "because there are almost no ore deposits in that region."

"Indeed, a blessing, indeed . . ." Hartwig muttered wearily, thus giving his consent to the rescue mission.

Isidora brushed a strand that had come loose from her pinned-up red hair out of her face and turned toward the captain again.

"You've heard it, Captain Dever, we'll help you. The clans in the west will ready ships and search for castaways on Barren Island. If our men manage to salvage any chests from your surely valuable cargo, we will reward them for their return. You and your men will accompany the search parties. But first you'll take a bath!"

CHAPTER 1 – THE CASTAWAYS

Specific Components Needed for Chapter 1

- 4 friend cards with the Chapter 1 icon



- 4 personal overview cards



- 12 castaway tokens



- 16 chest tokens



- 4 starting settlement tokens



- 4 markers (4 x 1)



- 1 general overview



- 4 building costs cards



- 5 Catan chits



- 4 outposts (4 x 1)



- 12 units (4 x 3)



General Preparation

- Use the **frame pieces**, **terrain hexes**, and **number tokens** to set up the game board for 3 or 4 players, as shown in the illustrations on page 8.
- Place the **starting settlement markers** on the intersections marked with red borders (see illustrations).
- Place the **resource cards** and **development cards** beside the game board. They constitute the “supply.”
- Place the “Largest Army” and “Longest Road” **special cards** beside the game board.
- Place the **Catan chits** beside the game board.
- Ready the **dice**.
- Each of you takes **1 marker**, **5 settlements**, **4 cities**, and **15 roads** in one of the available colors.
- Each of you places your **marker** on the “3” space of the VP scoring track.
- Place the **robber** on its starting position beside the VP scoring track.

Additional Preparation

- Shuffle the **chest tokens** and **castaway tokens** face down and place them on the game board, as shown in the set-up for 3 or 4 players. Put excess tokens aside (without looking at them).
- Place the **general overview tile** beside the game board and the 4 “Chapter 1” **friend cards** next to it.
- Take **1 outpost**, **3 units**, and **5 ships** in your chosen color. In this chapter, you are not allowed to build more than 5 ships.
- Take **1 build costs card** and **1 personal overview card**. The overview card reminds you of the tasks assigned by the Council of Catan and shows the rewards you receive for completing the tasks.

Set-up Phase

Choose your starting settlements as described in the set-up section of the general rules (see page 4).

CHAPTER 1 – SET-UP



Terrain	Sea	Desert	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	13	4	5	5	5	5	6	43
Catan	0	1	4	3	3	4	4	19
Seafarers	13	2	1	1	2	1	1	21
Sea Robbers	0	1	0	1 (frame)	0	0	1	3

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	2	3	2	3	2	3	2	1	21
Catan	1	2	2	2	2	2	2	2	1	1	18
Seafarers	0	0	0	1	0	1	0	1	0	0	3



Terrain	Sea	Desert	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	15	4	5	4	5	5	5	43
Catan	0	1	4	3	3	4	4	19
Seafarers	15	2	1	0	2	1	1	22
Sea Robbers	0	1	0	1 (frame)	0	0	0	2

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	2	2	2	2	2	2	3	1	19
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	0	0	0	0	0	1	0	0	1

CHAPTER 1 – THE CASTAWAYS

Tasks Assigned by the Council of Catan

Goal: Rescue as many castaways as possible. Locate and return their lost chests.

1. Building an Outpost on Barren Island

Council of Catan: We give each of you the task to build ships, sail to Barren Island, and build an outpost there to provide for the castaways' most basic needs! Also, recover all the castaways' chests you find along the way. We will give you a reward for each chest you recover and return to the castaways.

If you expedite the rescue, Captain Dever and part of his crew will join you.

Note: The rewards depicted on the back of the chest tokens do not represent the belongings of the castaways. They are a reward from the Council of Catan for returning the lost possessions to the castaways.

Outpost Rules:

- You may only build your **outpost** on a coastal intersection of Barren Island.
- You may not build roads or settlements on Barren Island.
- The other rules for the outpost and the rules for recovering and using the **chests** are explained on pages 4 and 5 of the General Rules.
- If your ships reach the coast of Barren Island and you build an outpost there, **take a friend card**.
- If you are the first player to build an outpost, choose one of the 4 friend cards displayed. Those who build their outposts afterwards choose 1 of the remaining friend cards. In a 3-player game, 1 friend card is left over; remove it from play.

2. Rescuing the Castaways and Bringing Them to Catan

Council of Catan: After you build outposts, rescue the castaways! Provide for them and bring them to Catan. Together, rescue as many castaways as possible!

Castaway Rules:

Once you build your outpost, **one time** during each of your turns, you may secretly look at the face of **1 castaway token**.

If you want to rescue those castaways, you must **immediately** pay the resources depicted on the face of that token. "Immediately" means that you must pay the resources right away, without first trading/exchanging resources. Also, you are not allowed to use development cards, friend cards, or chest tokens at that moment.



If you do **not** pay the resources, return the castaway token face down to its original location.

If you do **pay** the resources, you provide for the castaways and rescue them. Put the token under your first settlement/city on the coast of Catan. Place an ore miner (unit) beside this settlement/city **for free**.



Important: You may rescue no more than 3 castaways. Therefore, you are not allowed to place more than 3 ore miners beside your coastal settlement/city.

If you rescue 3 castaways, you receive special victory points:

- If you are the first player to rescue 3 castaways, you receive 2 Catan chits.
- Each other player who subsequently rescues 3 castaways receives 1 Catan chit.



3. Ore Mining on Barren Island

Council of Catan: Captain Dever told us that some of the castaways know a lot about ore mining. They have agreed to lead your people to Barren Island and teach them how to mine ore.

Ore Miners & Ore Mining Rules:

- You may only move your own ore miners, and only during the trade/build portion of your turn.
- Ore miners can only move back and forth between your coastal settlement/city and your outpost on Barren Island.
- Ore miners can only move via your own contiguous shipping route that connects your outpost and your coastal settlement/city.

a) Moving Ore Miners to the Outpost:

You must pay either 1 grain or 1 wool for each ore miner you move. After paying, move the ore miner(s) from your coastal settlement/city to your outpost.



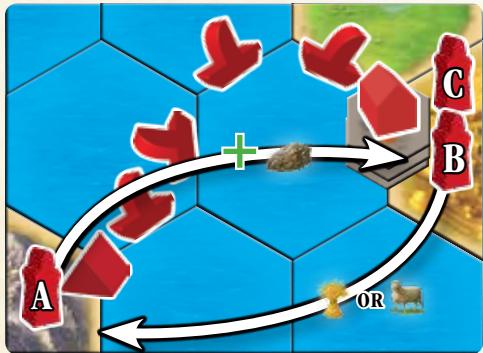
b) Mining Ore and Returning Miners:

Any miners that are at your outpost at the beginning of your turn (i.e., moved there on a previous turn) are eligible to mine for ore. To mine, take 1 ore card from the supply and move 1 ore miner from your outpost to your coastal settlement/city. This miner is no longer eligible to mine this turn. You may do this as many times as you have eligible ore miners.



CHAPTER 1 – THE CASTAWAYS

Important: You may move a miner that mined an ore back to the outpost by paying 1 grain or 1 wool as usual. That miner, however, is no longer eligible to mine until a subsequent turn.



Example: You have rescued 3 castaways at this point in the game, so you have 3 ore miners (A, B, and C). A is at your outpost (you moved the miner there on an earlier turn). So the miner is eligible to mine for ore. B and C are at your coastal settlement and are not eligible to mine for ore.

First, you want A to mine for ore. You move A back to your coastal settlement for free and you take 1 ore card from the supply.

Next, you decide to send your miners to the outpost. You pay 2 wool and 1 grain and move A, B, and C to the outpost. Even though you didn't need to move all 3, this enables you to get 3 ore during your next turn.

Last, A cannot mine again this turn (no longer eligible). B & C cannot mine this turn (they were not eligible). However, A, B, & C will all be eligible to mine for ore on your next turn.

End of the Game

The game ends if you reach **11 victory points** on your turn. You then win the chapter.

Entering the Game Results into the Chronicle

Enter your victory points and the number of your rescued castaways (that is, the number of castaway tokens you placed under your coastal settlement/city) into the Chronicle.

Also, enter the combined total of castaway tokens that all players placed under coastal settlements/cities.

At the beginning of Chapter 2, the Council of Catan lets you know how many legend points each of you has scored.

The Legend Continues...

Now begin Chapter 2—*The Attack*.

CHAPTER 2 – THE ATTACK

CHAPTER 2 – THE ATTACK

While the rescue mission took place on the west coast, enemy ships landed on the south coast. The invaders burnt villages to the ground, devastated the land, captured many Catanians and carried them off to their ships to hold them hostage.



Episode from a Session of the Council of Catan

Isidora was a slender woman, but she wasn't short. She was facing Captain Dever almost at eye level as she stared at the muscular sailor.

"Since our forefathers arrived on Catan by ship 71 years ago and settled this island, no stranger has come near our coasts," she hissed. "You don't want to make me believe that the appearance of two convoys at nearly the same time is a coincidence, do you, Dever?"

With clenched fists and his face red with anger, councilman Erik stepped next to Isidora. "Vile creature, admit that you are in caboots with those sea robbers!"

It looked as if the delicate councilman wanted to strangle the captain with his own hands. Only the captain's sturdy build and the fact that he was a head taller seemed to stop the councilman from doing so.

Councilman Hartwig, on the other hand, rested in his chair and seemed to calmly await what the accused Captain Dever would say to defend himself.

CHAPTER 2 – THE ATTACK

Captain Dever gave Isidora an insistent look.

"I am grateful to you for rescuing us, dear councilwoman, and therefore I do not want to lie to you. It is true, I and my three ships belonged to the people you call sea robbers. I followed Captain Whitebeard's orders. Two weeks ago, however, I dissociated myself from Whitebeard, and my ships sailed northeast. First I encountered Barren Island, after which—as you know—I was surprised by a storm. Whitebeard must have followed me. Be it as it may, I do not have anything to do with his attack on the south coast of your island."

"Ah, you're washing your hands of responsibility?" Isidora snorted angrily. "Plundering and murdering... isn't that what sea robbers do? Once a sea robber, always a sea robber, I'd say! Why don't you admit that you had orders to spy on us and prepare the attack!"

Captain Dever took a breath before continuing in a firm voice. "I think I have to go a little further back. A year ago, several ship owners—myself among them—put themselves under Whitebeard's command. We embarked on a 'trading voyage.' Most captains were honest merchants, at least in the beginning. But if his trading partners were too weak, Whitebeard increasingly preferred plundering over trading, and more and more of his captains participated in the plundering."

"And you are the only one who didn't," scoffed Erik. "You are the innocent lamb among the wolves. I'm surprised they haven't eaten you yet."

"They would have done so, because until the end I refused to participate in the plundering and attacks. That was the reason why I had my ships secretly sail away from Whitebeard's fleet."

Captain Dever looked at the enraged Erik and the no less furious Isidora and raised his hands in a conciliatory gesture.

"Believe me, I can understand your anger. But I'm on your side and will help you prevail against Whitebeard and his henchmen. My people will continue to help you extract ore, and they will also be at your disposal for other tasks."

"To earn your trust, I will hand my younger brother over to you. You have rescued him, thank the gods. If I break my word, then you decide on his fate. If, however, you are satisfied with our services, I'd ask you to allow me and my people to settle on your beautiful island."

Isidora couldn't detect any falsehood in the captain's blue eyes. She pondered for a moment and then looked at her two colleagues. While Hartwig shrugged his shoulders indecisively, Erik nodded hesitantly.

"Well then, Captain Dever, let's give it a try. For a start, maybe you can give us some useful advice?"

Visibly relieved, Captain Dever bowed. "I am at your service, dear councilwoman Isidora."

"Good, then listen. This morning we received a message from Whitebeard. He demands 50 pounds of gold for releasing the hostages he took. The gold shall be delivered to him in 7 weeks' time, but the gold deposits on Catan are rather modest. Do you have a suggestion on how we could obtain such a huge amount of gold in such a short time?"

It seemed that Captain Dever didn't have a quick answer to the problem.

Unexpectedly, Hartwig came to his rescue. Groaning, the corpulent councilman extracted himself from his comfortable chair.

"A couple of weeks ago, I sent one of my people to explore the island north of Catan. As you might know, mapping is my hobby, and I wanted to create a map of the northern island. Besides the many rivers flowing from the island's mountain region into the sea, the island unfortunately doesn't offer much."

Isidora impatiently interrupted him. "Too bad, Hartwig, then your map will probably be a little boring. A creek here, another creek there..."

"Quite possible. To some, maps are always boring. Until one needs them. And even you, Isidora, will need them, because my scout has found big gold nuggets in the rivers."

Just in time, Isidora suppressed the next snide remark she wanted to throw at boring Hartwig.

Gold on the northern island, Isidora thought. True, Hartwig is a bore and always undecided, but he also is assiduous and honest...

"This is very good news, Hartwig! In that case, we'll immediately send a messenger to the clans in the north of Catan. They shall ready their ships and hire people who know how to pan for gold."

CHAPTER 2 – THE ATTACK

Postscript to Chapter 1

Awarding of Legend Points

Look at the number of VPs you earned in Chapter 1, then enter the following legend points (LPs) into the Chronicle:

- If you have the most VPs, you earn 4 LPs.
If there is a tie, all tied players earn 4 LPs.
- If you have the second most VPs, you earn 3 LPs.
If there is a tie, the tied players all earn 3 LPs.
- If you have the third most VPs, you earn 2 LPs.
If there is a tie, the tied players all earn 2 LPs.
- If you have the fourth most VPs, you earn 1 LP.
- If you are the 2nd, 3rd, or 4th place player and you rescued at least 3 castaways (i.e., you placed at least 3 castaway tokens under your settlements/cities on the coast) you earn 1 additional LP.

How the Rescued Castaways Affect Chapter 2

The castaways are excited about your willingness to help. They know how to mine bog iron ore and decide to help you mine the ore in the boggy pastures of northern Catan.

During preparation for Chapter 2, place a specific number of bog iron ore tokens on each pasture hex. The number of tokens you place depends on the sum total of castaways all players rescued in Chapter 1 (i.e., the sum of all castaway tokens placed under all coastal settlements/cities).

Rules for Bog Iron Ore Mining

If the number of a pasture hex is rolled, each of your adjacent settlements can produce **1 wool or 1 ore**—your choice. Each of your adjacent cities can produce 2 wool, or 1 wool and 1 ore—your choice (but **never 2 ore**).

If you choose ore, remove 1 bog iron ore token from the hex and place it out of the game. If it is your turn, you choose first whether to take 1 ore for 1 bog iron ore token. The other players follow in clockwise order.

Once the bog iron ore tokens on a pasture hex become depleted, that pasture no longer produces ore.

Distribution of
Bog Iron Ore Tokens

Rescued Castaways	Bog Iron Ore per Pasture	Rescued Castaways	Bog Iron Ore per Pasture
0 – 8	1	0 – 5	1
9	2	6	2
10	3	7	3
11	4	8	4
12	5	9	5

General Preparation

- Use the **frame pieces**, **terrain hexes**, and **number tokens** to set up the game board for 3 or 4 players, as shown in the illustrations on the next 2 pages.
- Place the **starting settlement tokens** on the intersections marked with red borders (see illustrations).
- Place the **resource cards** and **development cards**, the *Largest Army* and *Longest Road* **special VP cards**, and the **dice** beside the board.
- Place the **Catan chits** beside the game board.
- Each of you takes **5 settlements**, **4 cities**, and **15 roads** in one of the available colors.
- Each of you places a **marker** on space “3” of the victory point scoring track. Place the **robber** on its starting space beside space “4” of the victory point scoring track.

Additional Preparation

- Place the **gold mining progress tile** beside the game board. Each of you places a **marker** in your respective color somewhere beside the “1” space.
- Place the **friend card** “Nyala the Diplomat” right beside the gold mining progress tile.
- Shuffle the **chest tokens** face down. Place them on the game board, as shown in the set-up for 3 or 4 players (pages 13-14). Put excess tokens out of the game without looking at them.
- Separate the **gold field tokens** into 2 face down piles, one pile of the “2 gold miners,” the other with the “3 gold miners.” Shuffle each pile and place them on the game board, as shown in the set-up for 3 or 4 players (pages 13-14). Be sure to place the “3 gold miner” tokens on the northern fringe of Gold Island.
- Distribute the **bog iron ore tokens** on the pasture hexes. The number of tokens per pasture is shown on the 4- and 3-player tables in the lower left corner of this page.
- Place the **general overview tile** beside the game board and the remaining 4 “Chapter 2” **friend cards** next to it.
- Take **1 outpost**, **3 units**, and **5 ships** in your chosen color. In this chapter, you are not allowed to build more than 5 ships.
- If you acquired a friend card in Chapter 1, place it “A” side up in front of yourself.
- Take **1 building costs card** and **1 personal overview card**.

Stand-alone Option: Use the following during setup:

- Place 4 bog iron ore tokens on each pasture hex.
- Shuffle the 4 friend cards from Chapter 1 face down. Randomly distribute 1 friend card to each player. In a 3-player game, put the remaining friend card back into the box.

CHAPTER 2 – THE ATTACK

Specific Components Needed for Chapter 2

- 5 friend cards with the Chapter 2 icon



- 1 gold mining progress tile



- 12 gold field tokens



- 25 bog iron ore tokens



- 8 markers (4 x 2)



- 1 general overview



- 4 personal overview cards



- 4 building costs cards



- 20 Catan chits



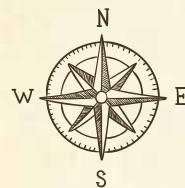
- 16 chest tokens



- 4 outposts (4 x 1)



- 12 gold miners (4 x 3)



Terrain	Sea	Desert	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	15	4	4	5	5	5	5	6	49
Catan	0	1	0	4	3	3	4	4	19
Seafarers	15	2	2	1	2	2	1	1	26
Sea Robbers	0	1	2	0	0	0	0	1	4

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	2	3	2	3	3	2	2	1	21
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	0	1	0	1	1	0	0	0	3

CHAPTER 2 – THE ATTACK



Terrain									Totals
Total	17	4	4	4	5	5	4	5	49
Catan	0	1	0	4	3	3	4	4	19
Seafarers	17	2	2	0	2	2	0	1	26
Sea Robbers	0	1	2	0	0	0	0	0	3

Set-up

Each of you builds 3 settlements on northern Catan as described on page 4.

Note: The rescued castaways help you with bog iron ore mining. Please note the rules on page 12 for mining bog iron ore.

Tasks Assigned by the Council of Catan

Goal: Pan for gold in the rivers of Gold Island and find as much gold as possible.

1. Building an Outpost on Gold Island

Council of Catan: Build ships and establish an outpost on the coast of Gold Island! If you find chests along the way, return them to the castaways, and you will receive a reward from us. The sailors Gerhild, Reiko, Suna, Isa, and Nyala from Captain Dever's crew will join you in due course.

Rules for Outposts

- If your ships reach the coast of Gold Island and you **build 1 outpost** there, you receive a friend card.
 - You may only build the outpost on the coast of Gold Island.

- You are not allowed to build settlements or roads on Gold Island.
 - If you are the first player to build an outpost, you choose one of the friend cards (**not Nyala**) on display next to the general overview tile.

The players who build their outposts afterwards choose one of the remaining friend cards (**not Nyal**).

In a 3-player game, 1 of the friend cards is left over. It is no longer needed, neither for this chapter nor for the chapters that follow. Put the card into the bag for Chapter 2.

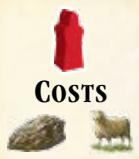
2. Panning for Gold

Council of Catan: If you build an outpost, recruit gold miners and have them pan for gold!

Rules for Gold Miners

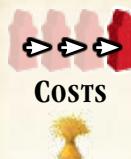
a) Building and Moving Gold Miners

- It costs 1 ore & 1 wool to build 1 gold miner. When you buy one, place your gold miner beside your outpost.
 - You may only move your own gold miners, and only during the trade/build portion of your turn.



CHAPTER 2 – THE ATTACK

- It costs 1 grain to move 1 gold miner a distance of up to 3 intersections.
- Each gold miner can only be moved once per turn. However, you can move all of your gold miners on your turn.
- Each intersection can be occupied by a maximum of 3 gold miners. These gold miners may belong to different players.
- Gold miners must stay on Gold Island.



Example: Red pays 1 ore and 1 wool and places the gold miner beside her outpost. On the same turn, she pays 1 grain. She moves the gold miner a distance of 3 intersections, to the left gold field token. Both the red and blue miners pan for gold.

b) Panning for Gold

As soon as the number of gold miners at an intersection occupied by a gold field token equals the number of gold miners depicted on that token (2 or 3), immediately turn the token over. For each gold miner you have at this intersection, you move forward on the gold mining progress tile. Move as many spaces as the number of gold nuggets depicted on the token. Remove the gold field token from play. Put it back into the bag.

It is allowed (and makes sense) for gold miners belonging to different players to jointly pan for gold.

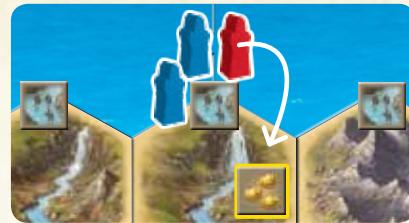
c) Reward for Panning for Gold

If you move your marker onto, or past, a space that depicts a Catan chit on the gold mining progress tile, take 1 Catan chit.

If you are the first player to move your marker onto, or past, the space that shows Nyala's image, you receive the friend card "Nyala the Diplomat" (see the example upper right).

Please note: If, after panning for gold, various players can move their markers forward on the progress tile, the player whose turn it is always moves his/her marker first. The other players follow in clockwise order.

If a space is occupied by various markers, place them on top of each other.



Example: Blue previously moved 2 gold miners to an intersection occupied by a gold field token that depicts 3 gold miners. Red moves 1 gold miner to that intersection. There are now 3 gold miners beside the token (which is the number of gold miners demanded on the token). Red turns the token over. 3 gold nuggets are depicted on the back of the gold field token.



Blue moves his marker forward 6 spaces (3 spaces for each of his gold miners) on the progress tile. Red moves her marker forward 3 spaces. Both players have moved their marker past a space depicting a Catan chit; therefore, each of them takes 1 Catan chit.

End of the Game

The game ends if you reach 12 VPs on your turn. You then win the chapter.

Entering the Game Results into the Chronicle

Enter your VPs and the number of gold nuggets you have panned into the Chronicle.

Also, enter the total number of gold nuggets that all of the players have panned.

At the beginning of the next chapter, the Council of Catan lets you know how many LPs each of you earn.

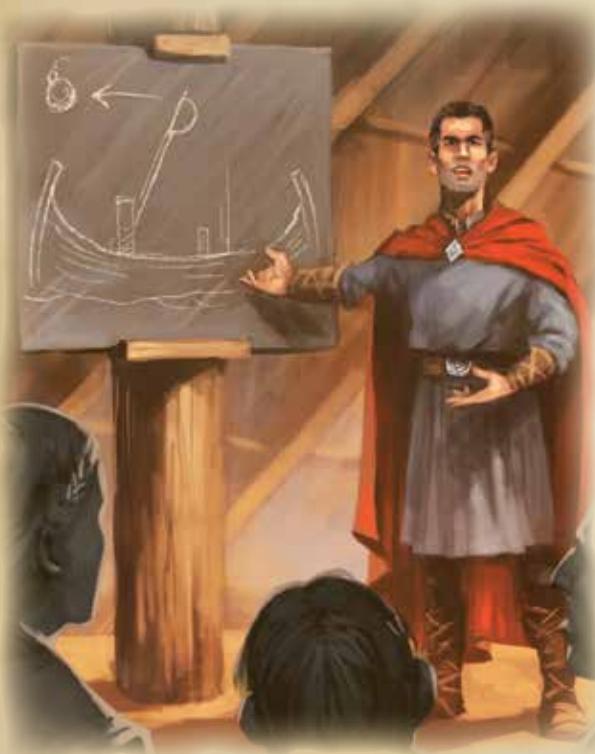
The Legend Continues...

Now begin Chapter 3—*The Battle Against the Sea Robbers*.

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS

Thanks to the help of the clans in the north of Catan, the Council could collect enough gold for the ransom. However, during the hand-over of the gold, the sea robbers managed to capture half of the ransom. None of the hostages could be freed.



Episode from a Session of the Council of Catan

Unenthusiastically, councilwoman Isidora took a sip from her goblet. “What a mess. Now we’ve lost half of our gold, and we didn’t recover one single hostage. Great plan, Hartwig!”

The councilman she had addressed was poking his teeth. A slight blush colored his fat face.

“I can’t remember you proposing a better plan, Isidora. Splitting up the handover reduced our risk. Who would have suspected that during the first handover the ragged, bound people running toward our delegation weren’t our freed compatriots but sea robbers in disguise?”

“Who only pretended to be bound and had swords hidden under their cloaks,” Erik grumbled morosely. “That despicable riffraff! Our delegation had to retreat and leave our gold to those dogs!”

“Only half of it, after all,” Hartwig corrected. He was pensive. “We should deliberate how to use the remaining gold wisely for the liberation of our fellow countrymen.”

Isidora looked at Captain Dever, whom she had invited to the session. “What do you think, Captain? What will your ex-commander do next?”

Captain Dever rubbed his nose and thought for a moment.

“As far as I know Whitebeard, your gold has made him even greedier than he already is. So, for the time being he will probably stay close. If he has found an island, he may have established himself there; he’ll overhaul his ships and wait for an opportune moment to attack again.”

Isidora nodded. “There are a couple of small, uninhabited islands in the eastern sea. We don’t have a chart of that area, but our ships will find that rabble. Woe betide them if they are really there!”

Erik banged his bony hand on the table. “Then let’s not waste time and go after the sea robbers while they and their hostages are still near Catan.”

“Wait, not so fast, dear councilors!” intervened Captain Dever. “Your ships can’t hold a candle to those of Whitebeard and his allies. You must fight them with a weapon Whitebeard can’t anticipate because he doesn’t know it.”

Isidora found the black-haired sailor—who was now looking at her with a daring grin—more and more likeable. “What weapon are you talking about, Captain?”

“Fire, dear councilwoman.” Captain Dever left his statement without a comment for a while.

Isidora first looked inquisitively at her colleagues and then at Captain Dever. “Fire? Explain yourself, Captain!”

“With pleasure. Before I joined Whitebeard, I traded with the countries in the east. There I got acquainted with liquid fire, which many a people there uses to successfully fend off enemy fleets. One of my men knows how to make liquid fire, and another one can teach your men how to build catapults.”

Erik’s face brightened. “We equip our ships with the catapults and use the liquid fire to set the sea robber ships aflame before they can even reach our ships? Right, Dever? That’s brilliant!”

The previously depressed mood had given way to a growing confidence. The two councilmen patted Captain Dever’s back in appreciation. Isidora gave him a friendly smile, which he answered with a wink.

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS

Specific Components Needed for Chapter 3

- 4 friend cards with the Chapter 3 icon



- 16 sea robber cards



- 4 ship tiles



- 4 starting settlement tokens



- 20 Catan chits



- 16 chest tokens



- 1 general overview



- 4 personal overview cards



- 4 building costs cards



- 1 special VP card



- 15 sea robber ships



- 8 markers (4 x 2)



Postscript to Chapter 2

Awarding of Legend Points

Look at the number of VPs you earned in Chapter 2. Then enter the following legend points into the Chronicle:

- If you have the most VPs, you earn 5 LPs.
If there is a tie, the tied players earn get 5 LPs.
- If you have the second most VPs, you earn 4 LPs.
If there is a tie, the tied players earn get 4.
- If you have the third most VPs, you earn 3 LPs.
If there is a tie, the tied players earn get 3.
- If you have the fourth most VPs, you earn 1 LP.
- The 2nd-4th place players each earn another 1 LP if they obtained at least 12 gold in a 3-player game or at least 10 gold in a 4-player game. First place earns no additional LPs.

How the Collected Gold Affects Chapter 3

The Council only has the means to further support you if all your combined scores from the gold mining progress tile in Chapter 2 are:

- at least 40 gold in a 4-player game, or
- at least 30 gold in a 3-player game.

As a reward, choose a 2:1 harbor token from the supply and place it adjacent to your first coastal settlement.

If all players' combined total gold score did not meet the threshold specified above, you must make do without harbors. Any unused harbor tokens remain out of the game.

General Preparation

- Use the **frame pieces**, **terrain hexes**, and **number tokens** to set up the game board for 3 or 4 players, as shown in the illustrations on the next pages.
- Place the **starting settlement tokens** on the intersections marked with red borders (see illustrations).
- Place the **resource cards** and **development cards** beside the game board, as well as the "Largest Army" and "Longest Road" **special VP cards** and the **dice**.
- Place the **Catan chits** beside the game board.
- Each of you takes **5 settlements**, **4 cities**, **15 roads** and **15 ships** in one of the available colors.
- Each of you places a **marker** on space "3" of the victory point scoring track. Place the **robber** on its starting space beside the "4" of the victory point scoring track.

Additional Preparation

- Shuffle the **chest tokens** face down. Place them on the game board, as shown in the set-up for 3 or 4 players. Put any excess tokens back into the bag.

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS



Terrain	Sea	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	19	4	4	4	4	4	4	43
Catan	0	0	4	3	3	4	4	18
Seafarers	19	2	0	0	1	0	0	22
Sea Robbers	0	2	0	1 (frame)	0	0	0	3

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	3	4	3	3	3	3	2	2	24
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	1	1	1	1	1	0	0	0	5
Sea Robbers	0	0	0	1	0	0	0	0	0	0	1



Terrain	Sea	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	22	4	3	3	3	4	4	43
Catan	0	0	3	2	3	4	4	16
Seafarers	19	2	0	0	0	0	0	21
Sea Robbers	3*	2	0	1 (frame)	0	0	0	6

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	3	4	3	3	3	3	2	2	24
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	1	1	1	1	1	0	0	0	5
Sea Robbers	0	0	0	1	0	0	0	0	0	0	1

*2 hex fronts and 1 hex back

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS

- Place the “Greatest Sea Robber Nemesis” special VP card beside the other 2 special VP cards.
- Place 1 **sea robber ship** on each chest token.
- Sort the **sea robber cards** according to their backs into 2 piles. Shuffle each pile separately. Place them face down beside the game board.
- Place the **general overview tile** beside the game board and the 4 “**Chapter 3**” **friend cards** next to it.
- Have the five **2:1 harbor tokens** ready if you are allowed to use them (see “*How the Collected Gold...*” on page 17).
- Take a **ship tile**. Place your second **marker** on the space to the left of the clay jug space “1”.
- Take 1 **building costs card** and 1 **personal overview card**.
- If you received any **friend cards** in any previous chapter, place them “A” side up in front of yourself.

Stand-alone Option: Use the following during setup:

- When building your first settlement, you may choose, and place, a harbor token.
- Shuffle the 9 friend cards from Chapter 1 and Chapter 2 face down, then randomly distribute 2 friend cards to each player. Put any remaining friend cards back into the bags.

Set-up

Each of you builds 3 settlements on eastern Catan (see page 4). If you were successful in Chapter 2, place your 2:1 harbor (see “*How the Collected Gold Affects...*” on page 17).

The Tasks Assigned by the Council of Catan

Goal: Sinking the sea robber ships and freeing the hostages.

Council of Catan: Equip your ships with catapults and sail eastward. Sink all sea robber ships you encounter there.

1. Sinking Sea Robber Ships

Rules for Ship Battles

a) Equipping Catapults

The marker on your ship tile indicates how well you equipped the catapults on your ships. The more jugs you have, the more well-equipped your ships. At the beginning of the game, each player places their marker on the space left of the “1” to indicate that their catapults are equipped with “0” clay jugs.

To equip your catapult, pay 1 ore and 1 lumber. Then move the marker on your ship tile 1 space to the right.



b) Battle

If one of your ships connects to an intersection adjacent to a hex occupied by a sea robber ship, you immediately attack that sea robber ship. To this end, you reveal the topmost sea robber card from one of the two stacks:

- If you only have defeated fewer than 2 sea robber ships so far, reveal the topmost card depicting the number “0” and a ship on the back.
- If you already have defeated 2 or more sea robber ships, you reveal the topmost card depicting 2 ships and a plus sign on the back.

The number of clay jugs on the cards denotes the number of clay jugs on the ship tile needed to prevail against the sea robber ship. Compare the number of clay jugs on the card with the number on your ship tile covered by your marker:



You Lose the Battle

- If your number of clay jugs is less than the number of clay jugs on the sea robber card, you fail to sink the sea robber ship. You must remove the ship that you placed to start the battle. To make up for your loss, you may take either 1 lumber or 1 wool from the supply.

You Tie

- If your number of clay jugs is equal to the number of clay jugs on the sea robber card, you must move your ship according to the *Catan: Seafarers* rules. This also applies if you had already moved one of your ships during the same turn.

You Win the Battle

- If your number of clay jugs is greater than the number of clay jugs on the sea robber card, you have sunk the sea robber ship. You remove the sea robber ship from the game board and place it in front of yourself. In addition, you take the chest token that was lying under the sea robber ship. Use the chest token according to the General Rules (see page 4).

c) After the Battle

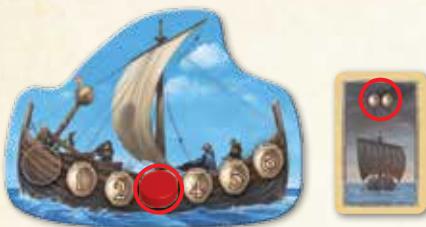
After the battle, place the sea robber card face down under the corresponding stack. Then shuffle the stack.

After a battle against a sea robber, your turn ends, regardless of the result of that battle. So, it is a good idea to start a battle only after you have performed other important actions such as building or trading.

CHAPTER 3 – THE BATTLE AGAINST THE SEA ROBBERS



Example: You build a ship, and it reaches the intersection of a hex occupied by a sea robber ship. You have defeated 1 sea robber already, so you reveal the top card of the stack with the “0 / Ship” on the back.



The card you revealed shows 2 clay jugs. Your ship tile indicates 3 clay jugs. You sink the sea robber ship and win the battle!



Take the defeated sea robber ship and place it in front of yourself. Also, take the chest token that was under the sea robber ship. Shuffle the sea robber back into its stack. Your turn is now finished.

Greatest Sea Robber Nemesis

Council of Catan: The first to have sunk 3 sea robber ships receives the honorable title “Greatest Sea Robber Nemesis.”

Rules for the Special VP Card

If you are the first player to defeat 3 sea robber ships, you receive the special victory point card “Greatest Sea Robber Nemesis,” worth **1 victory point**. Another player who manages to defeat more sea robber ships during play can take this card away from you.



2. Building a Settlement on the Gold Isles

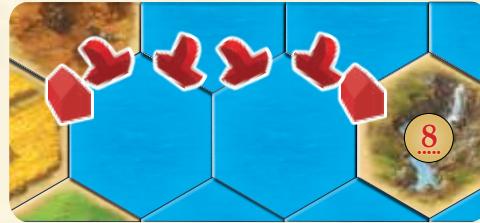
Council of Catan: As soon as your ships reach the Gold Isles, free the hostages held captive there. Build a settlement to accommodate the hostages and the rescued—and now hopefully reformed—sea robbers.

Rules for Gold Isles

For your first settlement at any gold field hex, you receive the following rewards:

- You receive 1 Catan chit.
- You choose one of the remaining friend cards next to the general overview tile. In a 3-player game, when the 4th friend card is left, remove it from play.

If you build a settlement at a second gold field, you do not receive another reward.



End of the Game

The game ends if you reach 13 VPs on your turn. You then win the chapter.

Entering the Game Results into the Chronicle

Enter your victory points and the number of sea robber ships you have defeated into the Chronicle. Also, enter the total number of sea robber ships that remain on the game board into the Chronicle.

At the beginning of the next chapter, the Council of Catan will let you know how many legend points each of you has scored.

The Legend Continues...

Now begin Chapter 4—*The Spice Islands*.



CHAPTER 4 – THE SPICE ISLANDS

CHAPTER 4 – THE SPICE ISLANDS

Captain Dever's strategy proved to be successful. Almost all of the sea robbers' ships burnt down. Whitebeard's sailors jumped into the water by the hundreds and were pulled out and taken into custody by the Cataniens. Whitebeard managed to escape, but the Cataniens caught one of his confidants. The confidant told Captain Dever of the plan that Whitebeard had concealed from many of his own captains. Whitebeard's real destination had been some rich spice islands in the southeast of Catan. Once he arrived there, he planned to attack and ransack them.



Episode from a Session of the Council of Catan

Isidora entered the council chamber. The red hair framing her pretty face contrasted with her unpretentious green robe. As always, her pronounced chin bespoke her determination and self-assertion.

"Greetings gentlemen. Please be seated!" Councilman Hartwig didn't need to be told twice and was the first to slump into his chair. He peered covetously at the delicious-smelling food on the table.

"Dear Captain Dever, Whitebeard's attack has shown us that we are exposed to a similar threat at any time. Therefore, we want to maintain a small, always combat-ready fleet that patrols and protects our coasts."

Isidora raised her goblet and gave Captain Dever a gracious look. "Now, four weeks after our great victory, it is time to thank you for having rescued the hostages and for your other

great merits. With the consent of the Grand Council, we hereby appoint you commander of our new Catanian fleet! Here's to you, Commander!"

The visibly moved new Commander Dever, Isidora, and the two councilmen Erik and Hartwig cheerfully drank to the victory over Whitebeard and to Dever's merits. Thanks to the mead and the delicious food, an animated conversation soon ensued.

"By the way, is there any news about Whitebeard?" councilman Erik asked his table-mates.

"There are some rumors," Hartwig said between two mouthfuls. "My scout reported that one of his friends encountered a ragged sailor with a singed beard on a raft. He said that the man was brandishing his saber, hitting the waves like mad and shouting, 'Damn brood, I'll show you! Give me a ship, immediately, or may you all be devoured by sea monsters!'"

Commander Dever smiled. "That sounds like a very ill-tempered person – pretty much like Whitebeard. Well, let him rot on his raft and hit the waves. That way, our sailors can have a good laugh from time to time."

"Yes, that sounds like a just punishment, dear Commander," Isidora cheerfully agreed. "But let's no longer talk about Whitebeard. I can't get the spice islands in the southern sea out of my mind."

"I can't get them out of my head either," Hartwig said, chewing. "Our food could definitely do with a little bit more seasoning. Isn't that so, Erik?"

"Sure, Hartwig. But apart from that, wouldn't trading with foreign peoples be a general enrichment for us? So many times have we produced surplus grain and wool and didn't know what to do with it. If we succeed to establish trade relations with the people on the spice islands, we can trade our future surpluses for spices and maybe other goods too. What do you think, Isidora?"

"Yes, that's exactly what I had in mind. We should convince the clans in the south to mount an expedition to find the spice islands in the southeastern sea. Commander Dever, would you travel to Catan's south and take care of organizing the expedition?"

"Of course, dear councilwoman."

"Great, then come to the library afterwards, so we can... um... discuss further details."

"With pleasure, dear councilwoman..."

CHAPTER 4 – THE SPICE ISLANDS

Specific Components Needed for Chapter 4

- 30 spice cards



Cinnamon
(x10)



Pepper
(x10)



Nutmeg
(x10)



- 16 sea robber lairs



- 20 Catan chits



- 10 trade option cards



- 1 general overview



- 4 personal overview cards



- 4 building costs cards



- 12 units (4 x 3)



- 4 markers (4 x 1)



- 4 starting settlement tokens



- 16 chest tokens



Postscript to Chapter 3

Awarding of Legend Points

- If you have the most VPs, you earn 6 LPs.
If there is a tie, all the tied players all earn 6 LPs.
- If you have the second most VPs, you earn 4 LPs.
If there is a tie, all the tied players all earn 4 LPs.

- If you have the third most VPs, you earn 3 LPs.
If there is a tie, all the tied players all earn 3 LPs.

- If you have the fourth most VPs, you earn 1 LPs.
- The 2nd-4th place players each earn another 2 LP if they have each sunk at least 3 sea robber ships in a 3-player game and at least 2 in a 4-player game. First place earns no additional LPs.



Terrain	Sea	Spice	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	22	4	4	4	4	3	4	5	50
Catan	0	0	0	4	3	3	4	4	18
Seafarers	19	0	2	0	0	0	0	1	22
Sea Robbers	3*	4	2	0	1 (frame)	0	0	0	10

*2 hex fronts and 1 hex back

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	2	4	4	3	3	2	2	1	24
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	0	1	1	1	1	0	0	0	4
Sea Robbers	0	0	0	1	1	0	0	0	0	0	2

CHAPTER 4 – THE SPICE ISLANDS

Effects of the Sea Battle on Chapter 4

In Chapter 3, were you able to sink enough sea robber ships so that only 1 sea robber ship remained? If so, you have made the Catanian sea a safer place, and the Council of Catan is indebted to you.

If not (2 or more sea robber ships are left), then the remaining sea robbers have retreated to some nearby islands to repair their ships. In the next chapter, you might encounter them again when you travel on the open sea.

General Preparation

- Use the frame pieces and the face-up terrain hexes to set up the game board for 3 or 4 players, as shown in the illustrations on the next pages.
- The white hexes with blue and red borders in the set-up diagrams represent **2 undiscovered areas**. Assemble 2 stacks, each consisting of 2 spice hexes, 2 gold field hexes, and 4 sea hexes (3 in a 3-player game). Shuffle the 2 stacks separately, then place the face-down hexes from one stack in the area marked with red borders and the face-down hexes from the other stack in the area marked with blue borders.
- Separate out the **4 number tokens 5, 6, 8, and 9** from the *Catan: Seafarers* expansion. Shuffle them. Arrange them in a face-down stack, then place the stack beside the game board.
- Place the other **number tokens** face up on the terrain hexes, as shown in the illustrations.

- Place the **starting settlement tokens** on the intersections as indicated in the set-up diagram.
- Place the **resource cards** and **development cards** beside the game board, as well as the “Largest Army” and “Longest Road” **special VP cards** and the **dice**.
- Place the **Catan chits** beside the game board.
- Each of you takes **5 settlements**, **4 cities**, and **15 roads** in one of the available colors.
- Each of you places a **marker** on space “3” of the victory point scoring track. Place the **robber** on his starting space beside the “4” of the victory point scoring track.

Additional Preparations

- Place the **sea robber** from the *Catan: Seafarers* expansion on the game board, as shown in the illustrations.
- Shuffle the **spice cards** and the **chest tokens** and place them as face-down stacks beside the game board.
- Place the **general overview tile**, the **10 trade option cards**, and the **4 sea robber** lair tokens beside the game board.
- Take **3 units** and **15 ships** in your chosen color.
- If you received any **friend cards** in any previous chapter, place them “A” side up in front of yourself.
- Take **1 building costs card** and **1 personal overview card**.



Terrain	Sea	Spice	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	18	4	4	2	3	3	4	4	43
Catan	0	0	0	2	3	3	4	4	16
Seafarers	18	0	2	0	0	0	0	0	20
Sea Robbers	0	4	2	0	1 (frame)	0	0	0	6

Number Token	2	3	4	5	6	8	9	10	11	12	Totals
Total	1	2	2	3	3	3	3	2	2	1	22
Catan	1	2	2	2	2	2	2	2	2	1	18
Seafarers	0	0	0	1	1	1	1	0	0	0	4
Sea Robbers	0	0	0	0	0	0	0	0	0	0	0

CHAPTER 4 – THE SPICE ISLANDS

Stand-alone Option: Use the following during setup:

- Play with the 4 sea robber lairs
- Shuffle all friend cards face down. Randomly distribute 3 friend cards to each player. Put any remaining friend cards back into the bags.

Note: You can also use the rules of Chapter 4 as a “Spices for Catan” variant for some other Catan: Seafarers scenarios. More information on this can be found on catan.com.

Set-up

Each of you builds 3 settlements on Southeast Catan. The rules are described on page 4.

The Sea Robber

Captain Whitebeard now roams the waters. The standard rules from the *Catan: Seafarers* expansion and the “Friendly Robber” rule (see page 3) apply to him.

Tasks Assigned by the Council of Catan

Goal: Bartering for as many spices as possible.

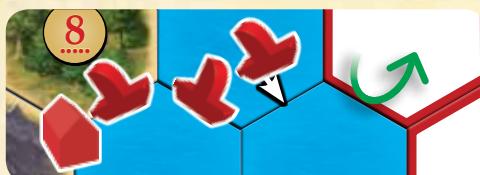
1. Exploring Unknown Sea

Council of Catan: One of Captain Whitebeard's confidants has told us that reportedly there are islands in the southeastern sea where the inhabitants grow exotic spices. In addition, it is believed that there are islands with rich gold deposits. Find those islands!

Rules of Exploration

a) Discovering Unknown Areas

If you build or move a ship and one end of this ship points toward the corner (intersection) of an undiscovered hex, you discover this hex. Turn it face up.



b) Receiving a Reward

Depending on the hex type, you get a reward for your discovery:

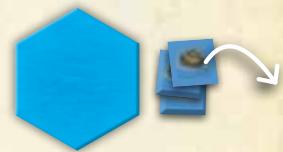
- If you discover a spice hex, take the topmost card of the spice card stack.



- If you're lucky and discover a gold field hex, take any 1 resource of your choice from the supply. Afterwards, take the topmost number token from the number token stack. Turn the token over and place it on the gold field hex.



- If you discover a sea hex, take the topmost chest token from the chest token stack.



Important: If more than 1 sea robber ship remained undefeated in Chapter 3 (refer to the Chronicle), the following rules also apply:

- Place a sea robber lair in the center of the revealed sea hex (only on the first 4 discovered sea hexes).
- You can capture the sea robber lairs: As soon as at least 4 ships (belonging to 1 or more players) stand on the edges of a sea hex occupied by a sea robber lair, the sea robbers in the lair are defeated. Remove the sea robber lair. Each player involved receives 1 chest token as a reward.



Example: Red placed 1 ship on an edge of the sea hex occupied by a sea robber lair. Blue placed 2 ships on the edges of this sea hex.

Blue builds a third ship. Consequently, Red and Blue defeat the sea robber lair, which is removed. Red and Blue each draw 1 chest token from the stack.



CHAPTER 4 – THE SPICE ISLANDS

2. Establishing Trade Connections

Council of Catan: We are pleased that you indeed discovered the legendary spice islands. Now send merchants to the islands and acquire trade options.

The spice hexes are inhabited by a foreign clan that makes a living trading spices. As a matter of principle, the Catanians do not settle in areas belonging to different cultures. Therefore, **you are not allowed to build settlements or roads on intersections or paths (edges) of spice hexes**. You may build ships, though. Since the Catanians cannot produce spices on the spice hexes, the spice hexes do not have number tokens.

Rules for Establishing Trade Connections

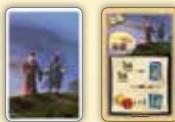
a) Placing a Merchant

- If you have discovered a spice hex and drawn a spice card. On that same turn, or on one of your subsequent turns, you may play 1 ore + 1 wool to place a merchant on an intersection of the discovered spice hex.
- You can only place a merchant on an intersection adjacent to one of your ships. If you move your ship away from this intersection, you lose the opportunity to place a merchant on this intersection.
- If you have placed a merchant, the shipping route between your settlement on the coast and the merchant is considered closed. You are no longer allowed to move a ship of this shipping route.
- Each intersection may only be occupied by 1 merchant.
- Each merchant must always be clearly assigned to one spice hex. Therefore, you are not allowed to place a merchant on an intersection between 2 spice hexes.



b) Acquiring Trade Options

- If you are the first player to place a merchant, you choose one of the 10 trade option cards and place it face down in front of yourself. Each player who places a merchant may choose one of the trade option cards that still remain.
- Only 10 trade options in total are available to all of you. If the trade options are depleted, using a unit as a merchant no longer benefits you.



c) Using Trade Option

- If you have acquired a trade option card during your turn, you may trade 2 resources of the type depicted on the card for a spice card on that same turn. To this end, you return 2 resource cards of the depicted type to the supply and draw the topmost card from the spice card stack.
- During your turn, you may repeat this trade as many times as you wish – so long as you have the required resources.
- A trade option does not allow you to trade another resource card instead of a spice card.
- Each of you receives at most 1 trade option card for each spice hex. If you want to acquire another trade option, you must place a merchant on an intersection adjacent to a different spice hex.



d) Protection from the Robber

- For each trade option you have acquired, your hand may contain 2 more cards when a “7” is rolled.
- If, for example, on 2 spice hexes you have placed 1 merchant each, you have 2 trade options and your hand may contain up to 11 resource cards without being penalized when a “7” is rolled.



e) Spice Cards

There are 3 types of spice cards: nutmeg, pepper, and cinnamon. The rules for spice cards are as follows:

- You keep spice cards hidden in your hand, together with other resource cards.
- Spice cards are included in the resource card count when a “7” is rolled and can be stolen from you when the robber is moved.
- If you play a Monopoly card, you may opt to demand all cards of one spice type – for example, all pepper cards.
- You may trade spice cards with other players, either for different spices or for other resources (domestic trade).
- Maritime spice trade (trade with the supply) is not allowed. You may never trade spice cards with the supply for resource cards or other spice cards.

You only receive a spice card:

- when discovering a spice hex,
- by trading with opponents,
- in exchange for the 2 resources depicted on your trade option card.
- by stealing a card from an opponent's hand when moving the robber or sea robber.

CHAPTER 4 – THE SPICE ISLANDS

3. Exchanging Spice Cards

Council of Catan: If you barter for everyday spices, all Catanians will be grateful to you.

Rules for Spice Cards

- One time during your turn, you may discard either 3 spice cards of the same type or 3 spice cards of different types and take 2 Catan chits in exchange. Place the discarded spice cards face up on a discard pile beside the spice card stack.



- If the cards in the spice card stack are depleted, shuffle the spice cards from the discard pile face down and arrange them into a new spice card stack.

End of the Game

The game ends if you reach **14 VPs** on your turn. You then win the chapter.

Entering the Game Results into the Chronicle

Enter your victory points into the Chronicle.

Also, enter the number of Catan chits each of you received in exchange for discarding splices.

Awarding of Legend Points

Look at the number of VPs you earned in Chapter 3, then enter the following legend points into the Chronicle:

- If you have the most VPs, you earn 7 legend points.
If there is a tie, the tied players all earn 7 legend points.
- If you have the second most VPs, you earn 5 legend points.
If there is a tie, the tied players all earn 5.
- If you have the third most VPs, you earn 3 legend points.
If there is a tie, the tied players all earn 3.
- If you have the fourth most VPs, you earn 1 legend point.
- The 2nd-4th place players each earn another 2 legend points if they – either alone or together with other players – have obtained the most Catan chits for splices. First place earns no additional LPs. If all players have obtained the same number of Catan chits, no further legend points are awarded.

The Legendary Winner

After the last awarding of legend points, if you have earned the largest sum total of legend points in the Chronicle, you are the winner! In case of a tie, you win if you earn the most victory points in the 4 chapters. If the tie persists, share the win.

OVERVIEW OF GAME COMPONENTS

You need the game components from the *Catan* base game and *Catan: Seafarers*, to play *Legend of the Sea Robbers*. We recommend that you sort the game components as follows:

You need the game components from the *Catan* base game. We recommend that you sort the game components from *Catan: Seafarers* and *Legend of the Sea Robbers* according to this list.



OVERVIEW OF GAME COMPONENTS



Chronicle of Catan

Chapter 1

	Name	Name	Name	Name	Total Castaways Rescued:
Victory Points					
Number of Castaways Rescued					
Legend Points					

Chapter 2

	Name	Name	Name	Name	Total Gold Found:
Victory Points					
Amount of Gold Found					
Legend Points					

Subtotal of Legend Points

Chapter 3

	Name	Name	Name	Name	Total Sea Robber Ships Remaining:
Victory Points					
Number of Ships Defeated					
Legend Points					

Subtotal of Legend Points

Chapter 4

	Name	Name	Name	Name
Victory Points				
Number of Victory Point Chits				
Legend Points				
Grand Total of Legend Points				