

Settlers of Catan

Complete Scenario and Variant Guide

Revision 13

Compiled by Kelvin Chung

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Any inaccuracies in this guide or inconsistent use of style should be emailed to kelvSYC@mac.com.

Kelvin's Foreword

The Settlers of Catan is considered to be the “gateway game” to a wide variety of European board games, and is also considered to be the *Monopoly* of this generation. And why argue with that? The *Catan* series has worldwide appeal, with sales exceeding what many popular computer and video games would make in their lifetimes. The game by itself has shown that the board gaming tradition is still alive and well, even in the age when “entertainment” and “the social experience” almost always means being in front of some electronic device. The brainchild of Klaus Teuber and the folks at Catan GmbH must be commended for their efforts to create the board game for the next generation.

Over the many years since *Settlers of Catan* first graced gaming audiences, we've seen many imitations (such as *Auripolis*, a game largely derided as plagiarism and was never published), and “unofficial expansions” such as *Combat and Politics* from DDG Games that are signs of its widespread appeal. Even academic papers have been published that are based on *Settlers of Catan*, its success in education and business, as well as its application to the field of artificial intelligence. All of this justifies the numerous accolades and worldwide success for a simple board game about life in the Viking era.

So why this guide? Over the years, there have been many ways to play the game. In 1995, there was only one way to play. But since then, we've had three major expansions, many smaller expansions, and a greater diversity in how we play *Settlers*, all grouped into “scenarios” or “variants”. They've been published in German, in English, or even different languages entirely. This guide seeks to summarize every official scenario that has ever existed, and present them to the ever-growing audience of *Catan* fans.

This guide has taken its sources from many official sources, from the manuals to the games themselves to the rulesets provided in supplementary material such as the German *Das Buch zum Spielen* or the *Catan-News* newsletter. This has only been made worse by the fact that over time, each and every scenario and variant has been altered to the changing rules and playing styles. A key example of this is the fact that while we take today for granted that we can trade and build in any order, it was only until very recently that we had to do all our trades before any of our builds.

But in the end, we are setting a small part of the world known as *Catan*. And there are so many ways to play that our experience will be different every time. And in the end, it's a key reason why *Catan* has remained popular, and will remain popular for many years to come.

Version History

Revision 13 (Current Release)

- Added the version history section to the document rather than updating the site, to better conform with the various partner guides.
- **Special Thanks** to James Cheung ([juicyjames at BGG] for general copyediting.
- All scenarios have been rewritten from scratch, as part of the style redesign and the move to another word processor. Specific changes are as follows:
 - Equipment Notes are now used consistently (some were part of Preparation Notes), and now accurately reflect the equipment needed in excess of English language sets.
 - Robber and Pirate starting positions are now part of Setup Notes.
 - Card Changes are now used consistently.
 - Most setup-specific rules have been folded into the main rules section wherever possible.
 - Scenario Requirements in setups have been removed.
 - Setups are now organized strictly by number of players and year of release, instead of "3rd edition" and "4th edition". For the 2004-2007 scenarios (when both "old-style" and "new-style" setups were published), they are organized by "Square Frame" or "Sea Frame", with the former appearing first.
 - Blue Boxes for custom equipment in setup charts have been introduced (replacing the old white boxes), as well as black boxes for quick reference. Purple boxes are now used for "Catan for Two" notes as opposed to the (unused) purple text. The existing "gray box" now has a drop shadow.
 - 2 Player setups that make use of "Catan for Two" have been removed in favor of the purple boxes.
 - Compatibility with *Cities & Knights* is now more clearly labeled using a green box at the top of the scenario's or variant's main page.
- The First Island
 - Reworked the lead-in text.
 - Fixed an error where the second edition column in the table box was inaccurate. **Special Thanks** to David G. Paul by email.
 - **New Section:** *Die Siedler von Catan: Das Minispiel*
 - **Simply Catan:** The hex strips are of the obverse sides only. Still do not have any data on the reverse sides.
- First Islands of a Different Kind
 - **Settlers of Canaan:** Some of the Development cards were incorrectly labeled with their unthemed equivalents. Also fixed incorrect descriptions and one incorrect card.
 - **Siedler von Kanaan:** A few further rules, though the treatment is still incomplete.
- The Second Islands
 - New section spun off from "First Islands of a Different Kind". The existing section is for standalone games, the latter is for new scenarios that come with the base game box.
 - **NetBattle:** This is, in fact, a 2-player game, not a 3-4 player game. And it's not a scenario that needs two copies of the base game.
- *Traders & Barbarians* Scenarios
 - **The Rivers:** Added the twice per turn restriction for gold-to-resource transactions, present in German but not in English.
 - **Barbarian Attack:** Number tokens are divided into coastal and interior hexes, like terrain hexes.
- *Das Buch zum Spielen* Scenarios
 - **The Bermuda Triangle:** Added ocean hex number tokens to the setup charts.
 - **Transport Settlers:** All setups now split terrain and number tokens by island.
 - **Westwards:** Cleaned up the setup chart to show the "goal line" and the starting locations more clearly.
- *Schätze, Drachen & Entdecker* Scenarios
 - **Greater Catan:** Fixed an error in pre-*Seafarers* 3-4P setups where the numbers of mountain and field hexes in the outlying areas were swapped (as you cannot have 7 mountain hexes with two base sets).
 - **The Desert Dragons:** Fixed an error in the SDE setups where players could place their initial settlements off of the main island, as well as an error that implied coastal settlements in SDE setups were safe from harm.
 - **Enchanted Land:** Fixed an error in Catan-News setup where the number of mountain and pasture hexes were swapped.
- Promotional Scenarios
 - **Saggsen-Gadan:** Added details on custom Development Card decks.
 - **Vienna Meets Catan:** Replaced the horribly distorted map of Vienna with a geographically accurate map of Vienna, which this promotional map layout is based upon.
 - **The Guilds of Ankh-Morpork:** Rebuilt the setup chart. Fixed an error where roads appeared in the player pieces despite the scenario not using them.
 - **Rincewind and the Tourist:** Redid the map using numbered arrows instead of color-coded arrows.
- Miscellaneous Scenarios
 - **Rally Paris-Catan:** Added player pieces section.
 - **The Chocolate Market:** Added harbor setups, missed from the rule translation.
- Miscellaneous Variants
 - **New Variant:** The Catanimals
- Bonus Section
 - **The Wall Peckers:** Hotel costs are now part of the Hotel Card Manifest, not in the Additional Build Costs section.
 - **Disasters on Catan:** Accidentally left out half of the rules.

Revision 12 (Private Release)

- Added "gray boxes" containing recommendations by this guide but not formally part of the rules.
- "Player Equipment" is renamed to "Player Pieces". A few player pieces have been redesigned.
- Changed every occurrence to "gold coins" to "gold pieces" and/or the icons therein.
- White Boxes for custom equipment in setup charts have been introduced. As a result, equipment that does not appear in an English language *Settlers* release is now relegated to Equipment Notes and removed from the general manifest.
- The First Island

Version History

- **Settlers of Canaan:** Added proper Development Card manifest.
- **Settlers of Zarahemla:** Added proper Development Card manifest.
- **Wegwerpcatan:** Changed setup graphic to reflect new player piece design.
- *Schätze, Drachen & Entdecker* Scenarios
 - **The Great Canal:** Fixed badly-formatted number tokens in the SDE setup.
 - **The Desert Dragons:** All setups now use the "Main Island"/"New Island" scheme. Also fixed badly-formatted number tokens in the 3rd edition 3-4P setup.
- Promotional Scenarios
 - **Catan Geographies: Austria:** Added the "milk" rule and the 5-6 player rule.
- Bonus Section
 - **The Magic Island:** Added proper manifests to both Development Card decks following the release of *The Rivals for Catan*.

Revision 11

- Added missing graphics in the intro, lost during Revision 10.
- Added notes on the 2010 German "second plastic edition" sets.
- Added a general terrain, number token, and player piece manifest.
- Removed the note on blank number tokens, as none of the scenarios that could use it actually do.
- Replaced all resource and marker icons with newer ones, to cut down on file size, and workaround a bug in the graphic software's export.
- River hexes in the terrain boxes are now the same height as the other hexes.
- Scenario setups use the unified scheme for terrain and number boxes where applicable.
- The First Island
 - Fixed an error in the number of ways a standard board can be set up, due to failing to factor hex positing relative to harbors. **Special Thanks** to WooperJeff at BGG.
 - Fixed certain details of first and second edition sets. **Special Thanks** to Rob Newman by email.
 - Changed the Saboteur row to use background rather than text colors.
 - **Capcom Catan:** Regrouped the graphics to make better use of whitespace.
 - **Simply Catan:** Regrouped the graphics to make better use of whitespace.
 - **Einstieger-Variante:** Added in a note on the modified "Catan for Two" rules.
 - **Settlers of Zarahemla:** Regrouped the graphics to make better use of whitespace.
- *Seafarers* Scenarios
 - **The Fog Island:** Fixed an error in the Oceans 3P setup where a number token was off-center.
- *Traders & Barbarians* Scenarios
 - **Barbarian Attack:** Added player equipment boxes for all setups (including those under other scenarios). Fixed error in which some setups had "coastal" duplicated and "interior" missing.
- Historical Scenarios
 - **Alexander the Great:** Converted arrows in Alexander's path into colored edges.
- *Das Buch zum Spielen* Scenarios
 - **Catan Express:** Added player equipment boxes for all setups.
 - **The Great Race:** Changed "Unexplored Terrain" to "Unexplored Land" in 6P setup for consistency.
 - **The Storm Tides:** Added player equipment boxes for all setups.
 - **Westwards:** Fixed the badly-formatted number tokens.
- *Schätze, Drachen & Entdecker* Scenarios
 - **Departure Into the Unknown:** Separated C&K and non-C&K game ends due to differing VP requirements.
 - **Greater Catan:** Changed starting ocean hexes in older setups to be part of the main island, consistent with SDE.
 - **The Great Canal:** Added player equipment boxes for all setups.
 - **Enchanted Land:** Added player equipment boxes for all setups.
- Promotional Scenarios
 - **New Scenario:** Catan Geographies: Delmarva
 - **New Scenario:** Catan Geographies: Austria
 - **Saggsen-Gadan:** Replaced marked edges with colored edges.
- Miscellaneous Scenarios
 - **New Scenario:** The Chocolate Market
 - **The Marine Researchers:** Fixed missing border in 4P setup.
 - **Catakatoa:** Changed "interior" to "reserve"
- *Traders & Barbarians* Variants
 - **Catan for Two:** Included variant rule used in *Einstieger-Variante*.
- Miscellaneous Variants
 - **New Variant:** The Football Fields
 - **New Variant:** The Helpers of Catan
- Bonus Section
 - **New Variant:** Witches, Wizards, and Dragons
 - **New Variant:** Church, Faith, and Reformation
 - **Fishermen:** Fixed formatting issue where headings were not in bold.
 - **The Pioneers:** the two cards that required the presence or absence of C&K are now marked with background colors.

Revision 10

- All graphics were retouched, and a change in word processor allows file sizes to be drastically reduced [over 80% smaller], meaning that the Guide can be republished as a single document.
- Inline graphics are now the size of the text.
- Changed to a two-column layout for the setup charts rather than nested tables, as a result of a limitation in the word processor.

Version History

- Tighter conventions are enforced on italics vs. quotes.
- Added shading to all tables. Colored text in Additional Build Options are replaced with colored background shading.
- Setups were compacted to fit into smaller numbers of pages.
- *Seafarers* Scenarios
 - **Heading for New Shores:** Fixed an error where the 2003 and 2008 setup notes were switched with each other.
- *Traders & Barbarians* Scenarios
 - **Barbarian Attack:** Added a note regarding the color die present in German but not English releases. Also added the BA+T&B setup is not C&K compatible.
- Historical Scenarios
 - **Alexander the Great:** Fixed the badly formatted number tokens. Added the official 8 coins variant.
 - **Cheops:** Fixed the badly formatted number tokens.
 - **Uprising in Egypt:** Fixed the badly formatted number tokens.
 - **Great Wall:** Fixed the badly formatted number tokens.
- *Das Buch zum Spielen* Scenarios
 - **The Explorers:** Fixed the number of ocean hexes needed in the 3rd edition setup. Also made it clear that the 3rd edition is needed.
 - **The Colonists:** Corrected error in standalone setups where the cost of a warship was brick instead of lumber.
 - **The Great Race:** Corrected error in 3P setup where there were no gold fields on the mainland.
- Promotional Scenarios
 - **New Scenario:** Catan Geographies: Settlers of Hesse
 - **New Scenario:** Catan Geographies: North Rhine-Westphalia
 - **New Scenario:** Catan Geographies: Indiana-Ohio
 - **New Scenario:** Catan Geographies: Settlers of Bavaria
- Miscellaneous Scenarios
 - **Catlanitis in Winter:** Changed reference to desert hex to gold field hex, as there are no deserts in that scenario.
 - **The Great River:** Fixed harbor information in 5-6P setup.
 - **Multicatan on the Board:** Fixed the badly formatted number tokens in 3rd edition setups.
 - **The Small Islands:** Fixed the badly formatted number tokens.
- Traders & Barbarians Variants
 - **Catan for Two:** Fixed an error where it's said that players begin with no Trade Tokens.

Revision 9 [Private Release]

- **New Section:** The First Island

Revision 8

- **New Section:** *Schätze, Drachen & Entdecker* Scenarios
 - Scenarios in this section have been moved from their previous locations (if any) due to more recent appearance there.
 - **The Great Canal:** Fixed an error where the number tokens are not at the right size.
- **New Section:** Promotional Scenarios
- *Traders & Barbarians* Scenarios
 - **The Fishermen of Catan:** Added cost of Progress Cards in fish, included in German rules but omitted in English.
- Miscellaneous Scenarios
 - **New Scenario:** The Great Caravan
 - **New Scenario:** Catakatoa
 - **New Scenario:** The Lost Tribes of Catan
 - **New Scenario:** Rally Paris-Catan
 - **New Scenario:** The Indians of Catan
 - **New Scenario:** Robin Hood
 - **The Small Islands:** Fixed the header, which was taken from "The Great Wall"

Revision 7

- Variants have been added to the Guide. The Guide has also been split into 9 volumes.
- Fixed an error on river tiles where the mountain hex was shown as a jungle hex.
- *Seafarers* Scenarios
 - **The Fog Island:** Added the Additional Build Options box in the Fog Island+Rivers setup.
 - **Through the Desert:** Added the Rivers setup.
 - **Greater Catan:** Added the *Catan-News* setup.
- *Traders & Barbarians* Scenarios
 - **Barbarian Attack:** Fixed an error in the BA+T&B setup where the hex count was copied from the BA+Rivers setup.
- *Das Buch zum Spielen* Scenarios
 - **The Explorers:** Fixed an error in the 4th edition 3-4P setup where an unexplored tile was shown as an ocean tile.
- Miscellaneous Scenarios
- Added the remaining scenarios from *Atlantis*.

Revision 6

- Added the historical scenarios (the ones from *Historische Szenarien*).
- Added all but two *Catan-News* scenarios.

Revision 5

- Initial public release.

Contribute to the Guide

Contributions to the Guide are always helpful. However, as this is a guide to officially released scenarios and variants and not a compendium of scenarios and variants in general, fan submissions for scenarios and variants will not be accepted, with the exception of those attributed to authors having created at least one official scenario or variant.

In particular, any and all information regarding the following is useful:

- Information on the reverse side of the *Simply Catan* hex strips would be appreciated.
- A manifest for Action Cards (specifically for Development and Event cards) in *Siedler von Kanaan* would be appreciated.
- More explanation is needed as to whether it is possible to revive a Navi in a location occupied by an opposing Navi in "NetBattle", and whether combat occurs if it is. Furthermore, more information is needed as to whether multiple Navis may occupy any one hex and its implications on combat, and what happens if Navis reach the opposing end of the board without battling each other.
- One setup in "The Colonists" has basic terrain in the colonies, but has no addendum on what exactly they produce (tokens? resources?) and, if the latter, whether they must be transported as with tokens or go straight to the hand. Some details on that would be appreciated.
- *Catani Pankur* was a scenario or variant that was released as part of an official Catan tournament in Estonia. It had allowed for players to bank a certain resource depending on a banker figure; banked resources could produce interest. A complete description of the rules would be appreciated.
- If the *Game Trade Magazine* version of "Catakatoa" (2005) is different from the existing version in the Guide (2007), a rule summary would be appreciated.
- *Catan Geographies: Penn-Jersey* is the 2011 *Catan Geographies* promotional map in the "America series" (after *Indiana-Ohio* and *Delmarva*). A complete description of the setup and rules would be appreciated.
- *The Winds of Change* is the winner of a scenario design contest commissioned by Mayfair Games for inclusion as a standalone mini-expansion to be published in *Games Quarterly*, however, the magazine had ceased publication before this could happen. A complete description of the setup and rules would be appreciated.
- *Games Quarterly* had, previous to bundling "The Great River" in issue 10, published scenarios in issues 1, 2, 3, 4, and 6. These scenarios may already be in the Guide under names that are translated from German or those that have since been renamed (likely *Catan-News* or SDE scenarios), and if so, the English titles would be appreciated. In any case, any description of the rules different from the rules as presented in this guide would be appreciated.

Any questions regarding ambiguity in the rules of any scenario or variant is always welcome; these may be responded to either with an official interpretation or a gray box footnote to be included to the next revision of the Guide.

General Notes

Unless stated otherwise, all scenarios are designed with the current English edition published by Mayfair Games in mind. As of 2011, the game is in its 4th edition. Note that due to equipment concerns, scenarios and variants may be incompatible with the following English language releases:

- *Catan: Portable Edition*
- *Catan Board Game: Gallery Edition*
- *Simply Catan*
- *Die Siedler von Catan: Einsteiger-Variante*

Equipment from the standard 3rd and 4th editions, including the 10th anniversary 3D edition (based on 3rd edition) and 15th anniversary wooden edition (based on 4th edition) are generally compatible with minor equipment issues, as is those between those of English sets and those of other languages. However, scenarios may require equipment in excess of what is provided beyond a single copy of *Settlers*.

To the best extent possible, this Guide will also provide a way to have every scenario and variant playable using only the equipment found in English language sets. Note that this may require additional equipment beyond what is found in one copy of *Settlers* with the relevant expansions. Any notes and recommendations will be given as part of the Equipment Notes for the scenario or variant.

Furthermore, note that the same game piece may serve multiple purposes. An easy example of this is when combining "Catan for Two" with a *Seafarers* scenario, where the Catan chit (in the 4th edition) doubles as both trade tokens and victory point markers. Care should be taken if one game piece serves separate purposes. It's to be noted that a complete multilingual *Settlers* collection will contain at least 15 different kinds of tokens for use. As scenarios and variants are generally presented in isolation, these equipment substitutions may become necessary depending on the combinations of scenarios and variants involved.

Unless stated otherwise, each scenario requires the list of equipment matching the scenario requirements: for example, a scenario requiring *Seafarers* requires that each player be given 5 settlements, 4 cities, and 15 roads, and 15 ships, and a scenario requiring *Cities & Knights* requires that the Development Card deck be replaced with the Progress Card decks.

Each scenario may have different setups. Each setup will outline any expansion sets required, the numbers of terrain and number tokens needed to build the board, and the number of harbors needed. If there are additional things that may be built during a player's turn, or if the cost of an existing item is different from normal, these are also noted on the individual setup pages. Anything of note that is for a specific setup and not the scenario in general is also noted with the setup, with any differences in a setup superseding those of the general scenario rules.

Anything of note that may occur during the setup of the game board is noted in the Preparation Notes of the scenario or variant. This guide will generally omit how frame pieces are setup; consult with the game manuals for how to set up frame pieces for the scenario. This guide follows the convention set forth by the English language instruction manuals in posting board setups vertically (rather than the German language convention of horizontal setups), which in most cases means that "north" will refer to the right side of the game board.

Setup Notes of a scenario or variant are notes that may occur during the initial setup – that is, after the board is set up but before the first player takes their turn. This may include special provisions for placing initial settlements and cities. Note that any pre-existing board setups will be noted on the game setup diagram rather than in this section.

In any section that does not specifically state its compatibility or lack thereof with *Cities & Knights*, any notes in green only apply if the rules from *Cities & Knights* are used, and any notes in red only apply if they are not used. Scenarios combining elements of other scenarios will be included only if the rules are not disjoint; furthermore, they will only be listed as a setup under the scenario considered to be the "most dominant". (Thus, this guide will omit, say, "The Fishermen of Catan" and "The Caravans" in combination, as they are fairly disjoint)

The scenario texts are summarized from their original sources and are not direct translations of the source material. In the event of any discrepancy between this document and these sources, those sources will be taken as correct.

Any special symbols used in the setup diagrams will be explained in blue boxes like this one.

Any recommendations by this Guide, independent of the rule summary, will be presented in a gray shadowed box like this one. Recommendations in these boxes are unofficial, and only represent the views of the Guide's maintainers.

Any quick reference notes will be summarized in black boxes such as this one.

Any special rules regarding the use of "Catan for Two" with the scenario or variant will be presented in a purple box like this one.

Conventions in This Guide

Throughout the symbols, the following symbols are used:

Player Pieces

	Settlement		Strong Knight – Activated <i>Cities & Knights</i>		Metropolis – Science <i>Cities & Knights</i>
	City		Mighty Knight <i>Cities & Knights</i>		Sabotaged City <i>Cities & Knights 3rd Edition</i>
	Road		Mighty Knight – Activated <i>Cities & Knights</i>		Bridge <i>Traders & Barbarians</i>
	Ship <i>Seafarers</i>		City Walls <i>Cities & Knights</i>		Knight <i>Traders & Barbarians</i>
	Basic Knight <i>Cities & Knights</i>		Merchant <i>Cities & Knights</i>		Wagon <i>Traders & Barbarians</i>
	Basic Knight – Activated <i>Cities & Knights</i>		Metropolis – Trade <i>Cities & Knights</i>		
	Strong Knight <i>Cities & Knights</i>		Metropolis – Politics <i>Cities & Knights</i>		

Terrain

	Hills [Brick]		Ocean		Trade Castle <i>Traders & Barbarians</i>
	Fields [Grain]		Gold Field <i>Seafarers</i>		Quarry <i>Traders & Barbarians</i>
	Forest [Lumber]		Lake <i>Traders & Barbarians</i>		Glassworks <i>Traders & Barbarians</i>
	Mountain [Ore]		Fishing Ground <i>Traders & Barbarians</i>		Rivers <i>Traders & Barbarians</i>
	Pasture [Wool]		Oasis <i>Traders & Barbarians</i>		Unexplored Terrain
	Desert		Barbarian Castle <i>Traders & Barbarians</i>		Special Setup

Harbors

	Brick 2:1		Ore 2:1		Special Setup
	Grain 2:1		Wool 2:1		
	Lumber 2:1		3:1		

Resources

	Brick		Wool		Gold Piece <i>Traders & Barbarians</i>
	Grain		Cloth <i>Cities & Knights</i>		Fish Token <i>Traders & Barbarians</i>
	Lumber		Coin <i>Cities & Knights</i>		Trade Token <i>Traders & Barbarians</i>
	Ore		Paper <i>Cities & Knights</i>		

The full manifest of hexes across all *Settlers of Catan* sets are as follows:

Player Pieces

Base Set	5	4	15								
Seafarers				15							
C&K					2	2	2	3		3	6
T&B											1

Terrain

Base Game	3	4	4	3	4	1													
Base Game 3rd Edition	3	4	4	3	4	1	9												
Extension	2	2	2	2	2	1													
3rd Edition Extension	2	2	2	2	2	1	2												
Seafarers	2	1	1	2	1	2	19	2											
Seafarers 3rd Edition	2	1	1	2	1	3	12	2											
Seafarers Extension						1	7	2											
Seafarers Extension 3rd Edition							8	1											
Traders & Barbarians									1	1	1			1	1	1	1	1	1
Traders & Barbarians Extension									1		1			1	1	1	2	2	
The Great River										1									

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Base Game	1	2	2	2	2	2	2	2	2	1
Extension	2	3	3	3	3	3	3	3	3	2
Seafarers	1	1	1	1	1	1	1	1	1	1

Notes on the manifest:

- All reference material given to each player (building cost cards, city calendars, etc.) have been omitted.
- The merchant and metropolises are neutral pieces; the use of player colors denote the player with control. Note that some foreign-language editions use metropolises in player colors.
- Note that player pieces have had many different designs over the years, in both wood and plastic.
- Harbor hexes, used in editions prior to the 4th edition and the 15th anniversary edition, are not included in the manifest. When combined with *Seafarers*, the number of harbors available may vary, but two complete sets of harbors should exist (one set of harbor hexes and/or tokens from the base game, and one set of tokens from *Seafarers*).
- All basic terrain hexes (including gold fields in *Seafarers*) in the 4th edition games have ocean hexes on the reverse. These ocean hexes are not included in the manifest.
- Fishing grounds are not included in the manifest. All fishing grounds have pre-printed number tokens.
- Some hexes have preprinted number tokens. This is the case for the lake hexes in *Traders & Barbarians*, as well as hexes released in foreign-language expansions without English releases.
- The four-hex river in *Traders & Barbarians* is printed as two two-hex pieces. The three-hex river in the *Traders & Barbarians* extension is printed as a one-hex piece and a two-hex piece in the English editions only; in other language editions it is printed as one piece.
- The two castle hexes are separate in the English editions only; in other language editions one is printed on the back of the other.
- The trade castle and quarry hexes have the same pasture color background in the English editions as well as foreign-language editions since 2010; foreign-language editions prior to 2010 use the hills background for quarry hexes

Maps using unexplored terrain or special setups will have notes on their usage. However, some general principles apply:

- If there is a number token on blank terrain, the terrain requires special setup but the number tokens do not.
- If there is a number token on a black background, the Robber begins the game on the particular hex.
- If there is no number token on resource-producing terrain, it denotes that the tile does not produce resources unless otherwise stated.
- If there is a blank harbor, it is to be randomly assigned from the remaining harbors after the fixed harbors are set up.

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The First Island

Catan. The first island is what made the game famous. Even the first computer implementation of *Settlers of Catan* was titled *Catan: The First Island* (to avoid confusion with the German video game series *The Settlers*), and it has been the unofficial retronym of the base game. The rules should be all too familiar to anyone who has played a single game.

So why a section dedicated to just one scenario? Even something as simple as the base game has seen many variations, and it has seen release and re-release in many forms. We've seen *Rockman.EXE Catan* (Settlers of Catan with theme taken from Capcom's *Mega Man Battle Network* series), *Settlers of Catan: Paper and Pencil* (a simplified 7-point game with no Development Cards), and *Catan Board Game: Gallery Edition* (a mass market release with limited variability compared to a regular set, complete with poor plastic imitations of wooden pieces). Furthermore, one could arguably consider games such as *Catan Geographies: Germany* or *Siedler von Nürnberg* as a standalone "First Island", due to the similar mechanics.

Still, let's keep things simple. The "First Island" is simply a scenario for up to four players, six with the extension. However, it's not always been like this: in early editions, you could play an eight-player game with two different edition sets, due to the fact that you had pieces in eight distinct colors. The rules have evolved somewhat over time between editions – for example, the Robber once blocked the use of harbors if it was adjacent to a coastal settlement. Even still, some rules remain contentious (such as trading before building, ignored in nearly every level of play except as a rule "for beginners" nowadays). This section is all about that first scenario that introduced us to the world of *Catan*, and how it has evolved over time.

So, what has changed over time? There have been four editions of *Settlers* since its first release in 1995. Here's a small comparison table to help see what has changed over the years.

	1st Edition (1995)	2nd Edition (1996)	3rd Edition (1997)	4th Edition (2007)
Art Style	Photorealistic	Photorealistic	Age of Discovery	Vikings
Piece Colors	Red Blue Green Yellow	White Orange Black Purple	Red Blue Orange White Green (Extension) Brown (Extension)	Red Blue Orange White Green (Extension) Brown (Extension)
Dice Colors	Blue	Blue	White Red (<i>Cities & Knights</i>)	Yellow Red
Frame	No frame 9 Ocean hexes 9 Harbor hexes	No frame 9 Ocean hexes 9 Harbor hexes	No frame 11 Ocean hexes (2 in Extension) 11 Harbor hexes (2 in Extension) Square frame (<i>Seafarers</i>) Sea frame (<i>Cities & Knights</i>) Frame extensions	Sea frame Frame extensions (expansions/extensions)
Trade Before Building	Not present. Listed as variant.	Not present. List as variant.	For beginners only. Trade with build is standard.	For beginners only. Trade with build is standard.
Robber to Desert	Allowed	Allowed	Disalloweed	Allowed
Robber Piece Color	Natural	Black	Black	Gray
Name of Knight Card	Knight	Knight	Soldier	Knight
Victory Point Cards	Capital Cathedral Court Library Temple Tower University	Capital Cathedral Court Library Temple Tower University	Chapel Governor's House Library Marketplace University of Catan	Chapel Library Marketplace Palace University
Name of Year of Plenty Card	Discovery	Discovery	Year of Plenty	Year of Plenty
Playing VP Cards	Only at end	Only at end	Anytime	Only at end
5-6 Player Provision		Hand limit is raised to 10 cards.	Special Build Phase	Special Build Phase
Saboteur (<i>Cities & Knights</i>)			Targets cities; city collects as a settlement until repaired.	Targets leading players, discards half of the hand.

Clearly, not a lot has changed since the very first edition, and even the most extreme changes are attributed to the release of expansions and extensions. Initial settlements, for example, have always been done snake-style, the game has always been to 10 VP, and so on. An interesting note is on the "trade before building" rule: according to Encyclopedia Catanica, the definitive resource on everything *Catan*, it was so often ignored in the German language rules (which did have it) that the publication of *Das Buch zum Spielen* formally repealed it. As such, trading with building is considered standard.

The Saboteur Progress Card's function was changed in 2003, at the same time as the conversion between wooden and plastic pieces there, and not as a function of the Mayfair edition change, though the edition change unified the rules. [Scenario setups were also unified at the time, though they have since diverged with newer German editions in 2008 and 2010].

The greatest change of all is how with the first and second editions, you could have up to eight players play. Though only pieces for four players were provided, the Development Card Deck was suited for up to six players; the rules for the extension was included with the

The First Island

second edition rules, with individual scenarios in the ruleset for the occasion. Between the release of the second and third editions, however, the original Mayfair Games had gone under, with its assets (including the rights to *Settlers*) sold to a company called Ironwind, which renamed itself as the new Mayfair Games. Hence, the third edition, the first under the “new Mayfair”, was made to conform to international standards (art notwithstanding, though art for the English language editions are done by the same people who did the art for the German and international editions), which has been the case to this day.

Before we take a look at various different base sets, let us take a look at *Settlers* by the numbers:

- There are 1680 ways to arrange the harbors in a 3-4 player game, if we ignore the terrain hexes and number tokens. There are 15120 ways to arrange the harbors in a 5-6 player game, again ignoring terrain hexes and number tokens.
- If we follow the variable rules as outlined in the rules (where the number tokens are arranged counterclockwise in order, starting at one corner), there are 244,432,188,000 different ways to arrange the terrain hexes and number tokens in a 3-4 player game, ignoring harbor placement. In a 5-6 player game, we have 74,027,205,049,823,625,600 ways (owing to the greater number of hexes and the fact that the 5-6 player board loses some of the 3-4 player board’s rotational symmetry, leaving three distinct ways to place number tokens given a hex layout) to arrange the terrain hexes, ignoring the harbors.
- So, there are 7,391,629,365,120,000 possible setups in a 3-4 player game, from multiplying the two numbers together, then multiplying by 18, the number of ways to arrange harbors relative to the hexes. In a 5-6 player game, there are 22 ways of arranging harbors relative to the hexes, so there are 24,624,409,487,773,330,819,584,000 possible board setups. And all this is a mere subset of the number of ways you can set up the board if you weren’t constrained by the number token placement rule...

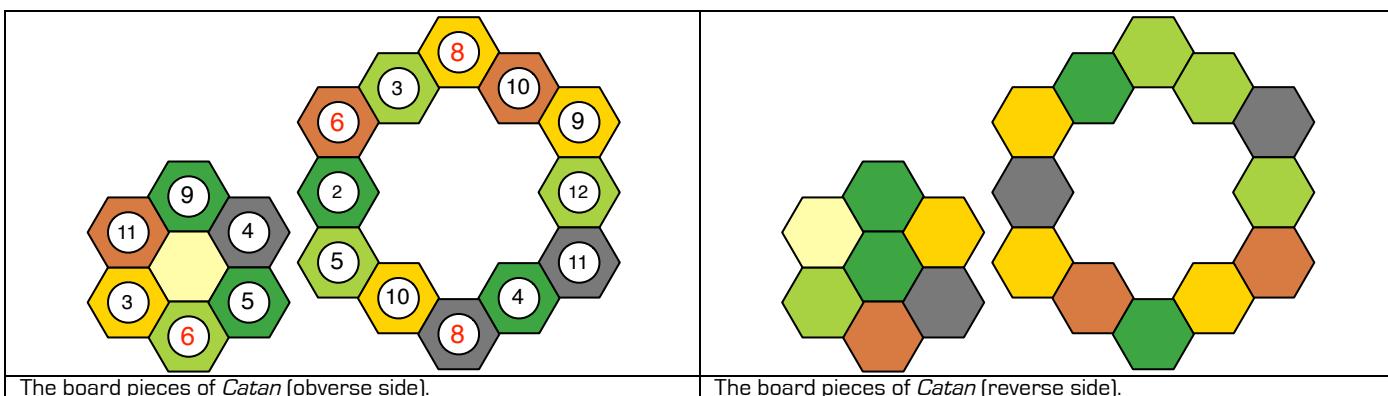
Catan (2002 Capcom Edition)

In Japan, the rights to *Settlers of Catan* has been held by TrySoft and Capcom, two video game publishers. Though seen as anathema elsewhere, this is not an unusual arrangement in Japan – the largest manufacturer of traditional Japanese card games, Nintendo, also happens to be a worldwide video game publisher. *Catan no kaitakusha-tachi*, released in 1998 by TrySoft, is the earlier of the two endeavors, and is identical to international releases. In 2002, it was reintroduced by Capcom simply as *Catan*. Under Capcom, the art was entirely overhauled: most terrain art consisted of a solid color background with a repeating pattern of symbols meant to evoke the terrain in question. The art style can also be seen in *Catan* for the Nokia N-Gage. Furthermore, the pieces were presented in nonstandard colors: pink, blue, yellow, and green.

A drawback of *Catan* is that the hexes are smaller in size, eliminating compatibility with the earlier TrySoft release as well as international releases, though it is noted that no expansions or extensions were ever released or localized in Japanese. On the other hand, it is under Capcom that *Catan* enjoyed its greatest popularity in *Catan*.

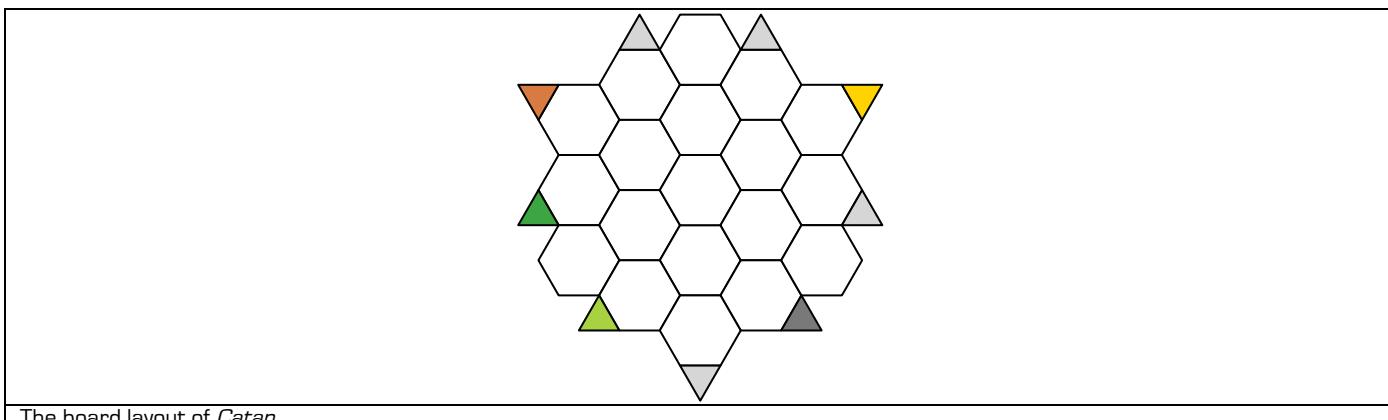
The distinguishing feature of *Catan* is that of the board's lack of customizability. The board consists of two pieces: one for the coastal hexes and one for the interior hexes, which is kept together by a two-piece frame. The board pieces have preprinted number tokens on one-side, but blank hexes on the other. A set of number tokens is provided for use with the reverse side.

In 2004, with help from another company named Hanayama, Capcom released *Catan Standard*, a cheaper version of *Catan* that restored full customizability, and included a six-piece frame with fixed harbors and hexes matching the international size. The piece art and piece colors, however, continue to retain the colors used in the earlier release and not the international releases.



The board pieces of *Catan* (obverse side).

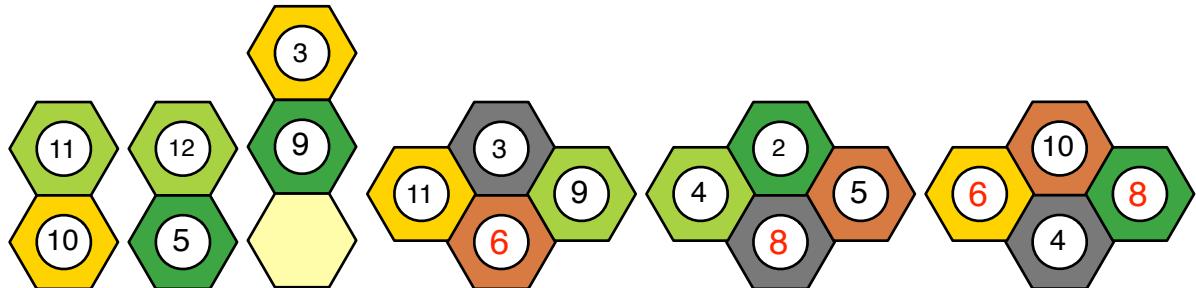
The board pieces of *Catan* (reverse side).



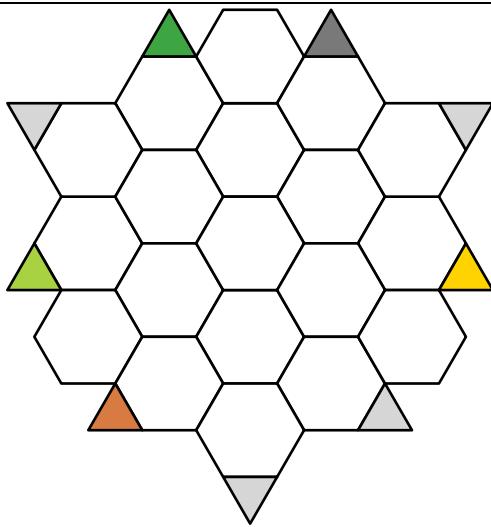
The board layout of *Catan*.

Catan Board Game: Gallery Edition

The *Gallery Edition* was a “mass market” release meant to compete with the mainstream board game market dominated by Hasbro [even Toys ‘R’ Us stocks *Gallery Edition* in its limited selection of European games], even though many specialty board game retailers also stock it alongside the standard release defeats the purpose, and other mainstream retailers do not stock it at all in favor of the more expensive standard release. The main change in *Gallery Edition*, aside from the plastic “imitation wooden pieces” is the fact that no hexes and number tokens are included with the game in favor of a six-piece board with preprinted hexes and number tokens. The frame also includes the harbors, building cost reference, and a VP scoring track. The hexes used are smaller than the regular editions, making it incompatible with expansions [even *Cities & Knights*, as the two dice are both white].



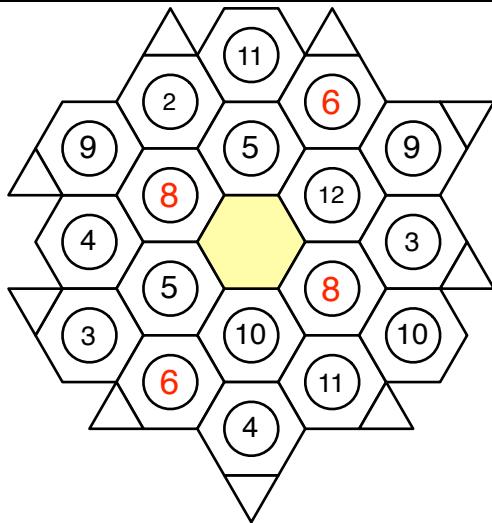
The board pieces of *Catan Board Game: Gallery Edition*.



The board layout of *Catan Board Game: Gallery Edition*.

Catan Board Game: Portable Edition

The *Portable Edition*, titled *The Settlers of Catan – Travel Edition* with 3rd Edition rules, is exactly what it says: the base game to go. For the purposes of portability, a highly non-portable game such as *Settlers* requires a compromise to its flexibility and customizability. The board and pieces are smaller, but the number tokens are also fixed. Also note the different placement of the harbors.



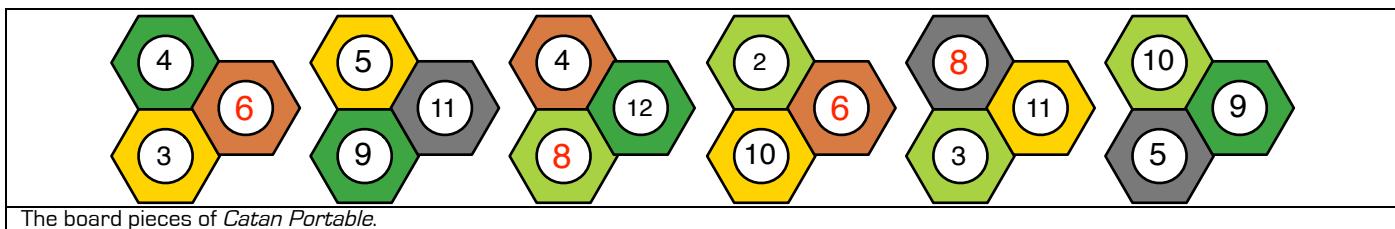
The board layout of *Catan Board Game: Portable Edition*.

Catan Portable

At the same time as the 2004 release of *Catan Standard* in Japan, *Catan Portable* was also released. Like *Catan: Portable Edition*, it is the base game to go, and as such it sacrifices customizability and flexibility for portability. However, between the two portable games, different sacrifices were made in the two versions. A key difference is that while *Catan: Portable Edition* changes the harbor layout, *Catan Portable* does not.

Catan Portable makes extensive use of magnets: the board consists of six magnet-backed pieces but no desert hex (the intent is that the desert hex be the center of the board), and player pieces are also magnets attached to the building cost reference when not in play. A set of five harbor magnets (representing the five 2:1 harbors) are also provided to cover the 3:1 harbors that are preprinted on the frame.

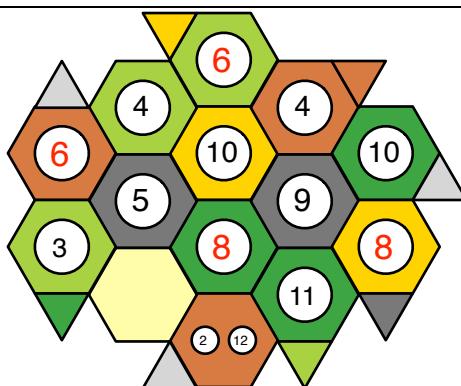
A themed version, *Rockman.EXE Catan Portable* (using elements from Capcom's own *Mega Man Battle Network* series of video games), was also released with the same restrictions.



Die Siedler von Catan: Das Minispiel

A miniature version of the game was published in 2011, included in specialized packs of Landliebe brand yogurt. Three other Kosmos games were also available on the same "miniaturized" basis: *Just 4 Fun* (by Jürgen PK Grunau, never published in English), *Keltis* (by Reiner Knizia, published in English as *Lost Cities: The Board Game* by Rio Grande Games), and *Ubongo* (by Grzegorz Rejchtman, published in English by Z-Man Games). This is not Landliebe's first *Catan*-related promotion: the yogurt also promoted a contest at roughly the same time where specially marked packages contained one of a number of resource cards (both "regular resources", commodities, and new resources based on various *Catan* art); collecting resources in certain combinations would award prizes ranging from 10-Euro vouchers to a complete "dream home".

As for the game itself, like *Wegwerpcatan* before it, it is a miniature 7-point game for three players, with abbreviated rules. All components were made from cardboard, with a two-piece non-customizable board. 10 of each type of resource card is provided with the game. Players were limited to 4 settlements, 3 cities, and 10 roads, and the Development Card deck is replaced with 10 Knight tokens; Knight Tokens move the Robber when purchased, and every two Knight Tokens purchased is worth 1 VP.

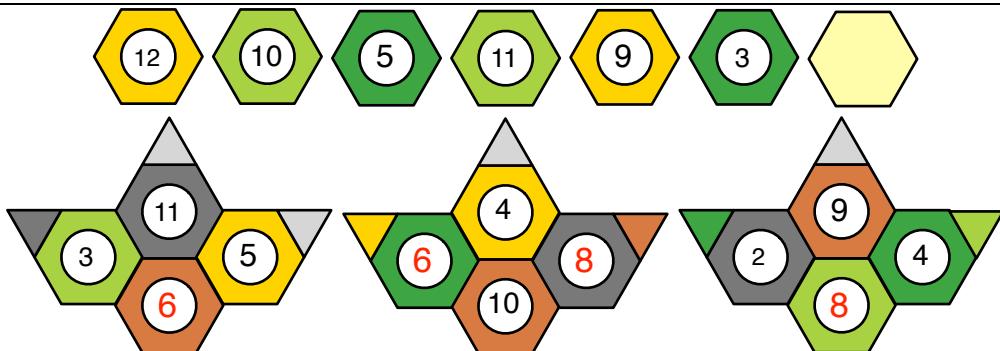


The board layout of *Das Minispiel*.

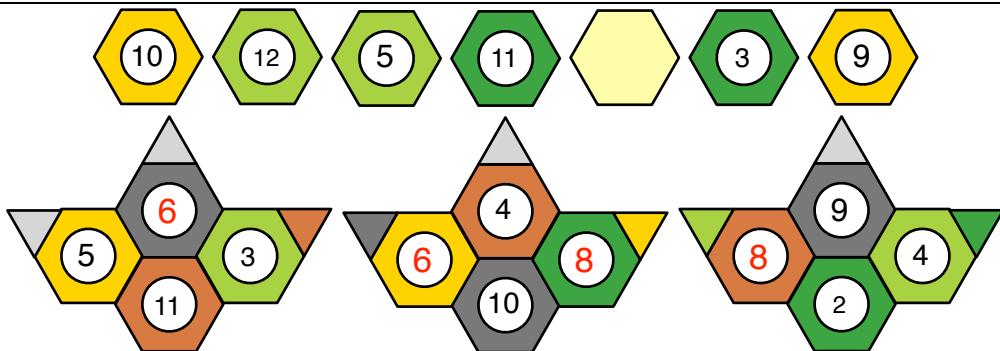
Die Siedler von Catan: Einsteiger-Variante

Einsteiger-Variante (German for “first time user variation”) is a base game product exclusive to the German retailer Penny, released in 2009. It is considered the German language analogue to *Catan Board Game: Gallery Edition*, and it has lower-quality pieces relative to the standard edition, limited customizability, and limited compatibility with expansions and extensions. However, the rules for “Catan for Two” is included with the game.

A unique part of its lack of flexibility is that the harbors are considered part of the board pieces instead of part of the board frame.



The board pieces of *Die Siedler von Catan: Einsteiger-Variante* (obverse side).



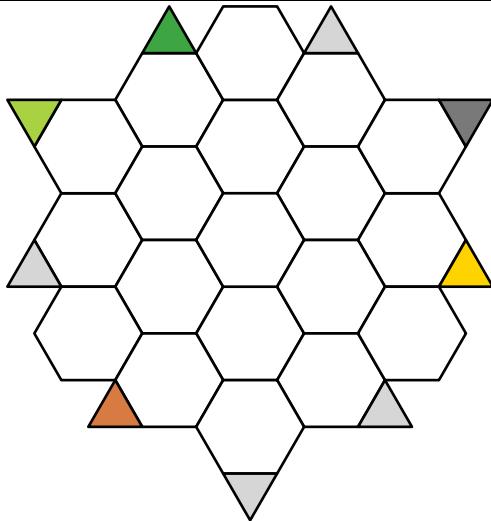
The board pieces of *Die Siedler von Catan: Einsteiger-Variante* (reverse side).

Rockman.EXE Catan Standard

Various themed versions of *Settlers* have been released over the years, from *The Communication in Catan* (an English release by Kosmos sponsored by Alcatel) to *Das Wasser des Lebens* (a German release by Kosmos sponsored by Glen Grant Distillery). *Rockman.EXE Standard* is the first to slightly deviate from a mere “re-theming”. This re-theme is based on the *Mega Man Battle Network* series of video games for Game Boy Advance and Nintendo DS, released in 2004. With the exception of the harbors, which are fixed, the game is fully customizable.

As with any re-theme of any board game, various elements of *Mega Man Battle Network* are adapted to *Settlers*. For example, the five main categories of BattleChips in the series make up the five resources, and each resource card depicts a separate BattleChip of the appropriate type. The harbors are termed “chip traders”, and most Development Cards either consist of NetNavis (the Knights of *Mega Man Battle Network*), the Chip Trader (Year of Plenty), or of additional BattleChips (the other cards). Players take on the role of the major characters within the game, and the Largest Army and Longest Road are “network awards”.

What is different from an ordinary re-theme is the inclusion of a special scenario titled “NetBattle”, which is more a separate game that makes use of the *Settlers* parts than a true *Catan* scenario.

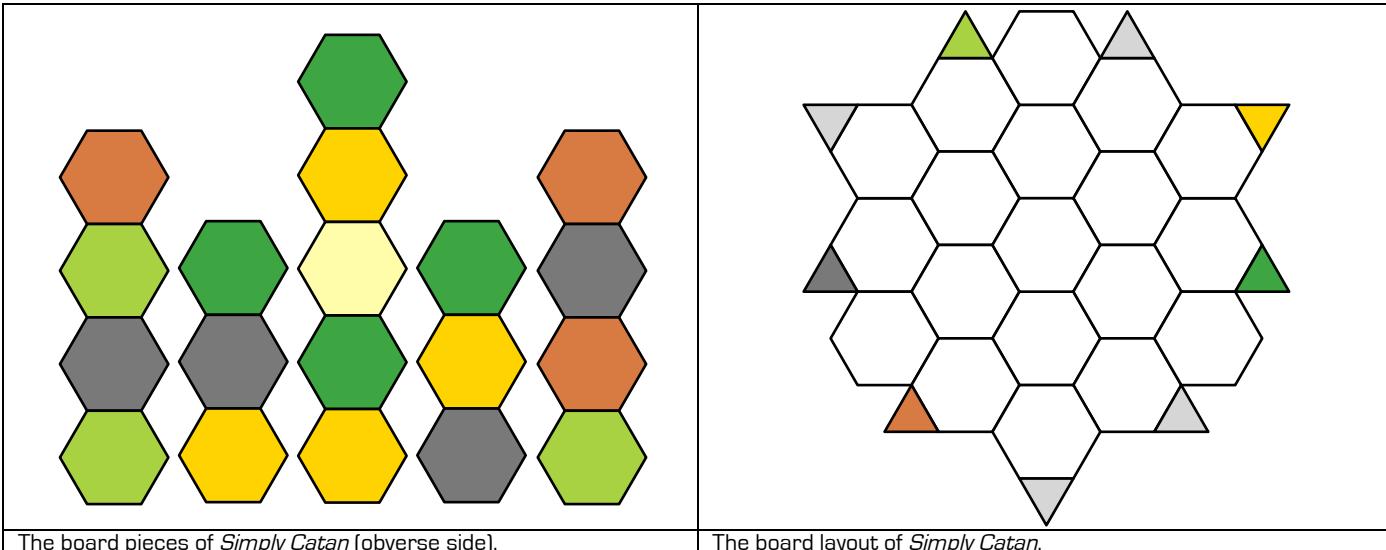


The board layout of *Rockman.EXE Standard*.

Simply Catan

Simply Catan, by SimplyFun Games, was an attempt to simplify the rules of *Settlers* (not that it is too hard or anything...). In particular, it simplified the game by adding a 7-point game that did not use Development Cards, though the Development Card deck is included for a full base set. The 7-point game without Development Cards is not new: the German *Paper und Pencil* and the Dutch *Wegwerpcatan* are both 7-point games without Development Cards. The game also uses plastic pieces from international releases and not the wooden pieces used in other English language editions.

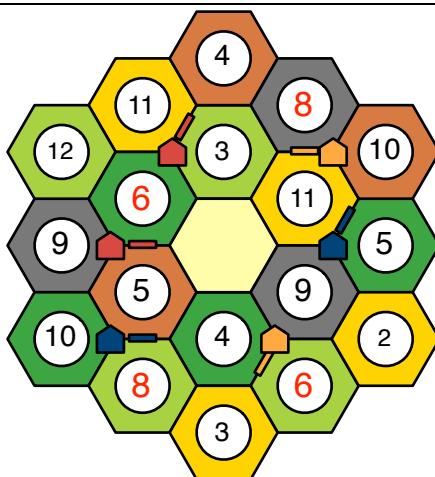
As a “feature” that simplified setup, the board consists of five hex strips and fixed harbors. Number tokens remain fully customizable.



Wegwerpcatan

Wegwerpcatan (Dutch for “disposable *Catan*”) was a Dutch promotional game, made entirely of paper. It is a 7-point game with no Development Cards, no harbors, and a fixed board with fixed starting positions. The game is further restricted by the fact that it is strictly for three players, and players may not have more than five of any single resource. In addition, players are limited to three settlements, two cities, and five roads, but as a result the game also has the unintended effect of not allowing settlement on the board to be upgraded to cities.

Instead of two dice, a spinner is used. The spinner consists of 30 spaces, correlating to the 30 outcomes of two dice that do not sum to 7. As such, there is no Robber, and there is no hand limit beyond the resource restriction.



The board layout of *Wegwerpcatan*.

First Islands of a Different Kind

The base game is one thing, but not everyone's first experience with the world of *Catan* is with the First Island. *Catan* series games such as the *Catan Adventures* line, the *Catan Histories* line, the *Catan Geographies* line, *The Rivals for Catan*, and *The Struggle for Catan* notwithstanding, there are still many standalone *Catan* games with the *Settlers* theme. The most notable of these is *The Settlers of Canaan* and *The Settlers of Zarahemla*, two games with a biblical theme, but lesser games such as *Die Siedler von Nürnberg* and the unlicensed knockoff *Auripolis* are also included in the fold. Each of these games has its own mostly fixed board, each with its own quirks, and in a way, they can be considered as scenarios of the main game with highly specialized rules. This section is dedicated to these standalone games, and reimplementing them as *Catan* scenarios.

Settlers of Canaan

Settlers of Canaan was first published by Cactus Game Design in 2002. The game was also available from Mayfair Games, which redistributed the game. As the game implies, the game is adapted to the biblical land of Canaan, roughly taking place between the Book of Joshua and the Books of Samuel. The game is not to be confused with the later *Siedler von Kanaan*, published in German by Uliö, which has (language notwithstanding) an identical theme, a mostly identical board, and slightly different rules.

Cactus Games Design is a developer of Christian-themed board games. Many of their works, such as *Apples to Apples: Bible Edition*, are re-themes or licenses of existing popular board games adapted to a Christian audience, though among these *Settlers of Canaan* is the only adaptation of a European board game. The company also produces original Christian-themed games, their most famous being a collectible card game by the name of *Redemption*; a limited run of *Settlers of Canaan* once included two promotional cards for that game.

As a re-theme, familiar concepts have been renamed to better suit the theme: for example, brick has been renamed to stone, while the Robber was renamed the Plague.

Equipment Notes

- 16 Wall Stones are provided for each player in *Settlers of Canaan*, and an additional 16 neutral Wall Stones are also needed for this scenario.
- 23 Resource Cards for each resource is needed for this scenario; the base game only has 19 of each resource, while the base game with the extension has 24 of each resource.

Player Pieces	
	Wall Stone

Development Card Manifest

Name	Qty	Replaces	Effect
City of Refuge Divine Guidance Ladder to Heaven Ten Commandments	1 each	Chapel Library Marketplace Palace University	Same as base game.
Bountiful Harvest	1		Gain for each field hex adjacent to a player's settlements or cities.
Caleb's Blessing	1		All opponents must give one resource of the player's choosing. The resource chosen may be different for each player.
Caravan	2		Trade any one resource at 2:1 for the rest of the turn.
Deborah's Song	1		All players may take one resource.
Gibeonite Trickery	1		Look through and steal another player's unplayed Development Card.
Improvements	1		Upgrade one settlement to a city for .
Korah's Rebellion	1		Return an opponent's played Knight card to the bottom of the Development Card deck.
New Trade Route	1	Road Building	Same as base game.
Plentiful Lands	1	Year of Plenty	Same as base game.
Priest	20	Knight	Same as base game. Note that there are only 14 Knight cards in the base game, but there are 20 with the extension.
Prophet	1		May only be played before dice are rolled. Set the outcome of the dice.

Setup Notes

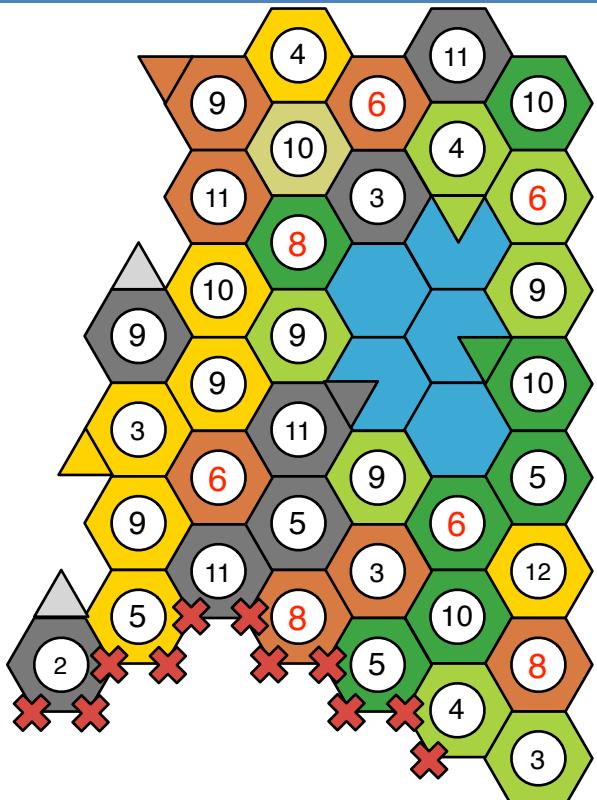
- Players may not place their initial settlements at intersections marked with .
- In a 2-player game, each player begins with three settlements.

Additional Rules

- Wall of Jerusalem:** Players may only build Wall Stones if they have a settlement or city at an intersection marked with , or is connected to such a settlement by roads belonging to any combination of players. However, if the latter applies, one resource must also be paid to the owner of the anchoring settlement or city.
- On a roll of 7, a neutral Wall Stone must be built.
- King's Blessing:** The player who has built the most Wall Stones gains the King's Blessing, worth 2 VP. Neutral stones are not considered in determining ownership of the King's Blessing. The player with the King's Blessing may take one resource from the supply and place it in front of them; the player then has the ability to trade the resource at 2:1. If the King's Blessing is lost, the resource card is returned to the supply.

Game End

Game is to 12 points. The game also ends if 28 Wall Stones are built. The player with the most VP wins in this case, with the number of Wall Stones built as a secondary tiebreaker.



2-4 Player Setup

Player Pieces

5	4	15	16

Additional Build Options

Wall Stone		
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Settlers of Zarahemla

Settlers of Zarahemla is a game developed by Inspiration Games, an imprint of Überplay specializing in biblical re-themes of existing games. Überplay was a company that also ported German board games for English-language audiences, and among the games that they had distributed was *Hoity Toity*, another of Klaus Teuber's award-winning games (also playable on Catan Online World). Though the company shut down in 2008, some of the games they have published are still in print today, produced by different publishers; the most notable of these are *Alhambra* and *Metro*, which are now published as multilingual editions by their original publisher. Inspiration Games itself was only known for two biblical re-themes, the other being *Carcassonne* adaptation *Ark of the Covenant*.

As a standalone game, *Settlers of Zarahemla* is probably the least divergent of the "first islands of a different kind". Indeed, the base game is more or less present, but with one additional mechanic. Thematically, the major difference between it and the base game is the use of the Book of Mormon, the sacred text of the Latter-Day Saint movement, as its base. As such, the board is said to situate in a dense jungle instead on a remote island, harbors are replaced with trading posts, and even the names of the resources are different; the most significant change being that wool being replaced with "water".

Two limited edition Development Cards were developed for the game, though they are comparatively difficult to find today.

Equipment Notes

- 10 Temple Stones are needed per player.
- King Noah's Tax and Escape from Bondage are promotional Development Cards and thus may be omitted.

Player Pieces	
	Temple Stone

Development Card Manifest

Name	Qty	Replaces	Effect
Alma	1 each		Same as base game.
King Benjamin		Chapel	
Mosiah		Library	
Mulek		Marketplace	
Samuel the Lamanite		Palace	
Bountiful Harvest	2	University	
Escape from Bondage	1	Year of Plenty	Same as base game.
King Noah's Tax	1		Each player may take one resource. All opponents must give one resource.
Liahona	2		May only be played before the dice are rolled. Set the outcome of the dice.
Prosperity	2	Monopoly	Same as base game.
Road Building	2	Road Building	Same as base game.
Stripling Warrior	14	Knight	Same as base game.
Temple Building	2		Place two free Temple Stones.

Setup Notes

- In a 2-player game, each player begins with three settlements.

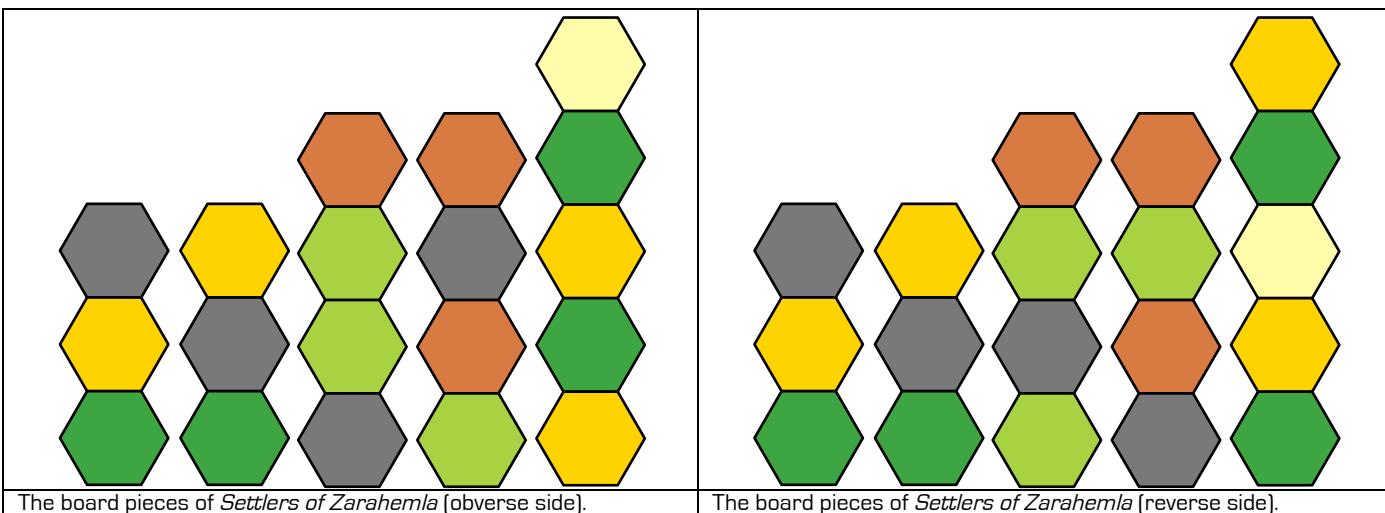
Additional Rules

- **The Temple:** The Temple is built with Temple Stones. The number of Temple Stones built by all players may not exceed 20.
- **Greatest Temple Contributor:** The player with the greatest number of built Temple Stones (at least 3) is named the Greatest Temple Contributor, worth 2 VP.

Additional Build Options	
	

Game End

Game is to 12 points.



Siedler von Kanaan

Siedler von Kanaan is a standalone game based on *Settlers of Canaan*, released in Germany by biblical game publisher Uljö. Like its inspiration, it is a biblical take on *Settlers of Catan*, and has many similar rules. Among the changes from *Settlers of Canaan* is the removal of the wall stone mechanic, replacing it with a more straightforward Hero Card mechanic.

Preparation Notes

- 19 Resource Cards are needed for grain, ore, and wool. 18 Resource Cards are needed for brick and lumber. Note that the base game has 19 of each resource.
 - 13 Hero Cards are needed for this scenario.

Action Card Manifest

Name	Qty	Type	Effect
Victory Point	5	Victory Point	Same as base game.
Hosts of War	14	Knight	Same as base game.
Development	8	Development	
Event	10	Event	Must be resolved when drawn.

Setup Notes

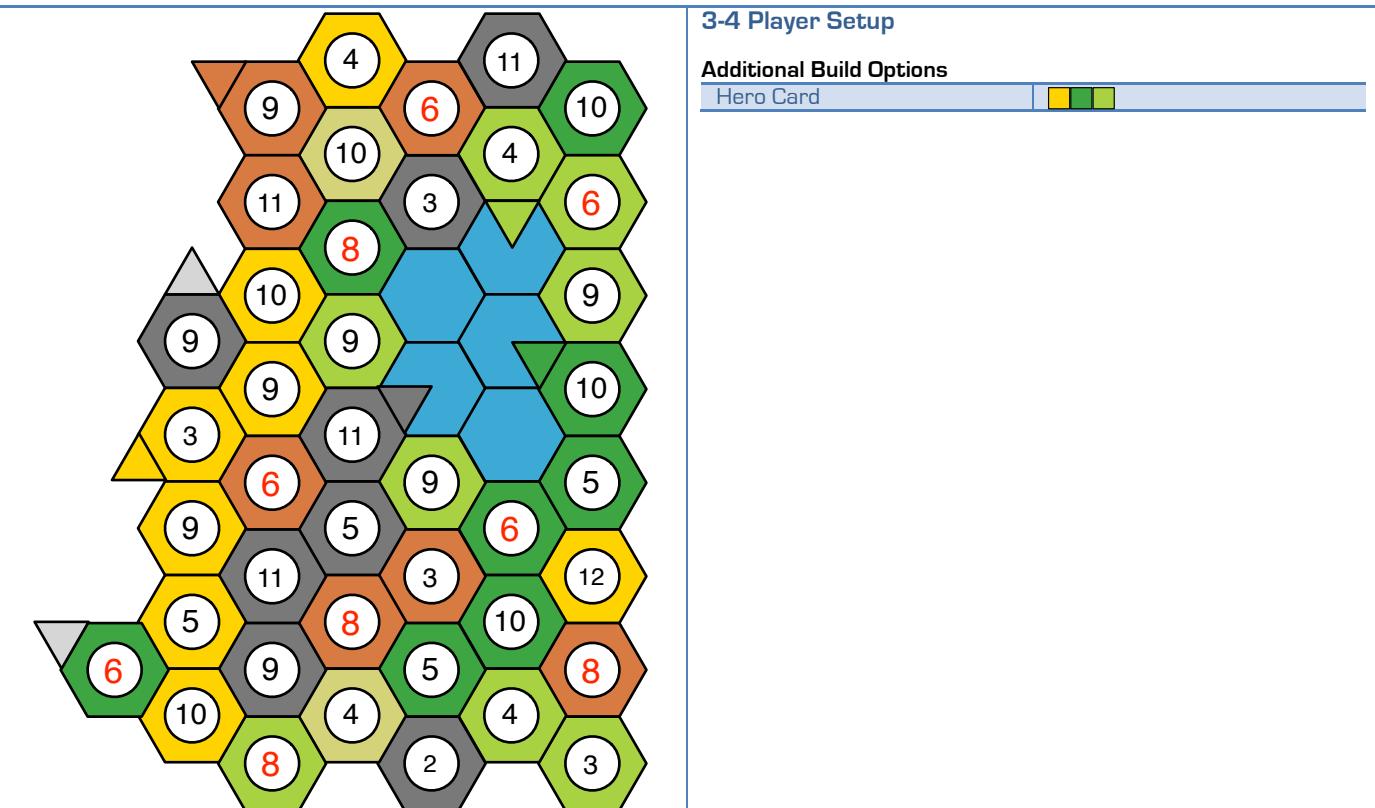
- Players may choose which settlement to obtain their initial resources from.

Additional Rules

- Players may also gain an Action Card by rolling doubles.
 - **God's Help:** A player with two Hero Cards may trade all resources at 3:1, and a player with three Hero Cards may trade all resources at 2:1. (1 God's Help card is provided for each player as a reference in *Die Siedler von Kanaan*, but is strictly unnecessary for gameplay.)
 - **The Most Heroes:** The player with the most Hero Cards (at least three) earns The Most Heroes, worth 2 VP.

Game End

Game is to 11 points.



The Second Islands

Not all base games are created equal. Case in point: whereas the German standard release of *Settlers* has used plastic pieces since 2003, plastic pieces have never been used in any English release. (However, Mayfair has endorsed pewter culturally-themed pieces for use instead of the wooden pieces that look like the plastic pieces...) This not only encompasses minutiae such as pieces, card design, and so on, but entire scenarios as well. In particular, alternate suggested scenarios were in place for additional players even before the extensions existed, and there were some semblance of *Seafarers* before *Seafarers* was released. All you needed for these was the base game (or several copies therein) to enjoy what is essentially a similar experience.

Tangentially related to this is the fact that re-themings of *Settlers* may have its own unique scenarios as well. *Settlers of Zarahemla* was, in essence, a re-theme of the base game with a new mechanic that made it a standalone scenario unto itself; *Rockman.EXE Catan* took this one further and created a completely separate game with no semblance to the *Settlers* base game, out of *Settlers* game pieces. If "The First Island" was the first taste of *Catan* for new players, these scenarios must surely be rightly called "The Second Islands", as they bring a different gameplay experience right inside the same box.

Islands of Catan

This scenario was included in the 2nd edition of the English language base game. The 5-6 player setup is known as "Big Islands of Catan".

Preparation Notes

- Lay out all of the hexes randomly. Then place the number tokens, ensuring that number tokens with the same number are not adjacent, and that ⑥ and ⑧ are not adjacent.
- Place the harbors randomly.

Card Changes

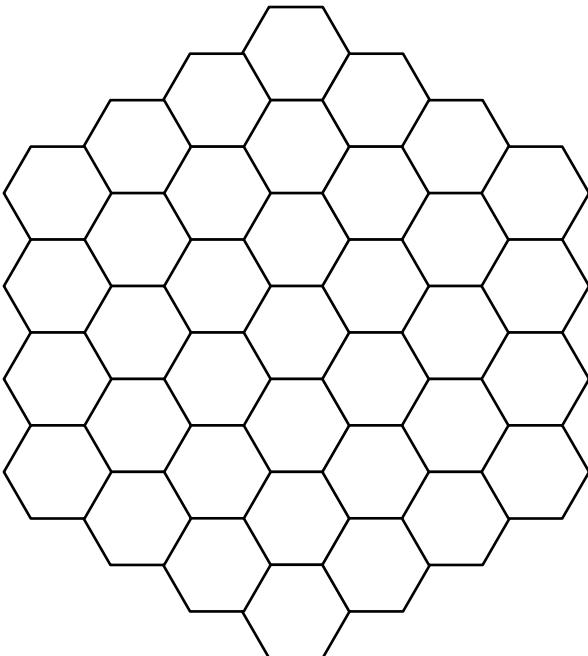
Name	Type	Effect
Road Building	Development	May be used to build a bridge.
Road Building	Progress - Science	May be used to build a bridge.

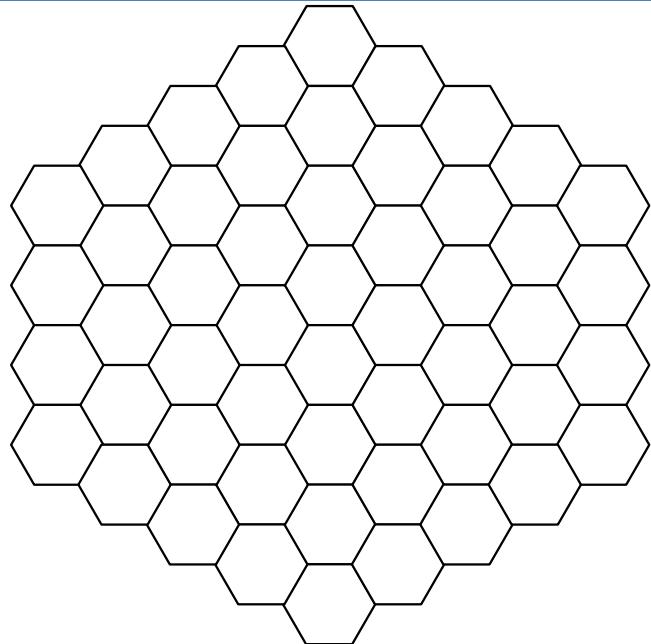
Additional Rules

- The Special Build Phase is not used in a 5-6 player game. Instead, the hand limit is raised to 10 cards.
- **Bridges:** Bridges, represented by roads, are used to cross ocean hexes. The distance rule is ignored for settlements on opposite ends of a bridge.

Game End

Game is to 10 points.

	<h3>3-4 Player Setup</h3> <p>Terrain</p> <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>3</td><td>4</td><td>5</td><td>3</td><td>4</td><td>1</td><td>18</td></tr></table> <p>Number Tokens</p> <table border="1"><tr><td>(2)</td><td>(3)</td><td>(4)</td><td>(5)</td><td>(6)</td><td>(8)</td><td>(9)</td><td>(10)</td><td>(11)</td><td>(12)</td></tr><tr><td>1</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>2</td><td>1</td></tr></table> <p>Harbors</p> <table border="1"><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>4</td></tr></table> <p>Additional Build Options</p> <table border="1"><tr><td>Bridge</td><td></td><td></td></tr></table>								3	4	5	3	4	1	18	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	1	2	2	2	2	2	2	2	2	1							1	1	1	1	1	4	Bridge		
3	4	5	3	4	1	18																																												
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)																																									
1	2	2	2	2	2	2	2	2	1																																									
1	1	1	1	1	4																																													
Bridge																																																		



5-6 Player Setup

Terrain

5	6	6	5	6	2	22

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	2	5

Additional Build Options

Bridge		
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Big Island

This scenario was one of two suggested setups for a 7-8 player game that was included with the 2nd edition of the English language base game.

Not Compatible with *Catan: Cities & Knights*

Preparation Notes

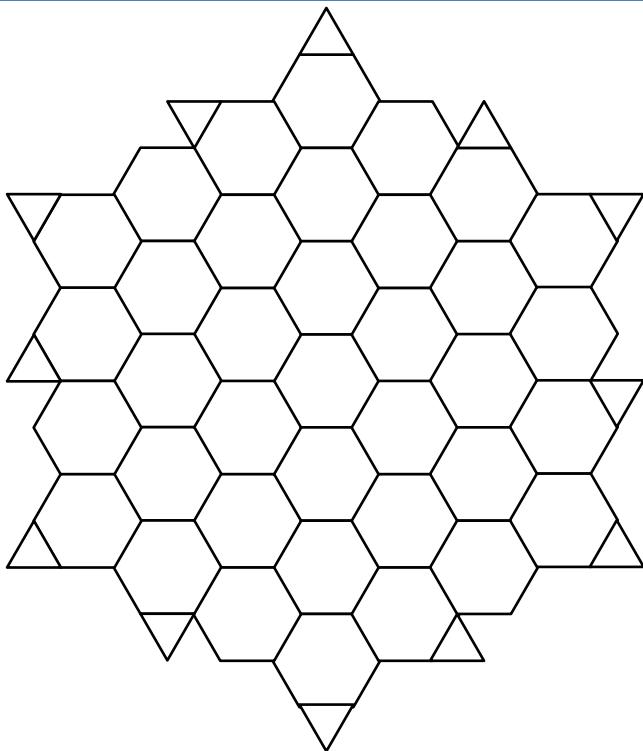
- Two sets of resource cards and two sets of Development Cards are combined and used for this scenario.
- Place the number tokens randomly, ensuring that ⑥ and ⑧ are not adjacent.

Additional Rules

- The Special Build Phase is not used in this scenario. Instead, the hand limit is raised to 13 cards.

Game End

Game is to 10 points.



7-8 Player Setup

Terrain

6	8	8	6	8	1

Number Tokens

2	4	4	4	4	8	4	4	4	2

Harbors

1	1	1	1	2	6

Peanut Island

Not Compatible with *Catan: Cities & Knights*

This scenario was the second of two suggested 7-8 player setups included with the 2nd edition of the English language base game.

Preparation Notes

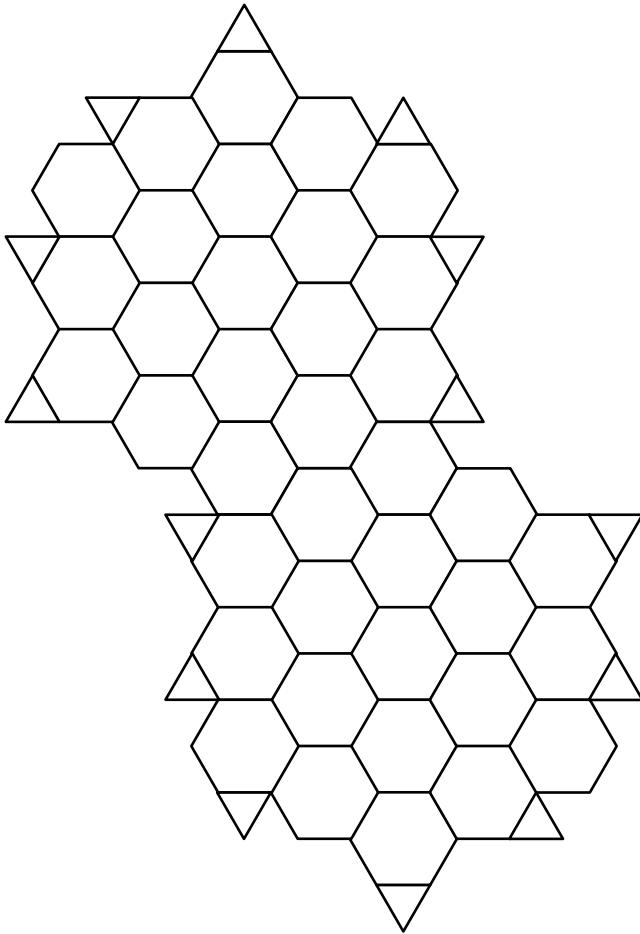
- The setup area is divided into two halves, each landmass the size and shape of the 3-4 player base game. Place the number tokens as per the base game on each of the two halves, ensuring that ⑥ and ⑧ from different halves are not adjacent.

Additional Rules

- The Special Build Phase is absent in this scenario. Instead, the hand limit is raised to 13 cards.

Game End

Game is to 10 points.



7-8 Player Setup

Terrain

	⑥	⑦	⑨	⑩	⑪	⑫
Upper Half	3	4	4	3	4	1
Lower Half	3	4	4	3	4	1

Number Tokens

	②	③	④	⑤	⑥	⑧	⑨	⑩	⑪	⑫
Upper Half	1	2	2	2	2	2	2	2	2	1
Lower Half	1	2	2	2	2	2	2	2	2	1

Harbors

	①	②	③	④	⑤	⑥
	2	2	2	2	2	4

NetBattle

Not Compatible with *Catan: Cities & Knights*

In *Rockman.EXE Catan Standard*, each of the four players takes on the role of one of *Mega Man Battle Network*'s human protagonists, while their game pieces represent their corresponding NetNavi (computer AI) counterparts. A common activity in the *Mega Man Battle Network* series is for characters' NetNavis to battle each other for fun in NetBattles. In a sense, this standalone game with *Settlers* parts can be thought of as an abstraction of sorts of the NetBattle process (though it is to note that this is not particularly faithful to the *Mega Man Battle Network* series in that regard either).

Preparation Notes

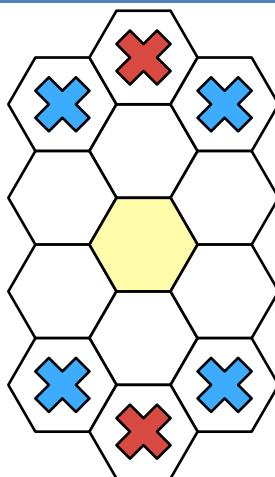
- Each player places a NetNavi (settlement) in the middle of the hexes marked with on their own side of the board, and a SP-Navi (city) in the middle of the hexes marked with on their own side of the board.
- Randomly set up the remainder of the hexes. Note that six hexes will not be used in this scenario.
- The number tokens are not used in this scenario.

Additional Rules

- **Navi Movement:** Each turn, players may move one piece in any forward direction.
- **Resources:** At the end of each turn, the player on move collects resources corresponding to the resource hexes each of their game pieces is on. Players may only keep seven resource cards in their hand, and must immediately discard cards if they, at any point, has more than seven cards.
- **Combat:** If a player moves a piece to a hex occupied by an opposing piece, combat occurs. Players each roll one die, with the player with the lower roll removing their piece from the board. If the outcome is tied, both pieces are removed.
- **Combat Bonuses:** Players may pay for bonuses to their combat die rolls using resources; if both players commit resources, the attacker must commit their resources before the defender. An SP-Navi, in addition, will also receive a +1 bonus to all combat dice rolls.
- **Revival:** A player may, instead of moving a piece on the board, revive a lost piece by placing it on the desert hex or on the on their side of the board.

Game End

The game ends if a player's SP-Navi is defeated. The player defeating their opponent's SP-Navi is the winner, unless their own SP-Navi is also lost as a result of a drawn combat, in which case the game ends in a draw.



2 Player Setup

Terrain

3	4	4	3	4	1

Additional Build Options

Navi +1 Bonus	
Navi +2 Bonus	
Navi +3 Bonus	
Discard 2 Opposing Cards	

Seafarers Scenarios

Catan: Seafarers (originally titled *The Seafarers of Catan*) was the first full expansion to the base game. It introduced ships, or “roads on water”, and the very concept of the scenario. While the base game was one island in a predictable shape, with *Seafarers* players truly had freedom to build new and imaginative game boards. Of course, ships were not the only feature the expansion had to offer: there was also the Pirate – the Robber of the Sea.

Even though the Pirate figure in the 4th edition is still a diminutive little ship the size of the player’s ships (which has been criticized for not being menacing and not standing out), German sets started using the *Cities & Knights* barbarian ship for the Pirate in 2001 (to address these criticisms) before getting a dedicated figure of Robbers on a life raft during its move to plastic pieces (the English editions remain the only major language release that do not use plastic pieces, citing nostalgia as its reason for keeping the older wooden ones).

Because of its age, the scenarios of *Seafarers* also form the longest part of this guide. No other scenario can lay claim to having 19 distinct setups with minor rule variations due to the evolution of the game, and indeed the scenarios of *Seafarers* is a large influence on many of the other scenarios both official and fan-made. As a “game system” (inasmuch as saying that *Axis & Allies* is a “game system” as opposed to true game systems such as *Looney Pyramids*), *Seafarers* is said to be a *de facto* requirement. It’s said that while *Cities & Knights* (and to a lesser extent, *Traders & Barbarians*) adds depth to the game, *Seafarers* adds truly infinite replayability to the world of *Catan*.

The scenarios in this section are arranged in the order presented in the *Seafarers* manual. “Greater Catan”, which was once part of this manual, is part of the *Schätze, Drachen & Entdecker* section due to its more recent appearance there.

Heading for New Shores

(Zu neuen Ufern)

This scenario was titled "New Shores" in the 3rd Edition.

Preparation Notes

- Set up the white hexes according to the rules of the base game. This island is known as the Main Island.
- Variable Setup:** Rearranging the numbers and terrain types of the outlying islands is permissible, but not the shape of the islands themselves.

Setup Notes

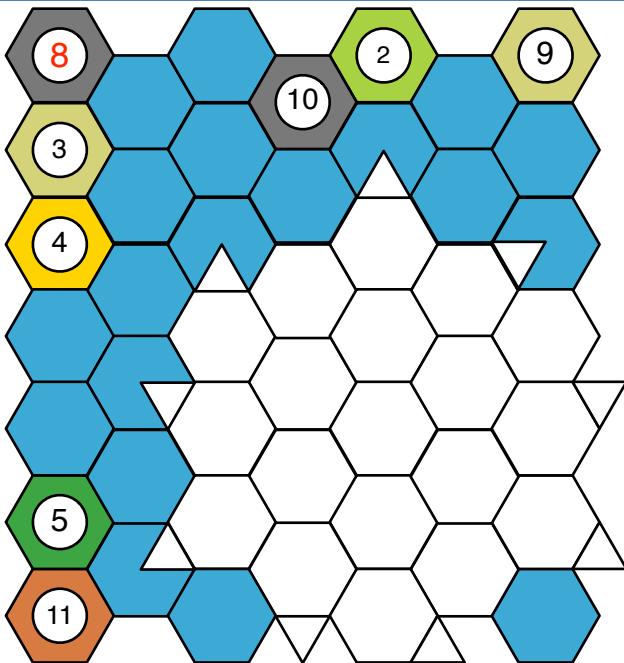
- Players may only place their initial settlements on the Main Island.

Additional Rules

- The first settlement a player builds on an outlying island is worth 1 additional VP (2 additional VP with 2008 revision).

Game End

Game is to 13 points, 14 points with 2008 revision.



3-4 Player Setup (1997)

Terrain

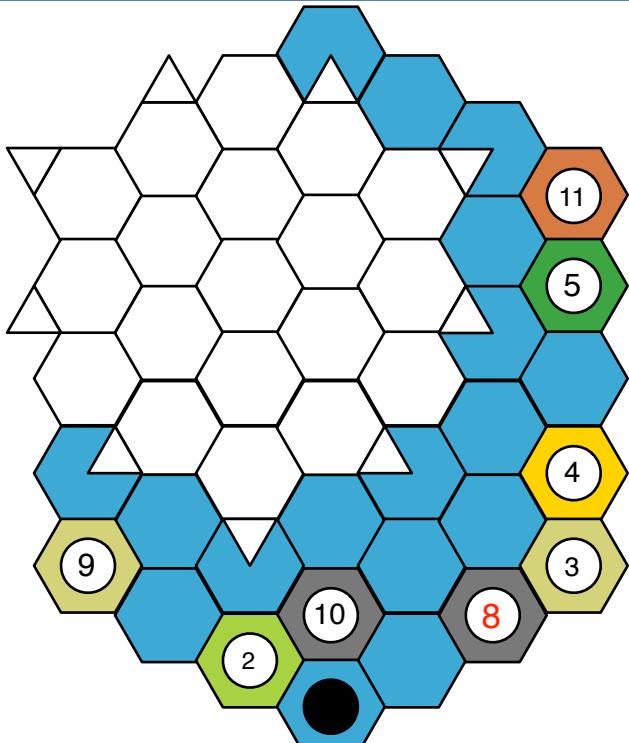
	Desert	Forest	Mountain	Plains	River	Steppe	Woods	Barren	Oasis	Coast	Sea
Main Island	3	4	4	3	4	1	0	0	0	0	0
Outlying Areas	1	1	1	2	1	0	19	2	1	1	0

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	2	2	2	2	2	2	2	2	1
Outlying Areas	1	1	1	1	0	1	1	1	1	0

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Grey
1	1	1	1	1	4



3-4 Player Setup (2003)

Terrain

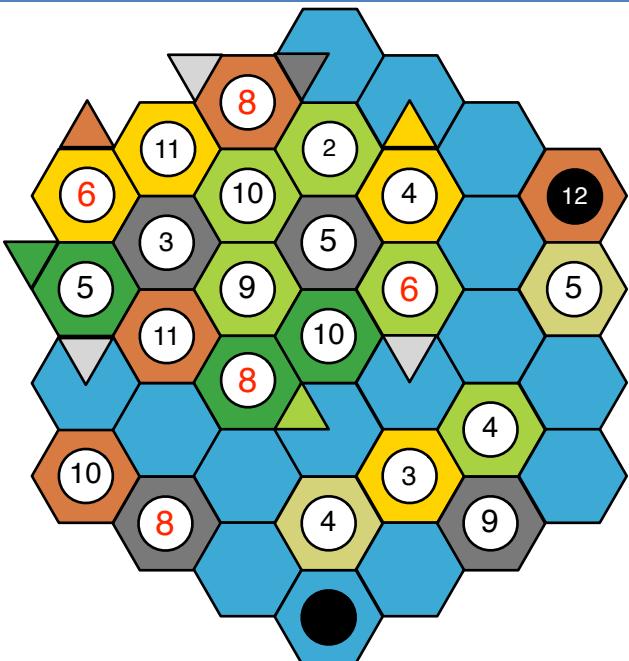
Main Island	3	4	4	3	4	1	0	0
Outlying Areas	1	1	1	2	1	0	15	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	2	1
Outlying Areas	1	1	1	1	0	1	1	1	1	0

HARBORS

1	1	1	1	1	4



3 Player Setup (2008)

Terrain

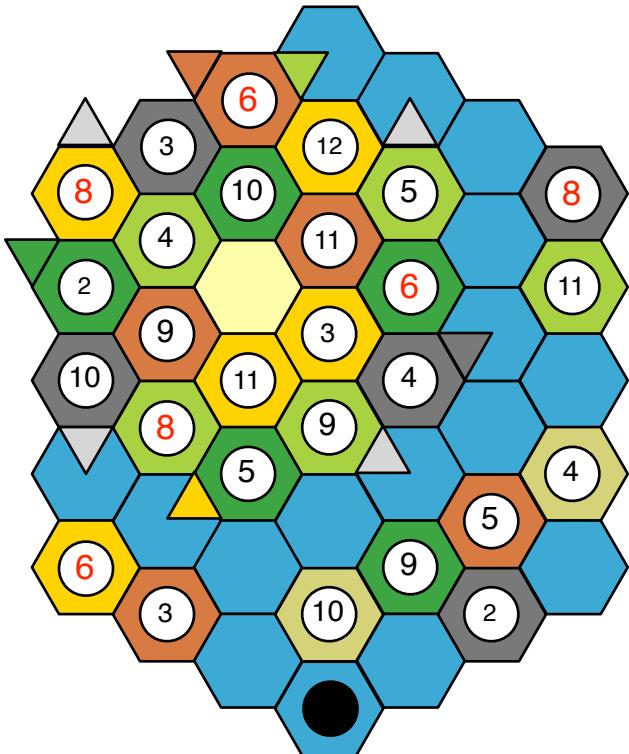
Main Island	2	3	3	2	4	0	0	0
Outlying Areas	2	1	0	2	1	0	13	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	1	2	2	2	1	2	2	0
Outlying Areas	0	1	2	1	0	1	1	1	0	1

HARBORS

1	1	1	1	1	3

**4 Player Setup (2008)****Terrain**

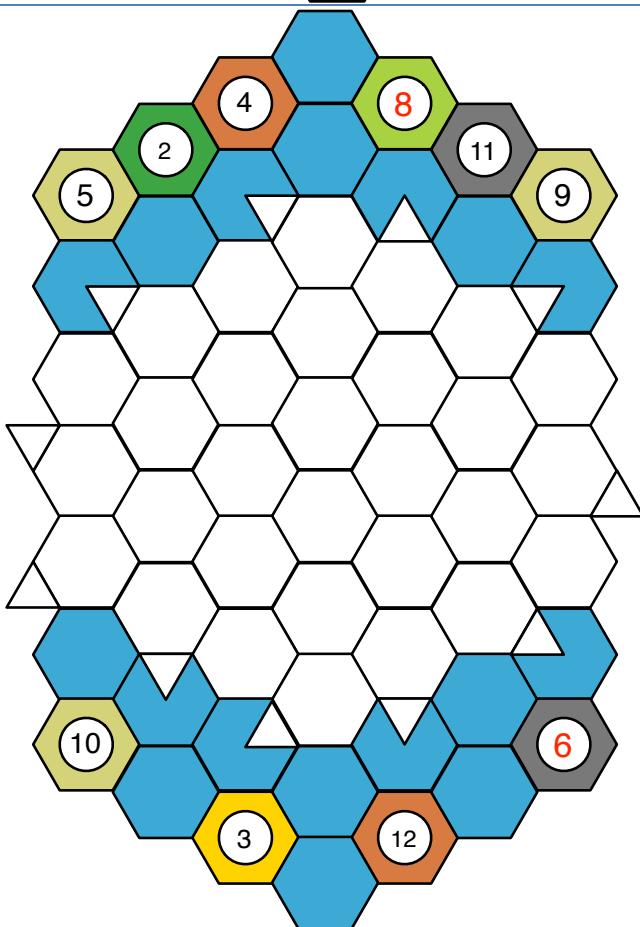
	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	3	4	4	3	4	1	0	0				
Outlying Areas	2	1	1	2	1	0	14	2				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	1
Outlying Areas	1	1	1	1	1	1	1	1	0

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4

**5-6 Player Setup****Terrain**

	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	5	6	6	5	6	2	0	0				
Outlying Areas	2	1	1	2	1	0	16	3				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	2	3	3	3	3	3	3	3	2
Outlying Areas	1	1	1	1	1	1	1	1	1

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	2	5

The Four Islands

(Die vier Inseln)

Setups for larger numbers of players with larger numbers of islands are often titled by the number of actual islands on the setup, such as "The Six Islands" for a 6-player setup.

Preparation Notes

- If playing with "The Fishermen of Catan", place the ④ and ⑧ fishing grounds on one of the smaller islands, and the ⑥ and ⑩ on the other smaller island. Place the ⑤ fishing ground on one of the larger islands, and the ⑨ fishing ground on another of the larger islands.
- Variable Setup:** The land hexes and number tokens may be freely arranged, but care should be taken to ensure that forests and pastures are not all assigned poor number tokens.

Setup Notes

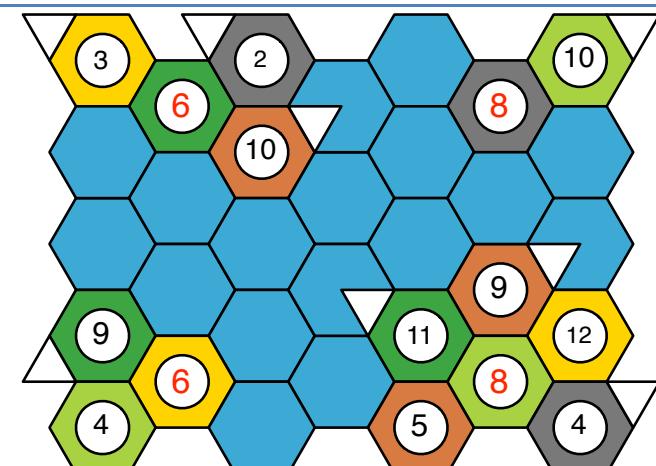
- The islands for which the initial settlements are placed for a player are known as their Home Islands. A player may have one or two of them.
- If playing by 3rd Edition rules, a coastal settlement must have a ship placed instead of a road, unless the settlement is facing the edge of the game board.
- If playing with "The Fishermen of Catan", each player begins the game with 2 1-Fish Tokens, 2 2-Fish Tokens, and 1 3-Fish Token.
- The Pirate begins the game off of the board if not present in the setup charts.

Additional Rules

- The first settlement for a player on an island other than their Home Islands is worth 1 additional VP (2 additional VP with 2008 revision). The first settlement for a player on each additional island is worth 2 additional VP. Additional settlements on settled islands are not worth extra VP.

Game End

Game is to 12 points, 13 points with 2008 revision, and 14 points with "The Caravans".



3 Player Setup (1997)

Terrain

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
3	3	3	3	3	3	0	17	0			

Number Tokens

②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	2	1	2	2	2	2	2	1	1

Harbors

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	1	1	1	1	1	1	1	1	1	3



4 Player Setup (1997)

Terrain

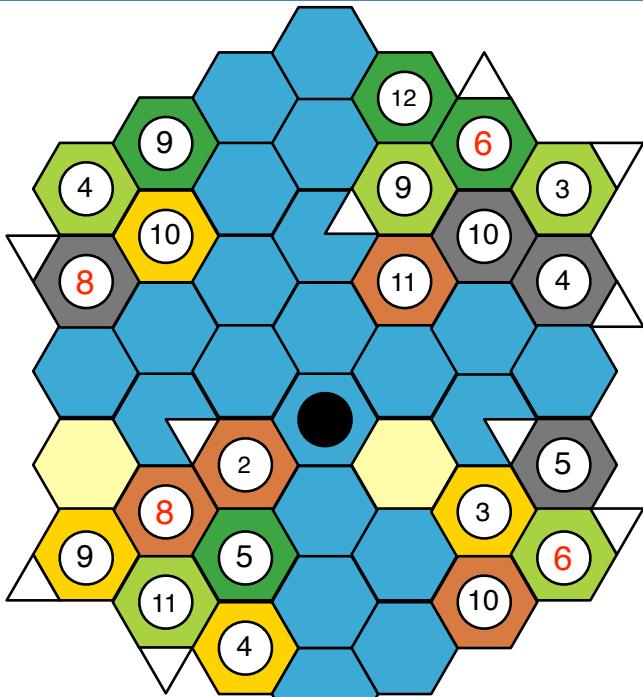
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
4	4	4	4	4	5	0	18	0			

Number Tokens

②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	2	3	2	2	2	2	3	3	2	1

Harbors

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	1	1	1	1	1	1	1	1	1	4



3-4 Player Setup (2003)

Terrain

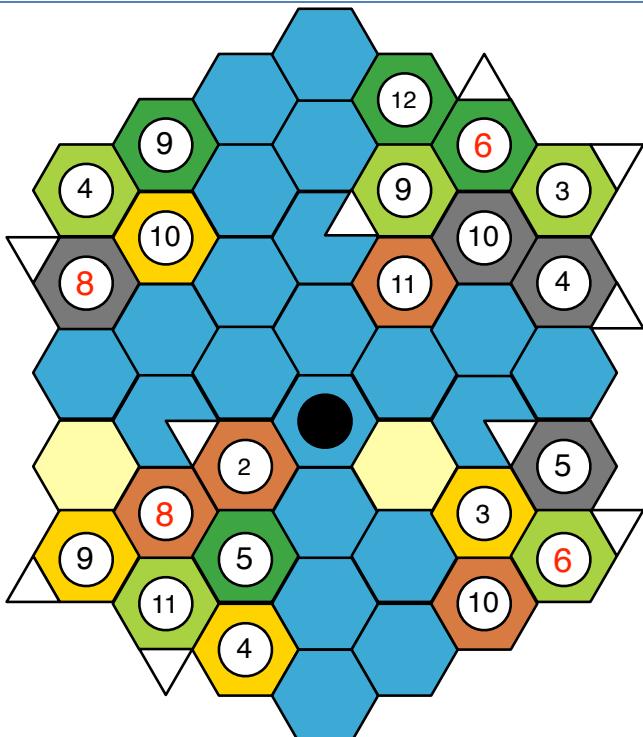
4	4	4	4	5	2	19	0	

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	2	2	2	3	3	2	1

Harbors

1	1	1	1	1	5



3-4 Player Setup with "The Fishermen of Catan"

Terrain

4	4	4	4	5	2	19	0	

Number Tokens

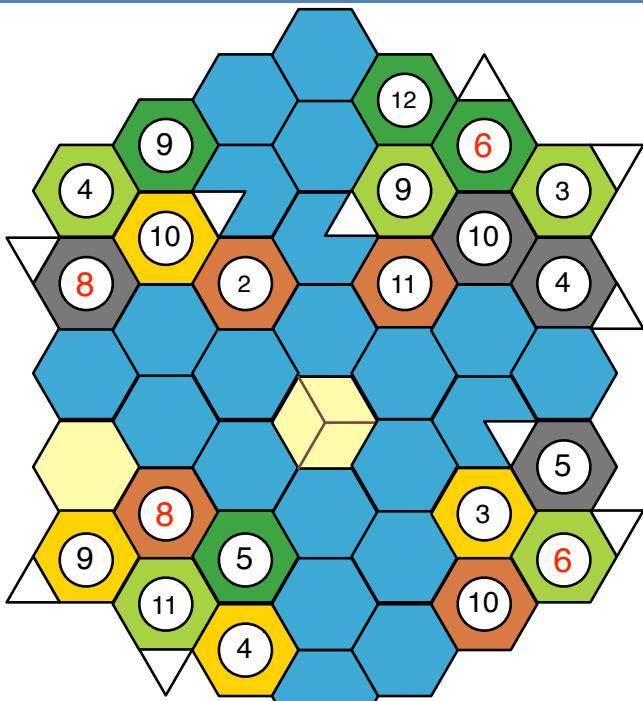
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	2	2	2	3	3	2	1

Harbors

1	1	1	1	1	5

Additional Build Options

Development Card	6
Progress Card	7
Remove Pirate	2
Remove Robber	2
Road	5
Ship	5
Steal Resource	3
Take Resource	4



3-4 Player Setup with "The Caravans"

Terrain

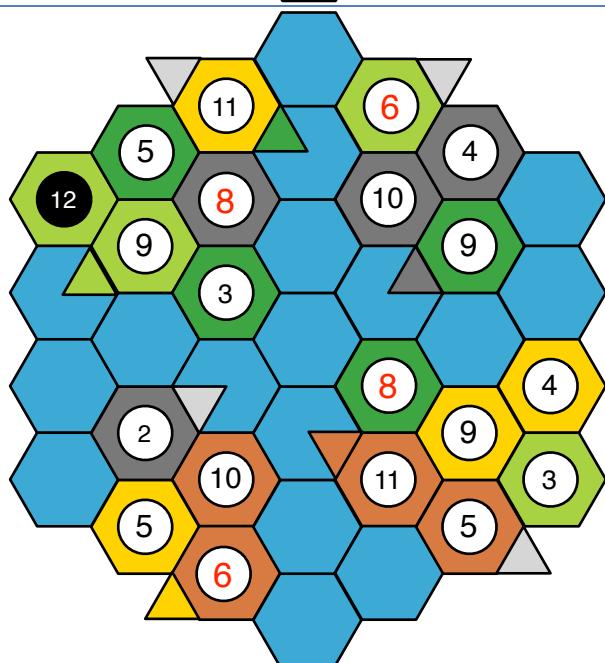
4	4	4	4	5	1	19	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	2	2	2	3	3	2	1

Harbors

1	1	1	1	1	5



3 Player Setup (2008)

Terrain

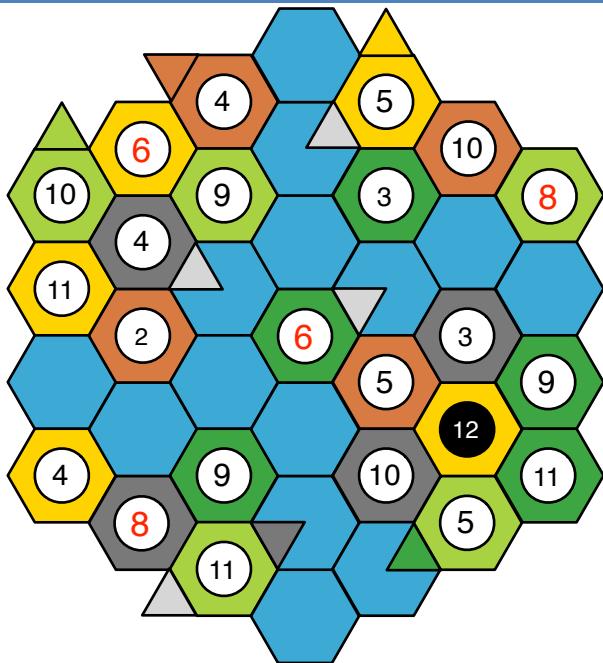
4	4	4	4	4	0	15	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	3	2	2	3	2	2	1

Harbors

1	1	1	1	1	4



4 Player Setup (2008)

Terrain

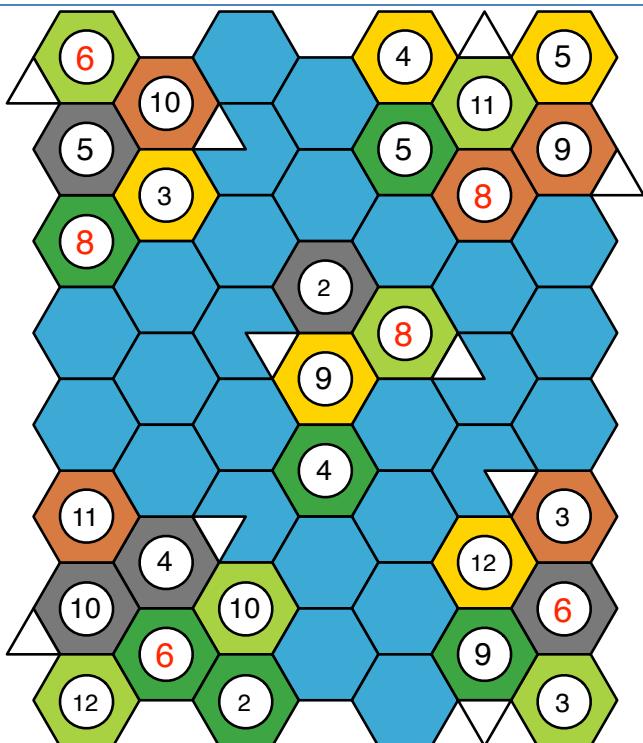
4	5	5	4	5	0	12	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	2	2	3	3	3	1

Harbors

1	1	1	1	1	4



5 Player Setup (1997)

Terrain

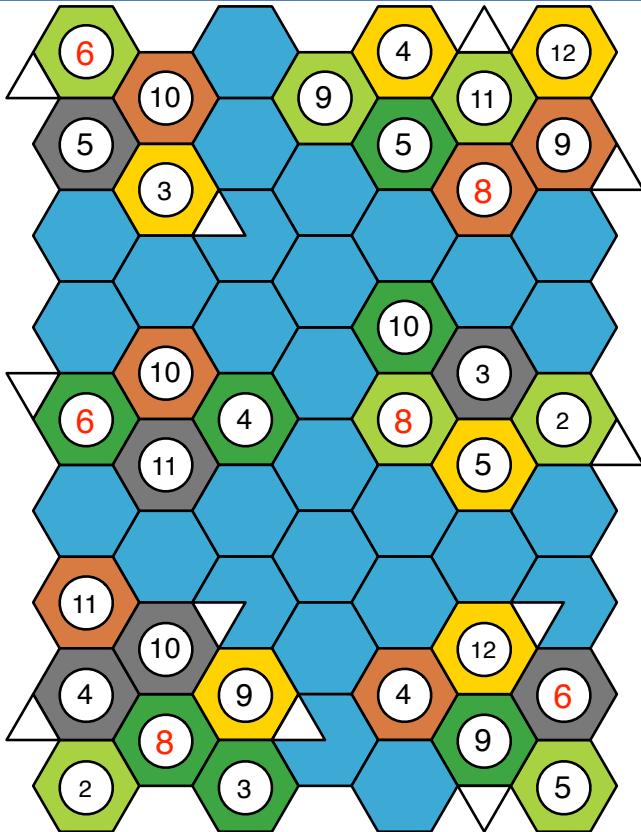
5	5	6	5	6	0	26	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	2	2

Harbors

1	1	1	1	1	5

**6 Player Setup (1997)****Terrain**

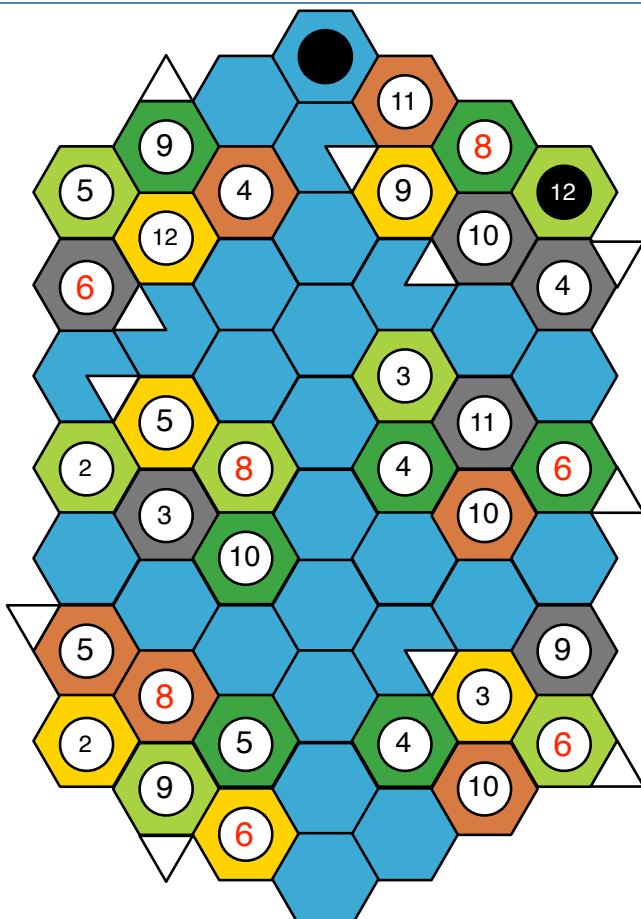
6	6	7	6	7	0	28	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	4	3	3	4	4	3	2

Harbors

1	1	1	1	1	6

**5-6 Player Setup (2003)****Terrain**

6	6	7	6	7	0	24	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	4	4	3	4	4	2	2

Harbors

1	1	1	1	2	5

The Fog Island

(Die Nebelinseln)

This scenario was titled "Oceans" in the 3rd Edition, and a revised version was released in the 2008 German revision under the name "Oceania", which can also be played in the *Catan: Cities & Knights* computer game along with the 4th Edition version.

Preparation Notes

- If playing with "The Fishermen of Catan", randomly place the fishing grounds on the main island.
- **Variable Setup:** The land hexes and number tokens therein on the large island may be altered.

Setup Notes

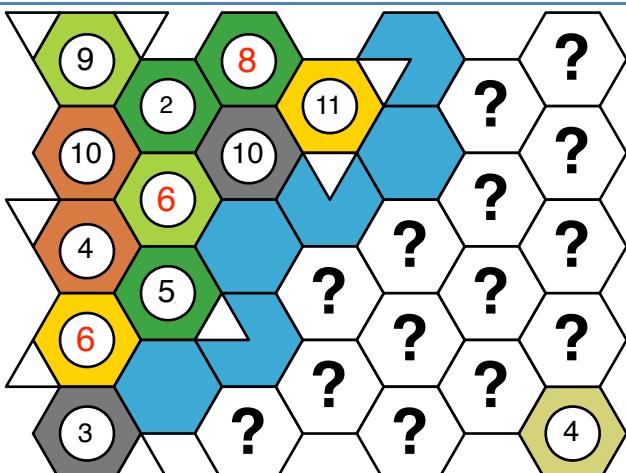
- Players may only place their initial settlements on the large island.
- The Robber begins the game off of the board if not present in the setup charts, except if playing with "The Rivers", where it begins on any swampland hex.

Additional Rules

- **Discovery:** If a ship or road borders an unexplored area, discovery occurs. Draw the top hex from the reserve and place it in the empty space. If it is a land hex producing resources, a number token is also taken from the reserve, and one resource of the type produced by the hex is given as a reward for discovery. If playing with "The Fishermen of Catan", a fish token is taken as a reward for discovering the lake hex.
- If playing with "The Rivers", gold fields do not produce gold pieces.
- If playing with "Barbarian Attack", barbarians are never placed on land outside of the main island. Similarly, knights may not travel off of the main island.

Game End

Game is to 12 points.



3 Player Setup (1997)

Terrain

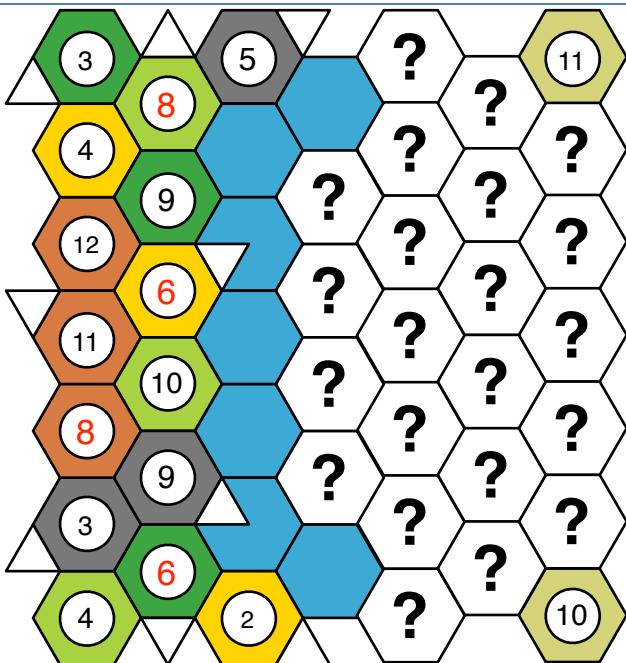
	○	○	○	○	○	○	○	○	○	○	○
Main Island	2	2	3	2	2	0	6	1			
Reserve	1	1	1	2	1	0	8	0			

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	1	1	2	1	2	1	1	2	1	0	
Reserve	0	1	0	1	0	1	1	0	1	1	

Harbors

△	▽	▽	▽	▽	▽	▽	▽
1	1	1	1	1	1	1	3



4 Player Setup (1997)

Terrain

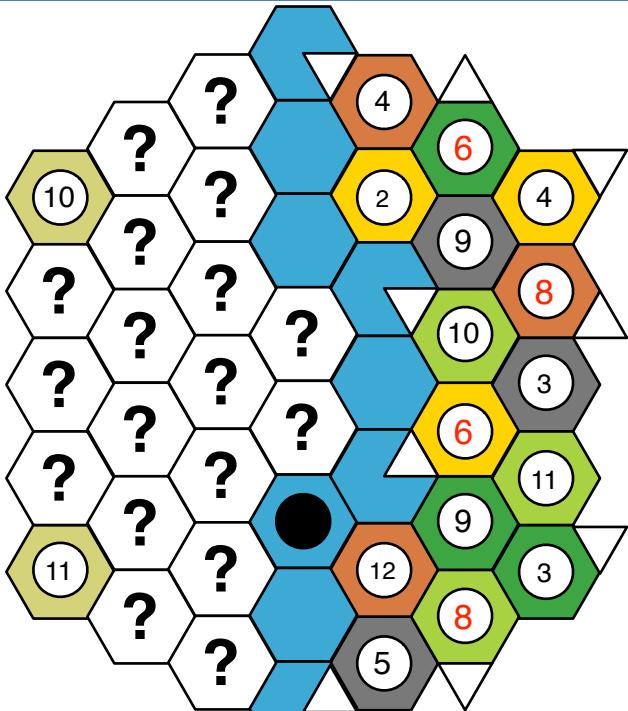
	○	○	○	○	○	○	○	○	○	○	○
Main Island	3	3	3	3	3	3	0	7	2		
Reserve	1	2	1	1	2	1	2	1	14	0	

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	1	2	2	1	2	2	2	2	2	1	
Reserve	0	1	1	2	1	0	1	1	0	0	

Harbors

△	▽	▽	▽	▽	▽	▽	▽
1	1	1	1	1	1	1	4



3-4 Player Setup (2003)

Terrain

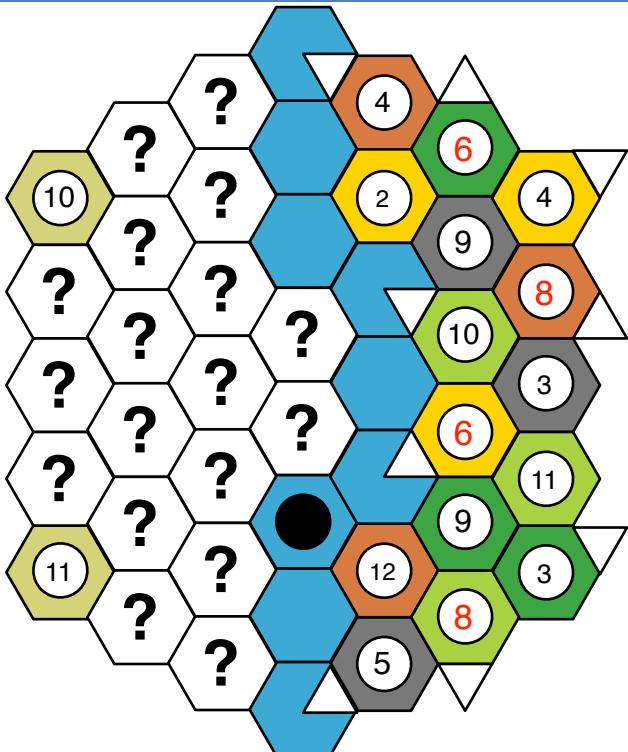
	Hex 1	Hex 2	Hex 3	Hex 4	Hex 5	Hex 6	Hex 7	Hex 8	Hex 9	Hex 10	Hex 11	Hex 12
Main Island	3	3	3	3	3	3	0	7	2			
Reserve	1	1	2	2	2	2	1	9	0			

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	1	2	2	2	2	1
Reserve	0	1	1	2	1	1	1	1	0

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4



3-4 Player Setup with "The Fishermen of Catan"

Terrain

	Hex 1	Hex 2	Hex 3	Hex 4	Hex 5	Hex 6	Hex 7	Hex 8	Hex 9	Hex 10	Hex 11	Hex 12
Main Island	3	3	3	3	3	3	0	7	2			
Reserve	1	1	2	2	2	2	1	9	0			

Number Tokens

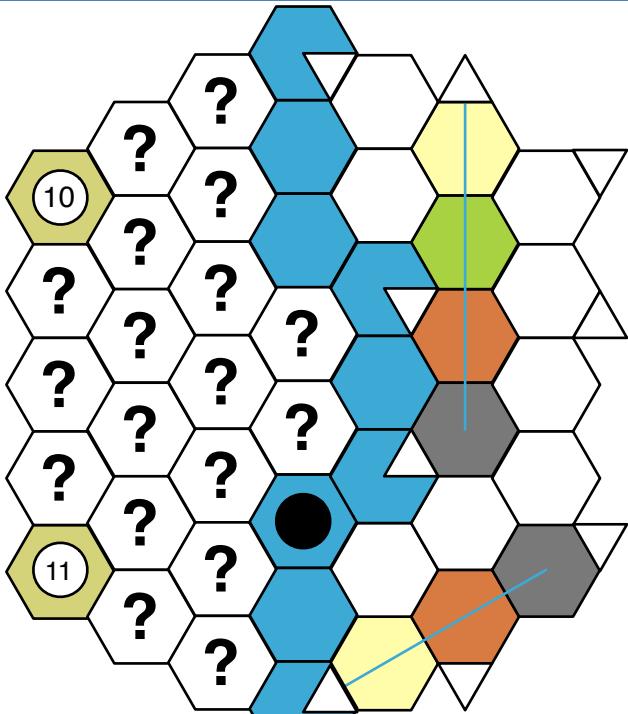
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	1	2	2	2	2	1
Reserve	0	1	1	2	1	1	1	1	0

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4

Additional Build Options

Development Card	6
Progress Card	7
Remove Pirate	2
Remove Robber	2
Road	5
Ship	5
Steal Resource	3
Take Resource	4



3-4 Player Setup with "The Rivers"

Terrain

	●	○	●	○	●	○	●	○	●	○	●	○	●	○
Main Island	1	2	3	0	2	0	7	2	1	1	1	0	1	1
Reserve	1	1	2	2	2	1	9	0	0	0	0	0	0	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	1	2	2	2	2	1
Reserve	0	1	1	2	1	1	1	1	0

Harbors

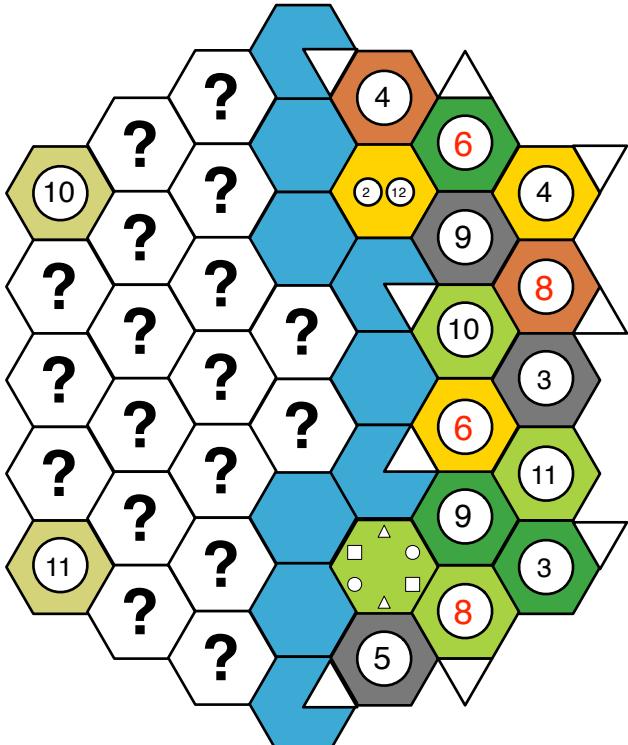
●	○	●	○	●	○	●	○
1	1	1	1	1	1	1	4

Additional Build Options

Bridge	●	●
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Preparation Notes

- Set up the terrain hexes and number tokens (except the (2) and (12)) randomly. The least favorable mountain hex receives one of these two number tokens, while the least favorable field hex receives the other number token (if there is a tie, pick one at random).



3-4 Player Setup with "Barbarian Attack"

Terrain

●	○	●	○	●	○	●	○	●	○
Main Island	2	3	3	3	3	3	0	7	2
Reserve	1	1	2	2	2	1	9	0	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	1	2	2	2	2	1
Reserve	0	1	1	2	1	1	1	0	0

Harbors

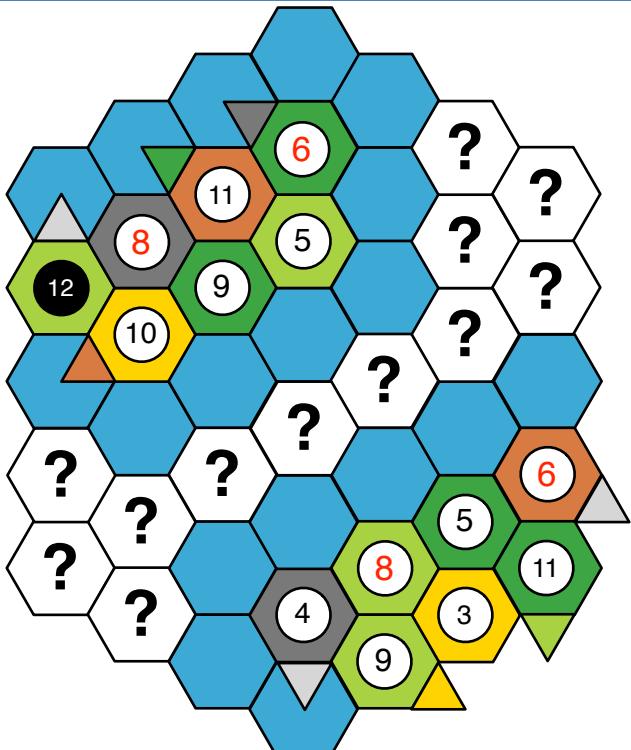
●	○	●	○	●	○	●	○
1	1	1	1	1	1	1	4

Player Pieces

●	●	—	↓	●	●	●	●	●
5	4	15	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement	■
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3 Player Setup (2008)

Terrain

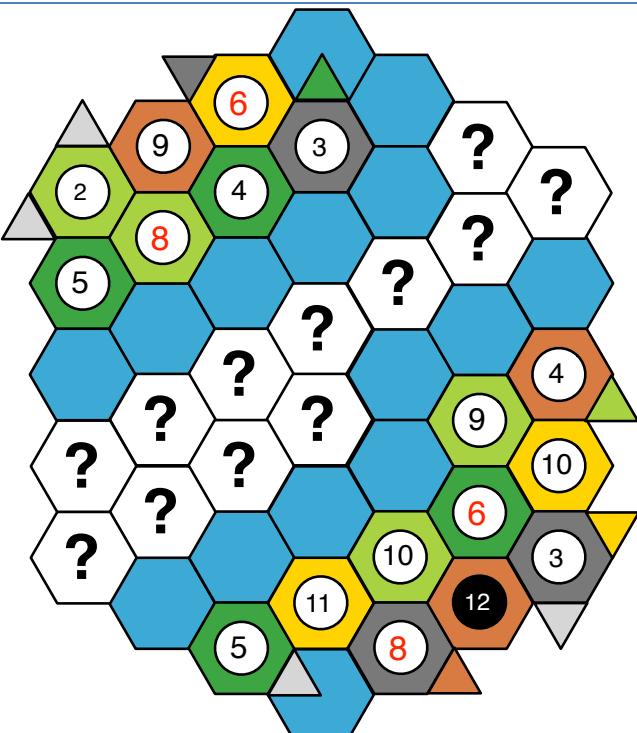
	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	2	2	4	2	4	0	16	0				
Reserve	2	2	1	2	1	0	2	2				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	0	1	1	2	2	2	2	1	2	1
Reserve	0	2	1	1	1	1	1	1	1	1

Harbors

1	1	1	1	1	1	3
---	---	---	---	---	---	---



4 Player Setup (2008)

Terrain

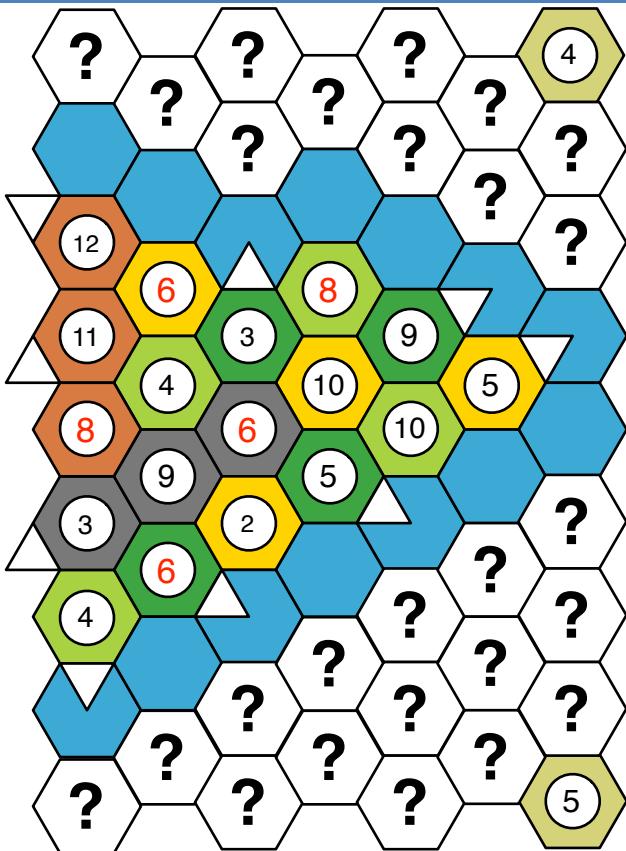
	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	3	3	4	3	4	0	13	0				
Reserve	2	2	1	2	1	0	2	2				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	1	2	2	2	2	2	2	2	1	1
Reserve	0	2	1	1	1	1	1	1	2	1

Harbors

1	1	1	1	1	1	4
---	---	---	---	---	---	---

**5 Player Setup (1997)****Terrain**

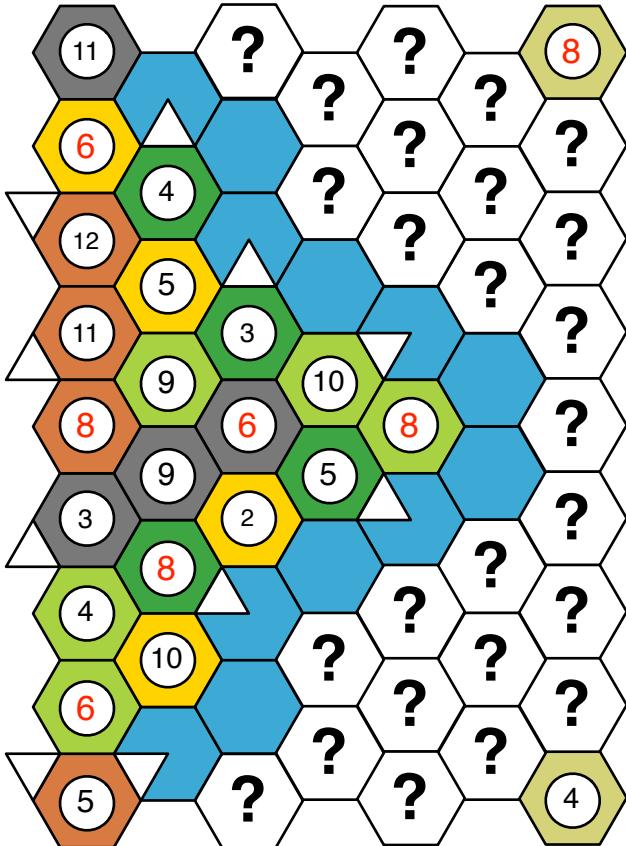
	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	3	4	4	3	4	0	14	2				
Reserve	2	2	3	2	2	0	15	0				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	3	3	3	2	2	1	1
Reserve	0	1	1	2	0	1	2	2	0

Harbors

1	1	1	1	1	4

**6 Player Setup (1997)****Terrain**

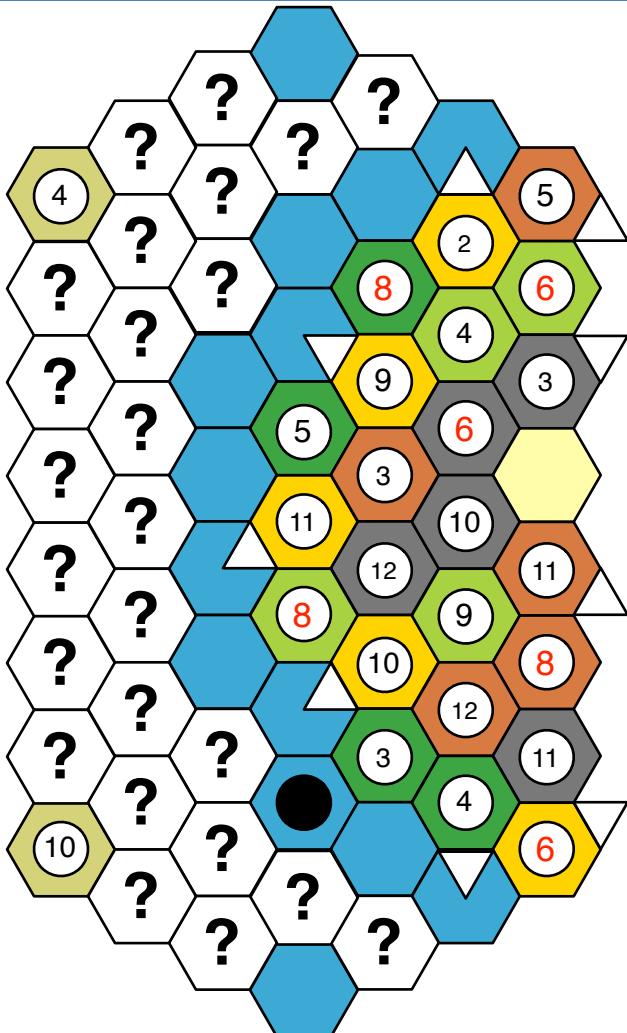
	1	2	3	4	5	6	7	8	9	10	11	12
Main Island	4	4	4	4	5	0	12	2				
Reserve	2	2	3	2	2	0	14	0				

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	3	3	3	4	2	2	1
Reserve	0	1	1	2	1	0	2	2	1

Harbors

1	1	1	1	1	5



5-6 Player Setup (2003)

Terrain

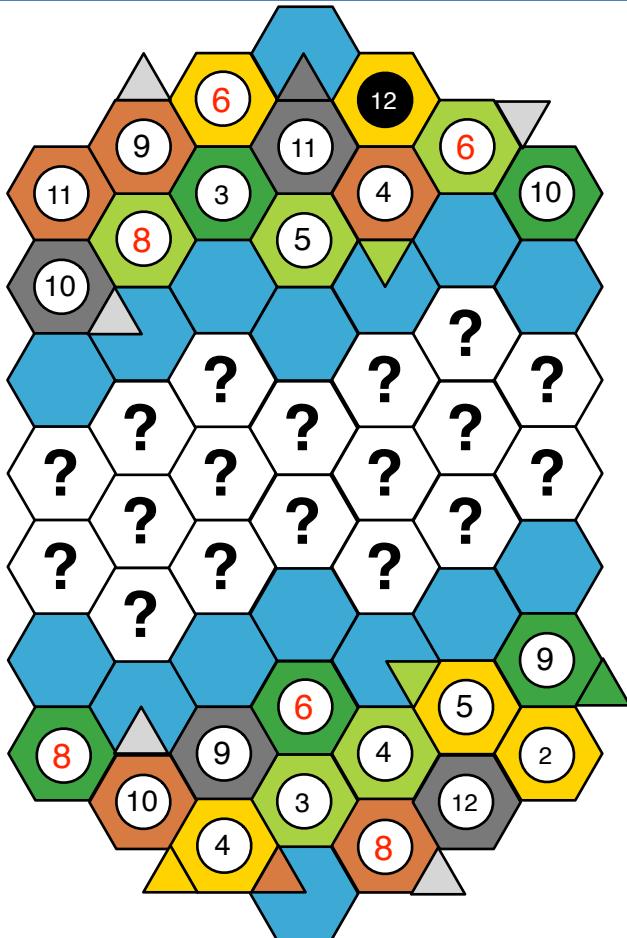
Main Island	5	5	4	5	4	1	12	2
Reserve	2	2	3	2	3	0	12	1

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	3	3	2	3	3	2	3	3	2
Reserve	2	1	1	2	1	1	2	1	1	1

Harbors

1	1	1	1	1	4



5-6 Player Setup (2008)

Terrain

Main Island	5	5	5	4	5	0	14	0
Reserve	2	2	2	3	2	1	3	3

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	3	2	3	3	3	3	2	2
Reserve	2	2	1	2	1	1	1	1	2	1

Harbors

1	1	1	1	2	5

Through the Desert

(Durch die Wüste)

This scenario was titled "Into the Desert" in the 3rd Edition.

Preparation Notes

- The large island is divided into the mainland and the small land strip(s) by the desert hexes.
- If playing with "The Fishermen of Catan", randomly place the fishing grounds.
- Variable Setup:** Terrain hexes and number tokens on the mainland may be freely rearranged. All terrain outside the mainland as well as the number tokens therein may also be freely rearranged, with the restriction that the gold field hexes should not receive a ⑥ or ⑧.

Setup Notes

- Players must set up their initial settlements on the mainland.
- The Robber begins the game on any desert hex.
- If playing with "Traders & Barbarians", the barbarians begin the game off of the board.

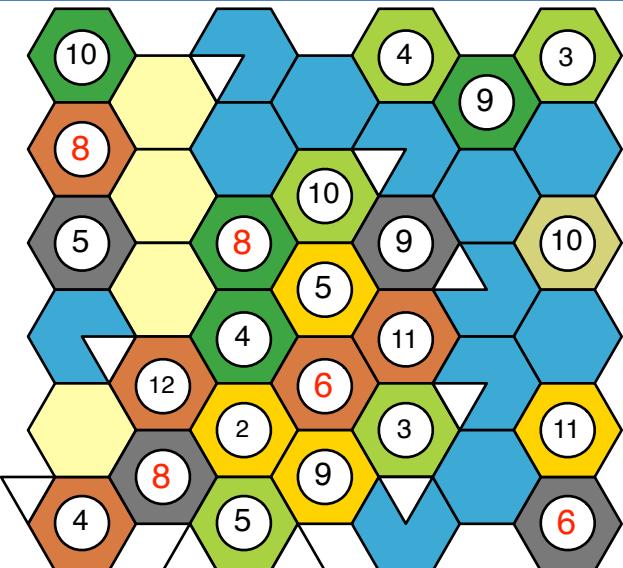
Additional Rules

- The first settlement a player builds outside the mainland (either in the small land strips or the outlying islands) is worth 1 extra VP, 2 extra VP with 2008 rules.
- If playing with "The Rivers", gold fields do not produce gold pieces.
- If playing with "Barbarian Attack", barbarians are never placed on land outside of the mainland. Similarly, knights may not travel off of the mainland.
- If playing with "Traders & Barbarians", wagons move across water the same as on land.

Game End

Game is to 12 points, 14 points with 2008 rules.

3 Player Setup (1997)											
Terrain											
⑨	⑩	⑪	⑫	⑬	⑭	⑮	⑯	⑰	⑱	⑲	⑳
5	4	4	4	4	5	4	12	1			
Number Tokens											
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	2	3	3	3	2	3	3	3	3	2	1
Harbors											
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	1	1	1	1	1	1	1	1	4	



4 Player Setup (1997)

Terrain

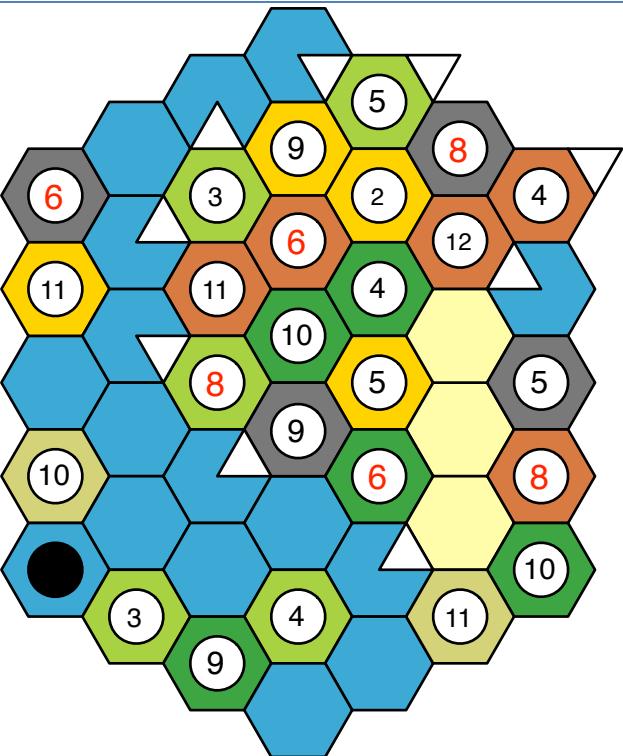
5	5	5	4	5	4	16	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4



3-4 Player Setup (2003)

Terrain

5	4	5	4	5	3	14	2

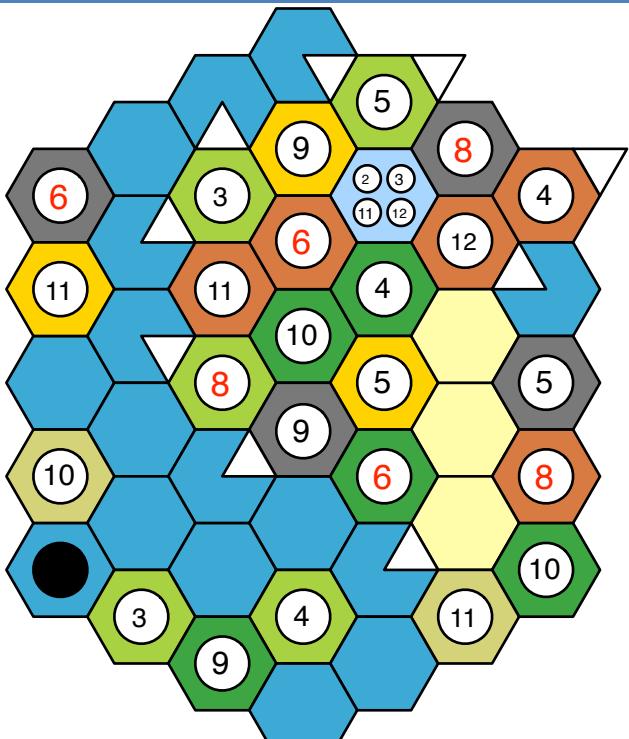
Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

Seafarers Scenarios



Through the Desert

3-4 Player Setup with "The Fishermen of Catan"

Terrain

5	3	5	4	5	3	14	2	1			

Number Tokens

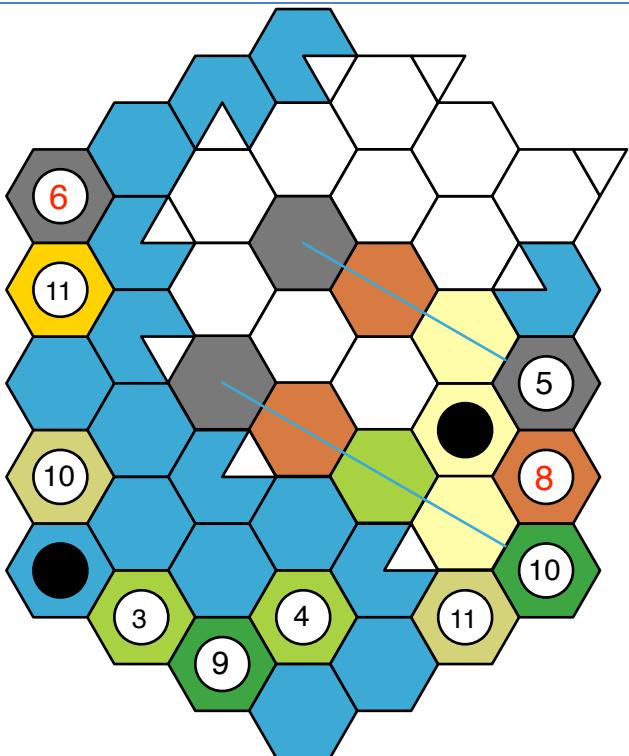
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

Additional Build Options

Development Card	6
Progress Card	7
Remove Pirate	2
Remove Robber	2
Road	5
Ship	5
Steal Resource	3
Take Resource	4



3-4 Player Setup with "The Rivers"

Terrain

3	4	5	2	4	1	14	2	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

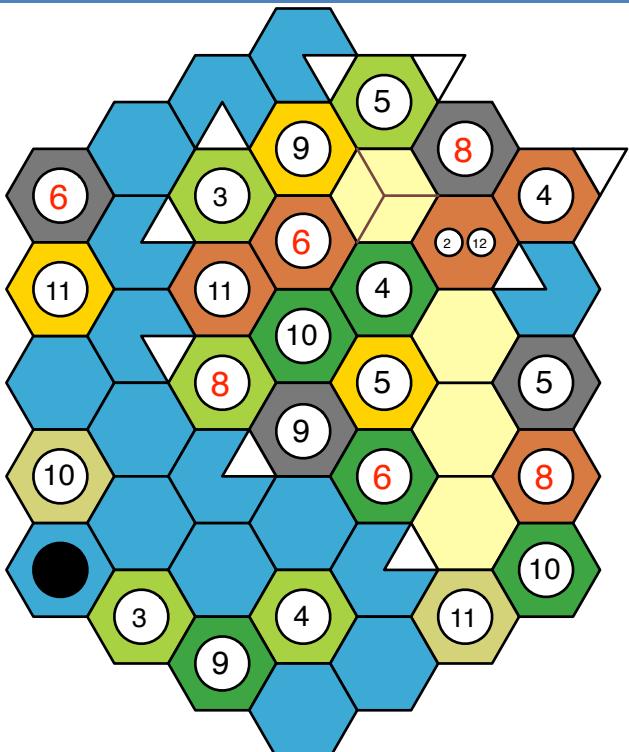
Additional Build Options

Bridge	
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Preparation Notes

- Set up the terrain hexes and number tokens randomly. The desert belt now consists of the desert and swampland hexes.

Seafarers Scenarios



Through the Desert

3-4 Player Setup with "The Caravans"

Terrain

5	3	5	4	5	3	14	2	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

3-4 Player Setup with "Barbarian Attack"

Terrain

5	4	5	4	5	3	14	2	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

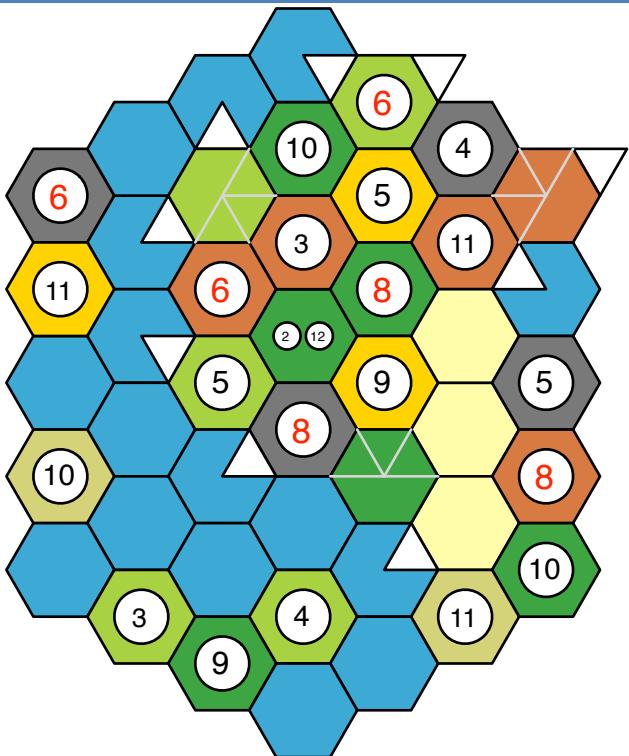
Player Pieces

5	4	15	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement	
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Seafarers Scenarios



Through the Desert

3-4 Player Setup with "Traders & Barbarians"

Terrain

4	3	5	4	4	3	14	2	1	1	1	1	1

Number Tokens

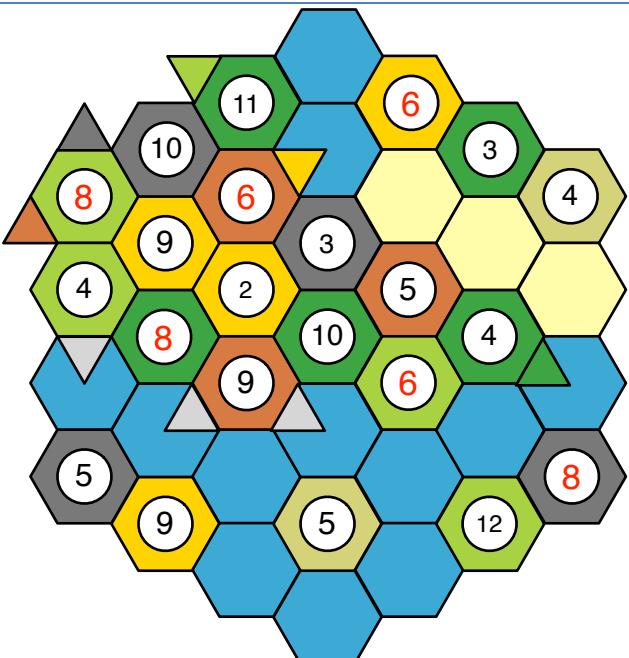
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	3	3	3	2	3	3	1

Harbors

1	1	1	1	1	4

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Extra Wagon Movement	



3 Player Setup (2008)

Terrain

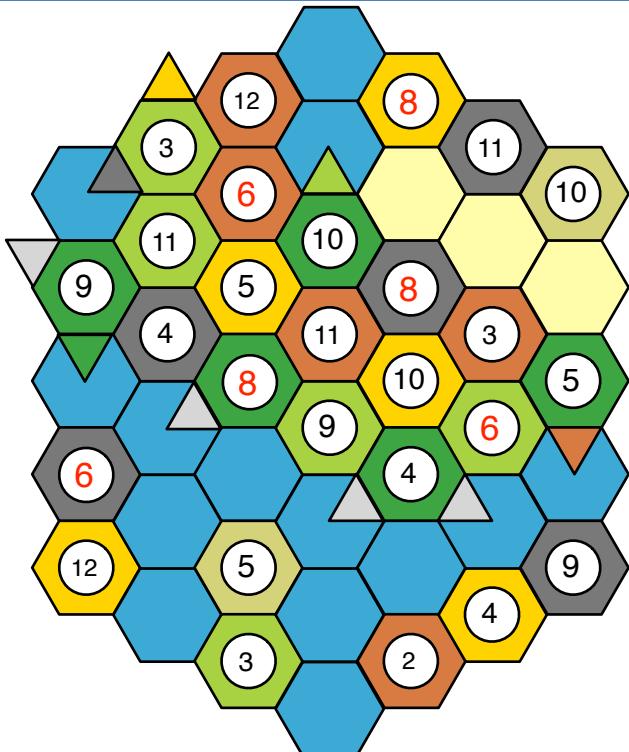
3	4	5	4	4	5	10	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	2	1	1

Harbors

1	1	1	1	1	3



4 Player Setup (2008)

Terrain

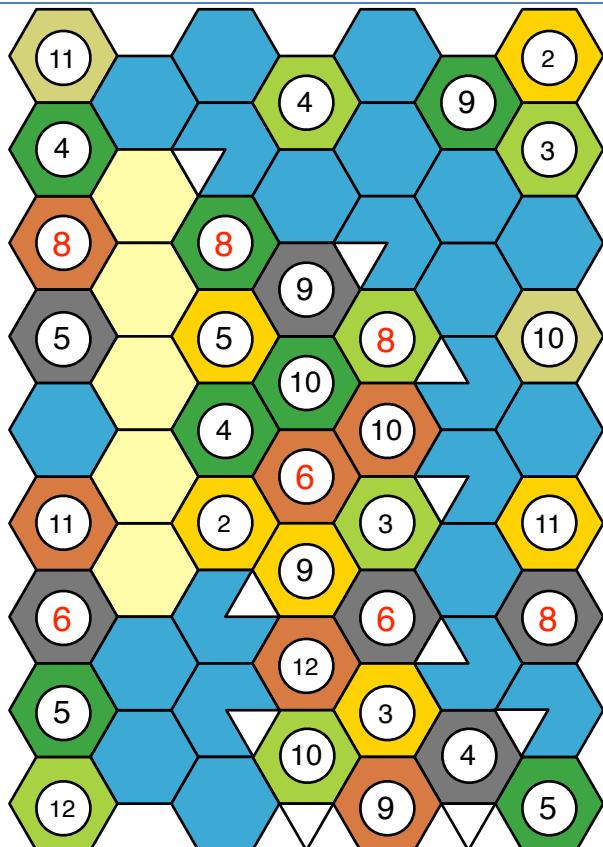
5	5	5	4	5	3	12	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	1	4



5 Player Setup (1997)

Terrain

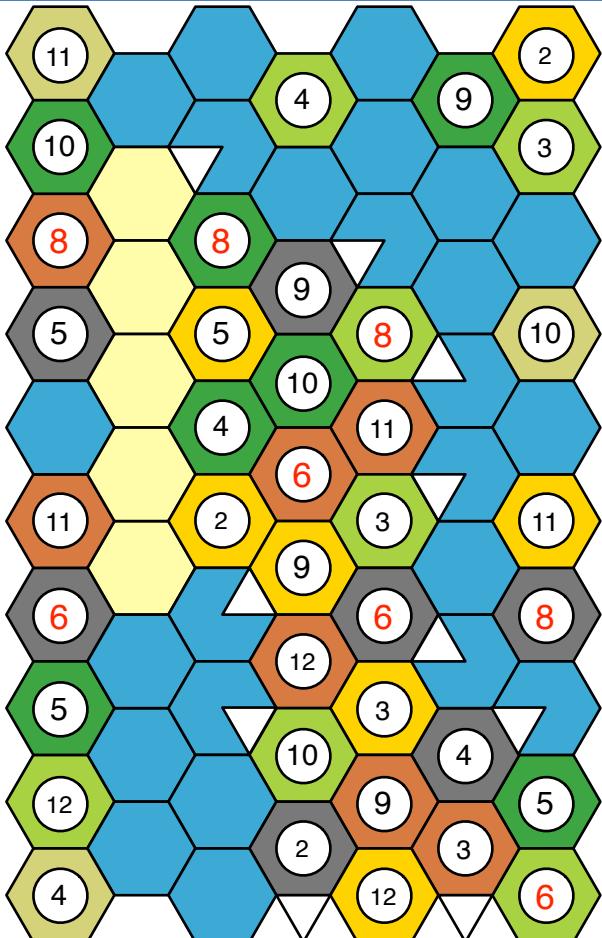
6	6	7	6	6	5	22	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	4	3	4	4	4	3	2

Harbors

1	1	1	1	1	5



6 Player Setup (1997)

Terrain

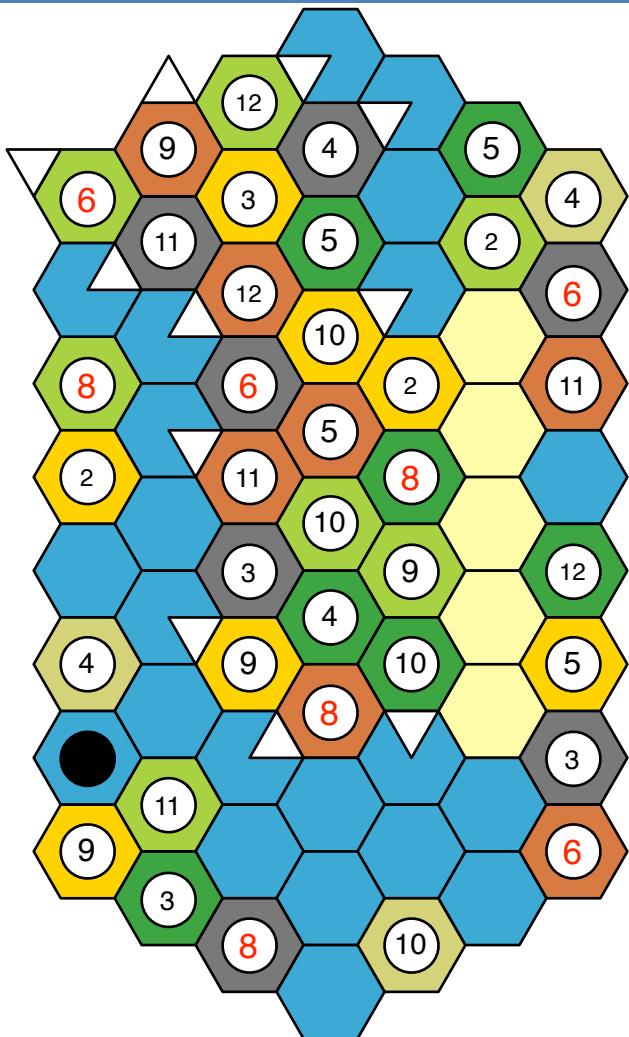
7	7	7	7	7	5	24	3

Number Tokens

3	4	4	4	4	4	4	4	4	3

HARBORS

1	1	1	1	1	5



5-6 Player Setup (2003)

Terrain

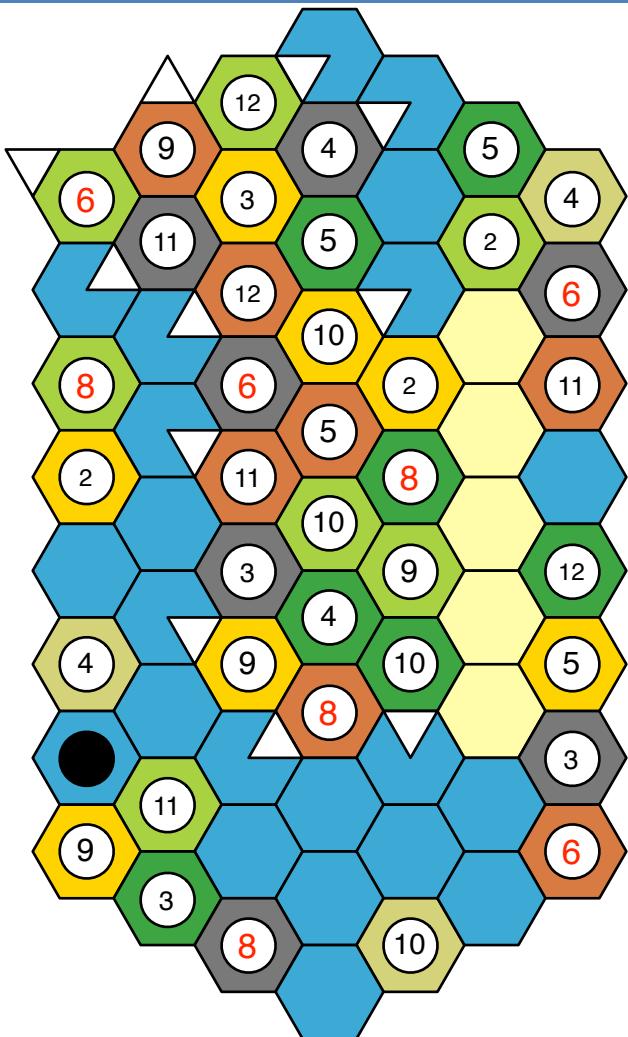
7	7	7	7	7	5	20	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	4	4	4	4	4	4	4	4	3

Harbors

1	1	1	1	2	5



5-6 Player Setup (2008)

Terrain

7	7	7	7	7	5	20	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	4	4	4	4	4	4	4	4	3

Harbors

1	1	1	1	2	5

The Forgotten Tribe

(Der vergessene Stamm)

Not Compatible with *Catan: Cities & Knights*

This scenario was originally presented in the 2002 issue of *Catan-News*, under the title "Friendly Neighbors" (Freundlich Nachbarn).

Preparation Notes

- The island with the number tokens is referred to as the Main Island.
- Place harbors face down on the edges marked with \otimes , Catan chits on edges marked with \times , and Development Cards face down from the top of the Development Card deck on edges marked with \otimes .
- If playing with "The Fishermen of Catan", randomly place the fishing grounds on the main island.
- **Variable Setup:** The terrain and number tokens on the main island may be freely rearranged, with the restriction that the terrain hexes at the bottom of the island should not be ⑤, ⑥, ⑧, or ⑨.

Setup Notes

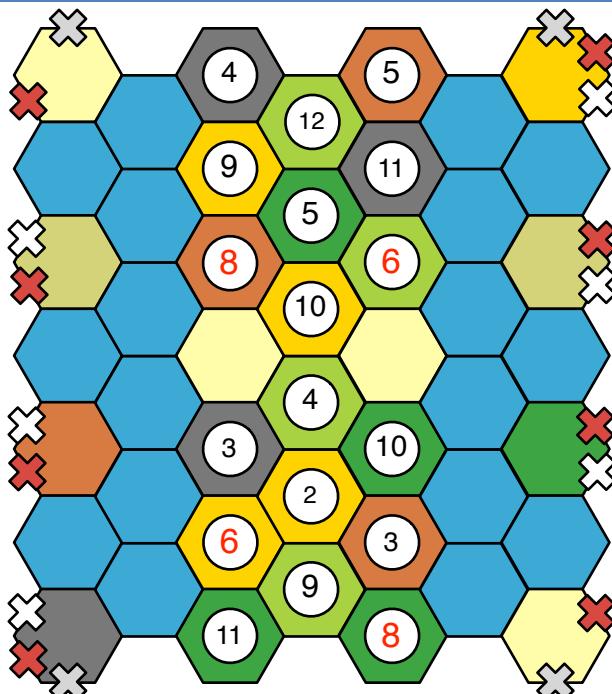
- Players must place their initial settlements on the Main Island.
- The Robber begins the game on any desert hex.
- The Pirate is only present in 1997 setups. It starts the game off of the board.

Additional Rules

- Players may not expand into the outlying islands.
- Once the Robber has moved from the initial position (off of the Main Island), the Robber may not be moved off of the Main Island. If the Robber is subsequently removed from the board, it may only return to the Main Island when it is replaced.
- **Gift of the Forgotten Tribe:** The first player to place or move a ship to the edges with a marker receives the item set there at the start of the game. Any Development Cards are treated as if they were purchased in the turn obtained. Each Catan chit is worth 1 VP, while harbors must be placed adjacent to one of the player's coastal settlements. Only one harbor may be placed on an edge, and harbors may not be placed on adjacent edges. If the harbor cannot be placed due to these restrictions, it may be held in reserve until it can be placed.
- Harbors placed may immediately be used.
- If playing with "The Fishermen of Catan", harbors may not be placed on hexes where a fishing ground is present.
- If playing with "Barbarian Attack", barbarians are never placed on land outside of the mainland. Similarly, knights may not travel off of the mainland.
- If playing with "Barbarian Attack", only one hex is affected instead of multiple hexes when a number rolled matches two or more coastal hexes. Barbarians must be placed on these hexes as evenly as possible.

Game End

Game is to 13 points.



3-4 Player Setup (1997)

Terrain

4	5	5	4	4	4	18	2
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Number Tokens

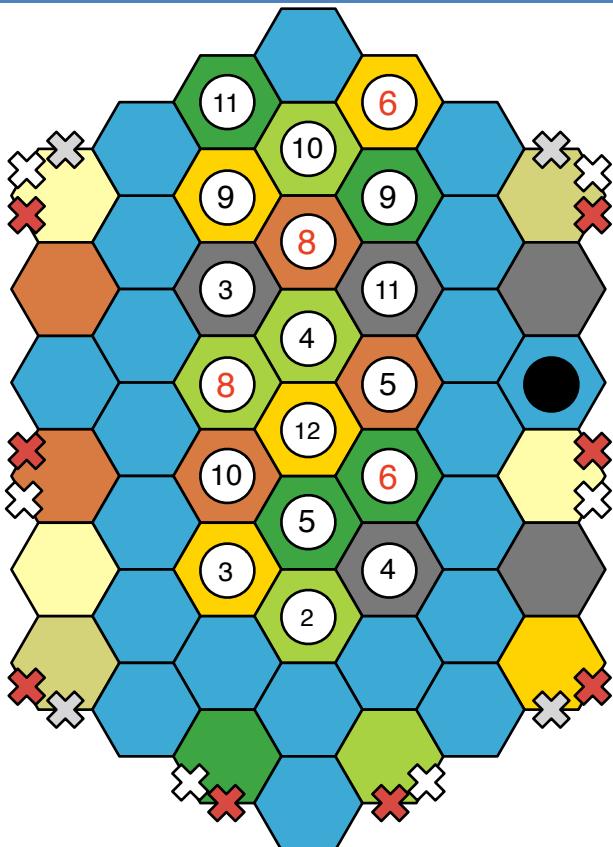
2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	0	1	2
---	---	---	---	---	---

Preparation Notes

- Place the harbors on the intersections marked with \otimes as follows: 3:1, brick, wool on the left side from top to bottom, and grain, 3:1, and lumber on the right side from top to bottom.



3-4 Player Setup (2003)

Terrain

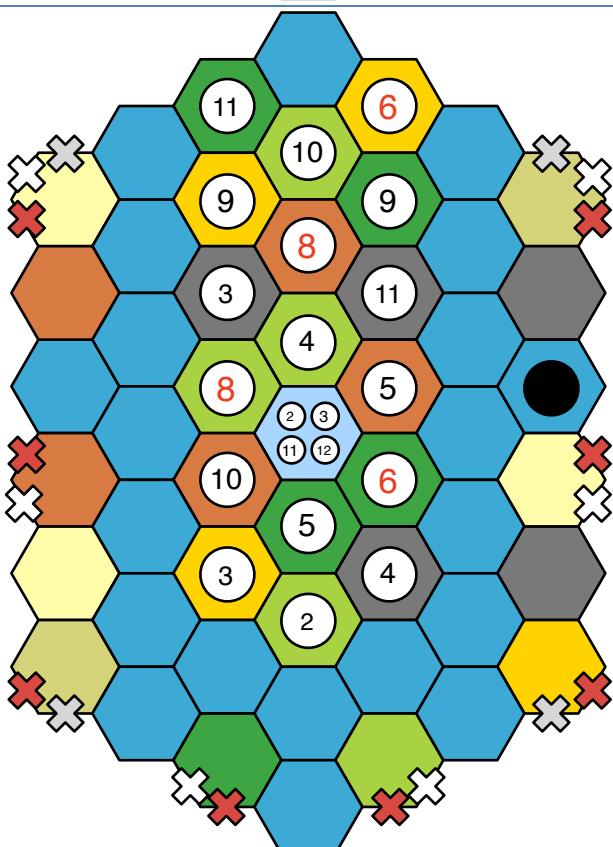
5	5	5	5	5	3	19	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	1



3-4 Player Setup with "The Fishermen of Catan"

Terrain

5	4	5	5	5	3	19	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	0

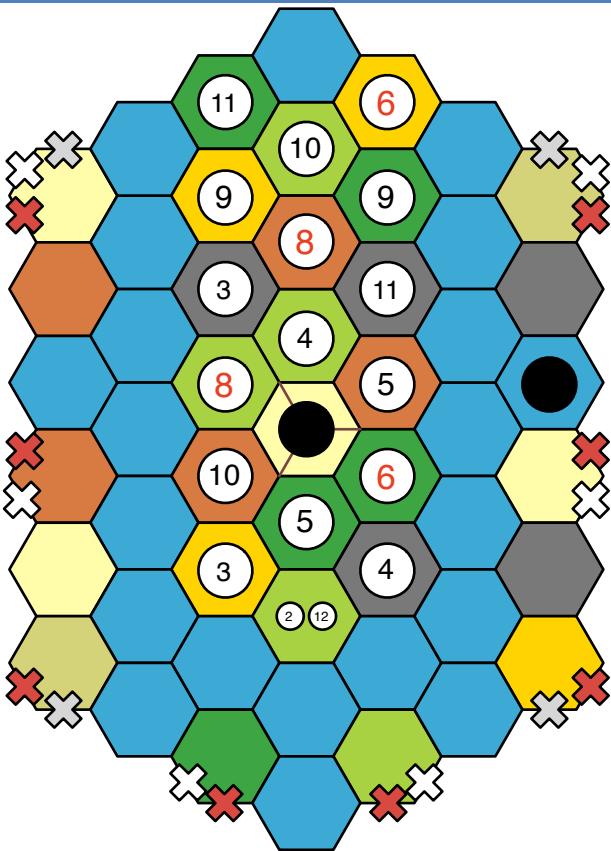
Harbors

1	1	1	1	1	1

Additional Build Options

Development Card	6
Progress Card	7
Remove Pirate	2
Remove Robber	2
Road	5
Ship	5
Steal Resource	3
Take Resource	4

Seafarers Scenarios



The Forgotten Tribe

3-4 Player Setup with "The Caravans"

Terrain

5	4	5	5	5	3	19	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	1

3-4 Player Setup with "Barbarian Attack"

Terrain

5	4	5	5	4	4	19	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	1	2	2	2	2	2	1	1	2

Harbors

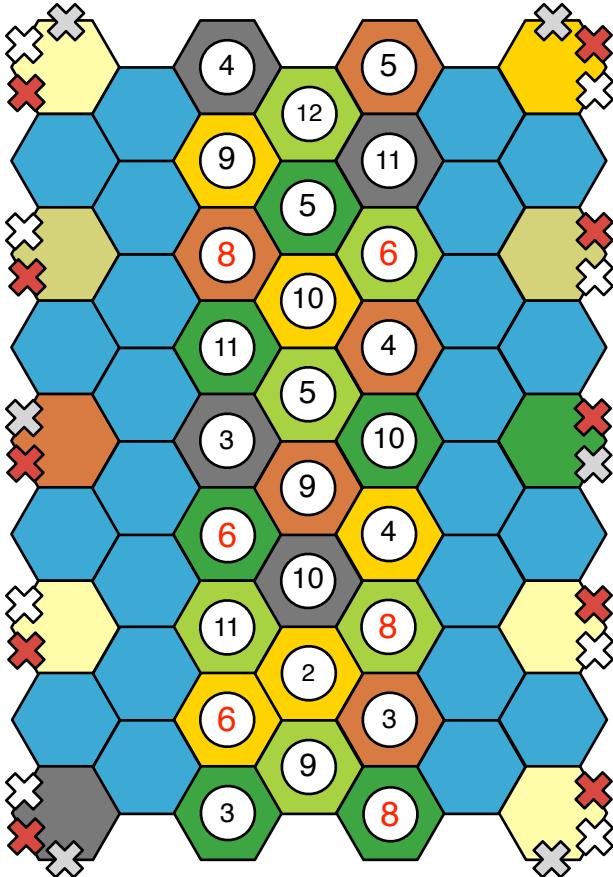
1	1	1	1	1	1

Player Pieces

5	4	15	15	6	3

Additional Build Options

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5-6 Player Setup (1997)

Terrain

6	6	7	5	6	4	24	2

Number Tokens

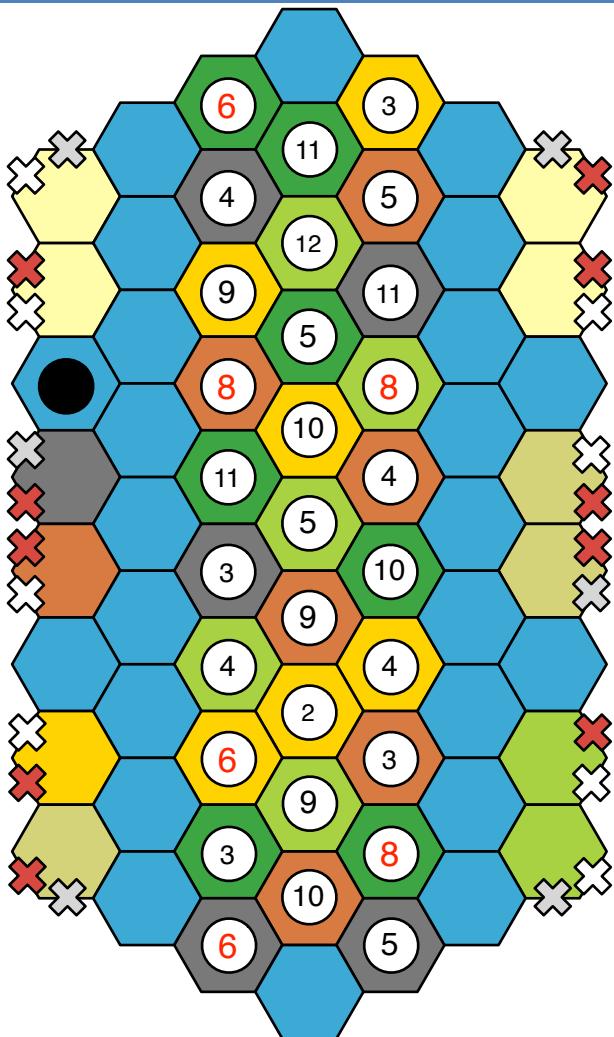
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	3

Preparation Notes

- Place the harbors on the intersections marked with as follows: brick, ore, wool, and 3:1 on the left side from top to bottom, and grain, 3:1, lumber, and 3:1 on the right side from top to bottom.



5-6 Player Setup (2003)

Terrain

7	7	7	6	7	4	22	3	

Number Tokens

1	4	4	4	3	3	3	3	3	1

Harbors

1	1	1	1	1	3

Cloth for Catan

[Stoffe für Catan]

This scenario was first released as "Coffee for Catan" [Kaffee für Catan] in the 1/2000 issue of *Catan-News*, and was also released by 999 Games as part of the Dutch "Six Scenarios" series of expansions under the name *De Diamanten*.

Equipment Notes

- In *De Diamanten*, each player was given their own set of dice, in player colors.
- When originally released in 2000, the gold field and desert hexes with number tokens in the center of the map were custom hexes.

Preparation Notes

- The number tokens on the central islands represent the villages of the Forgotten Tribe.
- Place 5 Catan chits next to each Forgotten Tribe village.
- **Variable Setup:** The terrain and number tokens on the two main islands may be freely rearranged.

Setup Notes

- Players begin with three initial settlements, which must be placed on the two main islands.
- The Robber and Pirate begin the game off of the board if not present in the setup charts.

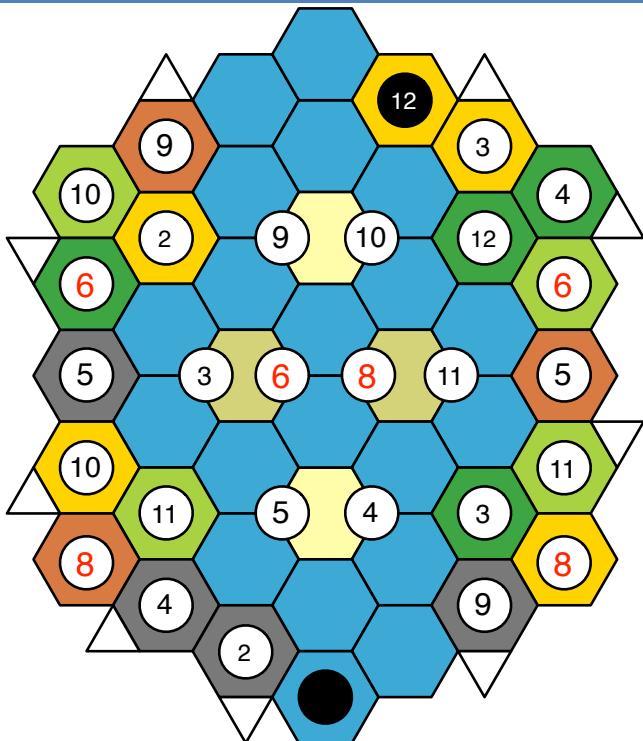
Additional Rules

- The Longest Road is not used.
- Players may not expand to the central islands.
- The Robber may not be moved to the central islands.
- If playing by 2000 rules, the Robber may not take resources from players with fewer than 3 VP.
- If playing by 2000 rules, the Pirate may not take resources from players without a connection to the Forgotten Tribe villages.
- Players may take a Catan chit instead of a resource when moving the Robber or Pirate.
- **Villages of the Forgotten Tribe:** When a player connects a settlement or city to a Forgotten Tribe village, one Catan chit is taken from the village supply. In subsequent turns, if the number token of the village is rolled, players with a direct connection to the village receive one Catan chit from the village supply, unless the village supply is exhausted. If there are not enough Catan chits from the village supply for all players, take as many as needed from the general supply.
- Each pair of Catan chits is worth 1 VP.

Game End

Game is to 14 points. The game also ends when 3 or fewer Forgotten Tribe villages have Catan chits remaining, in which case the player with the most VP wins. In the event of a tie, the tied player with the greatest number of Catan chits wins.

3-4 Player Setup (2000)											
Terrain											
3	5	4	4	4	4	2	15	2			
Number Tokens	2	3	4	5	6	8	9	10	11	12	
	1	3	4	3	3	3	3	4	3	1	
HARBORS											
1	1	1	1	1	1	1	1	1	1	3	



3-4 Player Setup (2003)

Terrain

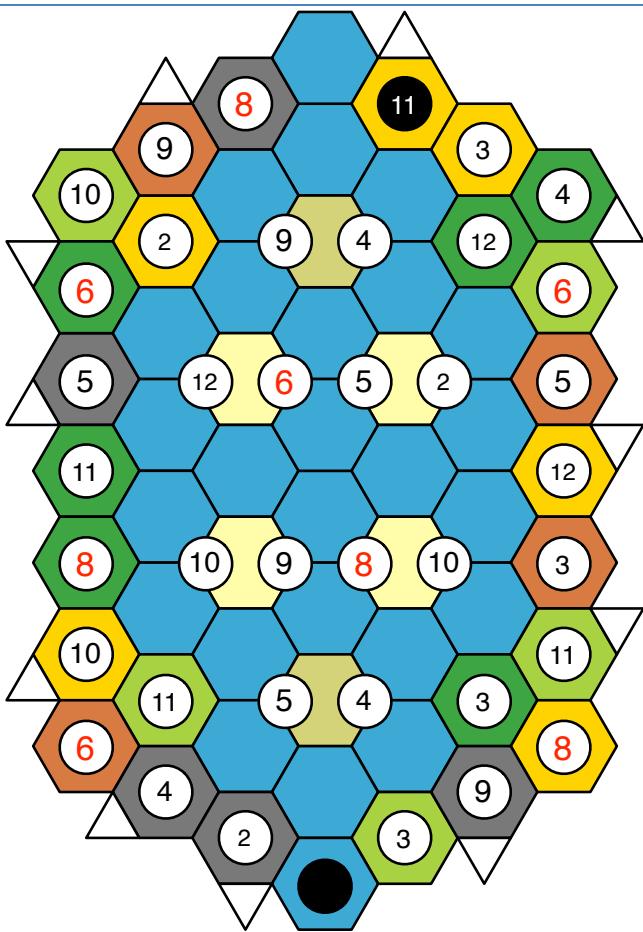
3	5	4	4	4	2	18	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	1	4



5-6 Player Setup (2003)

Terrain

4	6	6	5	5	4	24	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	4	4	4	4	4	4	4	4	3

Harbors

1	1	1	1	2	5

The Pirate Islands

(Die Pirateninsel)

Not Compatible with *Catan: Cities & Knights*

Not Compatible with "Catan for Two"

This scenario was originally introduced in the 1/1999 issue of *Catan-News* (then *Siedler-Zeitung*) before being added to *Seafarers* in 2003 as part of the revised German edition.

Preparation Notes

- In a 3-player game, remove the VP cards from the Development Card deck. The colors used to represent the players in this Guide are red, blue, and orange.
- The colors used to represent the players in this Guide for a 5-player game are red, blue, orange, white, and green.
- All resource-producing terrain without number tokens do not produce resources.

Setup Notes

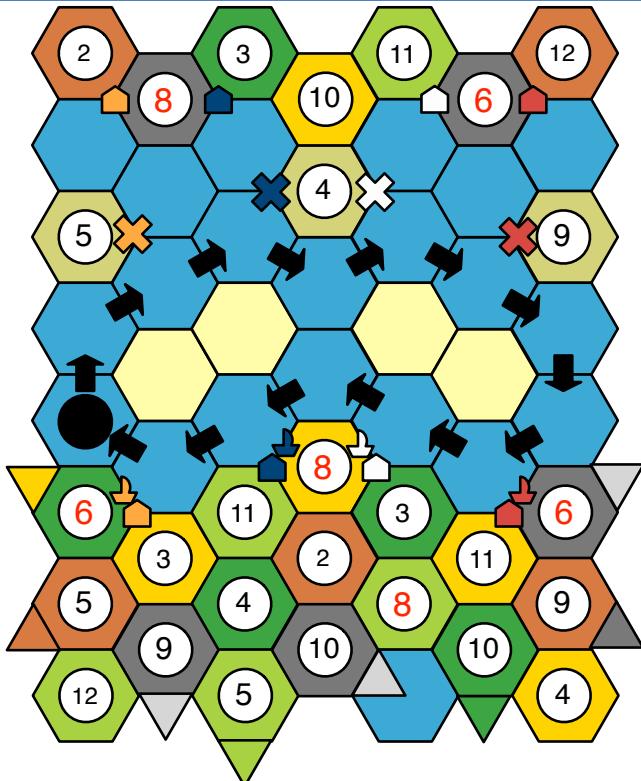
- Place 3 Catan chits with each settlement on the smaller island. These settlements are known as the Pirate Fortresses.
- In addition to the prescribed setup, place two additional settlements in the standard fashion.
- The Robber is absent in this scenario.

Additional Rules

- All VP Development Cards function as Knight cards for this scenario.
- The Largest Army is not used.
- The Longest Road is not used.
- On a roll of 7, the player to move may take a resource from another player.
- **Ships:** Only one shipping route may be built, extending from any coastal settlement, out to the marker in the corresponding player colors, and then from there to the player's own Pirate Fortress. Furthermore, the shipping route must reach its intended destination in as short of a route as possible, so as to not block other players.
- **Island Settlements:** A player may choose to build a settlement at the location of their marker if they extend the shipping route to that point and they have enough resources.
- **Warships:** Whenever a player plays a Knight card (Knighthood with "Barbarian Attack"), the ship closest to the anchor settlement or city not already a warship is turned into a warship, and placed on its side. The player's ship in the initial setup is not a warship.
- If playing with "Barbarian Attack", shipbuilding and warship conversion may only be done as long as the anchoring coastal settlement or city is not conquered.
- **Pirate:** The Pirate moves about the hexes shown in the direction of the diagram with the black arrows. After the dice are rolled but before resources are collected, the Pirate moves a number of hexes equal to the lower of the two dice. If the pirate ends in a hex adjacent to a settlement or city (unless it ends on a hex marked with), the Pirate attacks.
- **Pirate Attack:** In a Pirate attack, the number of spaces moved by the pirate to initiate the attack is compared to the number of warships deployed by the defender. If the Pirate wins (has the higher amount), the defender loses one resource card plus one additional resource card for each of their cities. If the defender wins, the defender takes a resource card of their choice from the general supply. No action occurs in the event of a tie.
- **Pirate Fortress:** If a player's shipping route reaches their Pirate Fortress, the player may attack the Pirate Fortress at the end of their turn. Roll one die to represent the strength of the Pirate Fortress. If this amount is higher than the number of warships deployed by the player, the player loses the last two ships in their shipping line. If a tie occurs, the player only loses the last ship in the shipping line. Otherwise, one Catan chit is removed from the Pirate Fortress. If no Catan chits remain, the Pirate Fortress becomes a regular settlement.
- Under 1999 rules, the Pirate is no longer in play if all Pirate Fortresses are converted to settlements.
- If playing with "Barbarian Attack", only one hex is affected instead of multiple hexes when a number rolled matches two or more terrain hexes in a barbarian attack. Barbarians must be evenly distributed between these hexes whenever possible.
- If playing with "Barbarian Attack", barbarians are only placed on the main island. Similarly, Knights may not travel off of the main island.

Game End

Game is to 10 points, 12 with "Barbarian Attack". A player must also have converted their Pirate Fortress into a settlement in order to claim victory.



3-4 Player Setup (1999)

Terrain

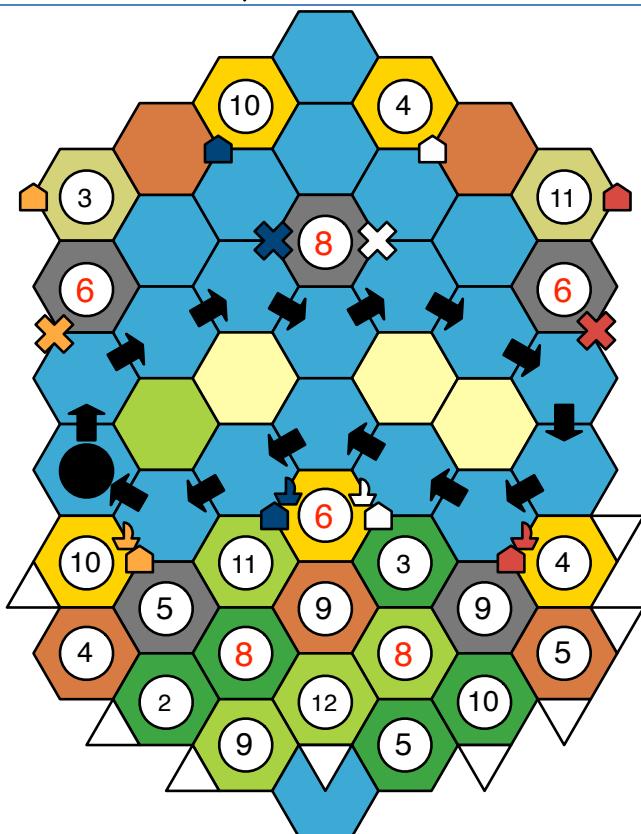
5	5	5	5	5	4	21	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	1	3



3-4 Player Setup (2003)

Terrain

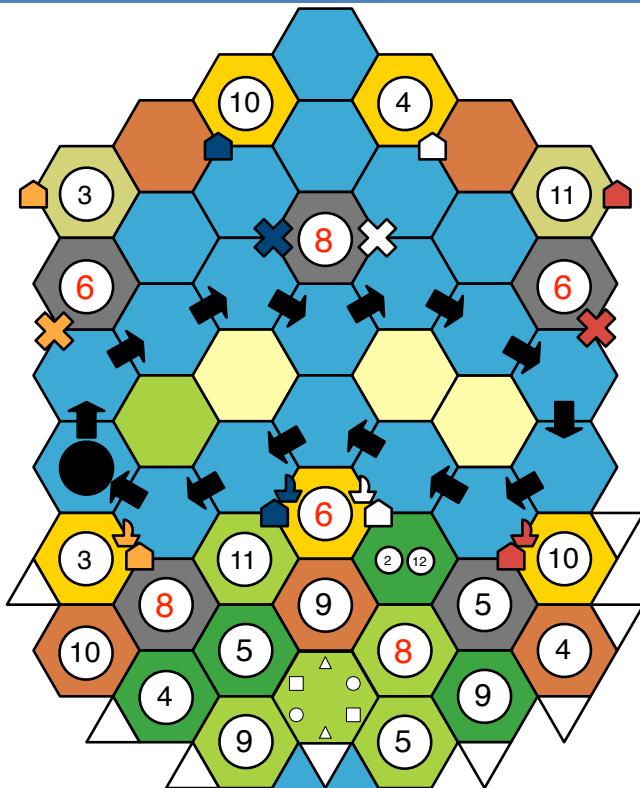
5	5	5	5	5	3	19	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	3	2	1

Harbors

1	1	1	1	1	3



3-4 Player Setup with "Barbarian Attack"

Terrain

5	5	5	5	4	3	19	2	1	

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	3	3	3	3	2	1

HARBORS

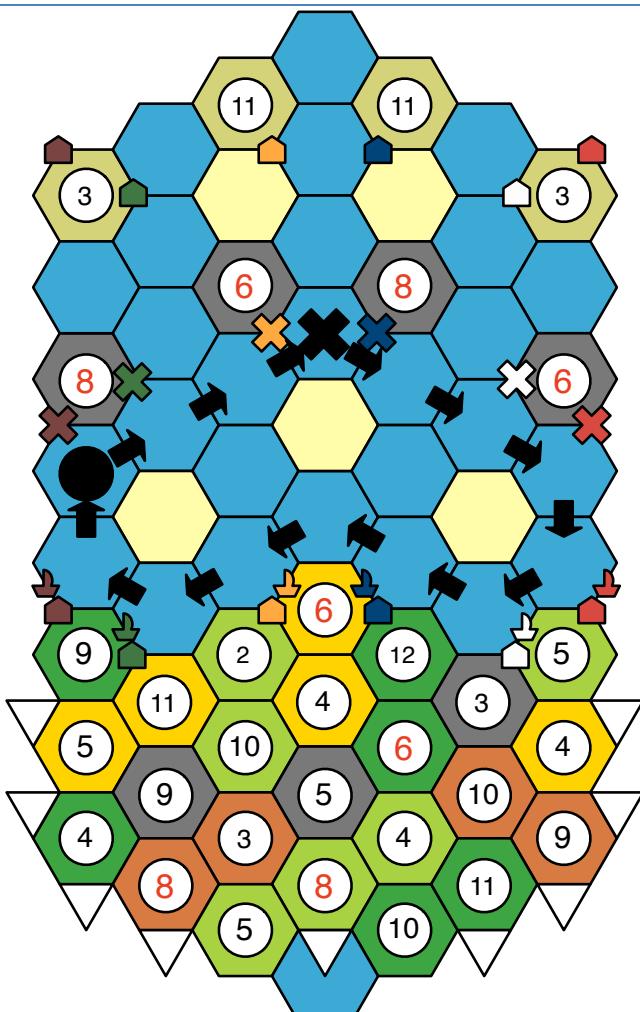
1	1	1	1	1	3

Player Pieces

5	8	15	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement	
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5-6 Player Setup (2003)

Terrain

4	5	6	7	6	5	26	4		

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	4	4	4	4	4	3	3	4	1

HARBORS

1	1	1	1	1	4

The Wonders of Catan

(Die catanischen Wunder)

This scenario was initially published in the 1/2000 issue of *Catan-News* (then *Siedler-Zeitung*) and was also available in Dutch as part of its "Six Scenarios" series of expansions as *De Wereldwonderen*. It was also available in English as a free download from the University of Catan website.

Equipment Notes

- 4 colored Catan chits were included in *De Wereldwonderen* to mark the progress of the player's wonders.

Preparation Notes

- Variable Setup:** The terrain hexes and number tokens on the large island may be freely arranged, with the restriction that ⑥ and ⑧ may not be placed next to the desert hexes. If playing by 3rd Edition rules, the land hexes and number tokens adjacent to intersections with any marker may not be changed.
- If playing with "The Fishermen of Catan", set up the fishing grounds randomly.
- If playing with "Barbarian Attack", place the barbarians evenly among the desert hexes.

Setup Notes

- Players may not place their initial settlements on the outlying islands, nor on any intersection marked with a marker.
- The Robber begins the game on any desert tile.
- The Pirate is absent in this scenario.

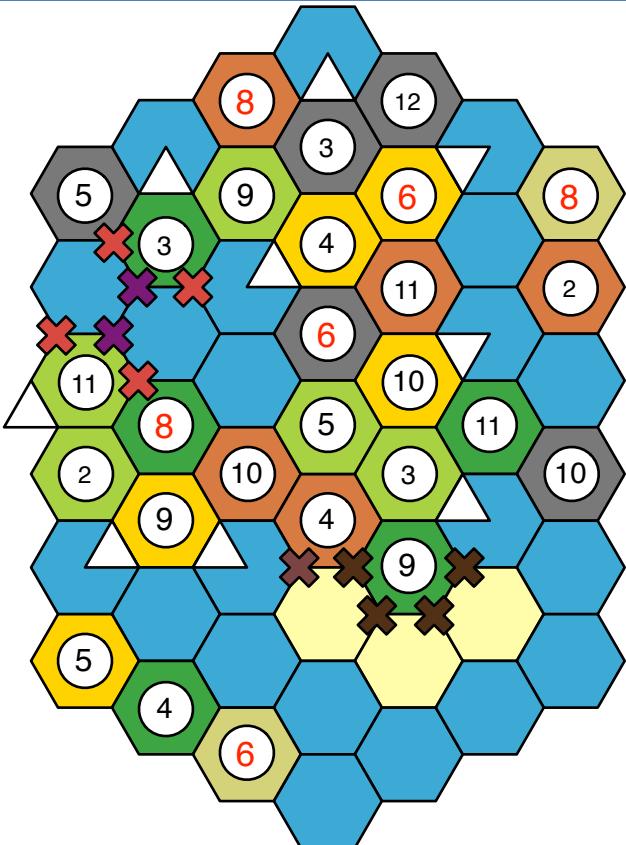
Additional Rules

- The first settlement a player builds on any outlying island is worth 1 additional VP.
- Wonders:** Once a player meets the requirements for a wonder, a player may claim the wonder and build it. Players may claim only one wonder, and each wonder may only be claimed by one player. Players may not claim a wonder without building the first part of the wonder. If playing by 4th Edition rules, players stake their claim by placing a ship on the wonder card to be claimed. Each part of the wonder costs the same resources, and a player may build more than one part to their wonder in a single turn. **Note:** In a 5-6 player game, there are two Great Bridges.
- Wonders may only be built while the requirements are met. If for any reason, players in the middle of building their wonder no longer meet the requirements therein, they may not add to their wonder until the requirements are met again.
- If playing with "Barbarian Attack", all desert hexes are considered to be conquered. When the barbarians attack, move the barbarians from the desert hexes evenly. Barbarians may only be placed on the main island, and knights may not travel off of the main island. During a barbarian attack, only one hex is affected instead of multiple hexes when a number rolled matches two or more terrain hexes; barbarians must be placed on these hexes as evenly as possible.

Game End

The game ends whenever a player completes their wonder, or if they have 10 points and has built more of their wonder than any other player.

	<h3>3-4 Player Setup (2000)</h3> <table border="1"><thead><tr><th colspan="8">Terrain</th></tr></thead><tbody><tr><td>Desert</td><td>Land</td><td>Land</td><td>Land</td><td>Land</td><td>Land</td><td>Water</td><td>Water</td></tr><tr><td>4</td><td>4</td><td>5</td><td>5</td><td>5</td><td>4</td><td>18</td><td>2</td></tr></tbody></table> <table border="1"><thead><tr><th colspan="10">Number Tokens</th></tr></thead><tbody><tr><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td></tr><tr><td>1</td><td>3</td><td>3</td><td>2</td><td>3</td><td>3</td><td>2</td><td>3</td><td>2</td><td>2</td></tr></tbody></table> <table border="1"><thead><tr><th colspan="8">HARBORS</th></tr></thead><tbody><tr><td>Orange</td><td>Yellow</td><td>Green</td><td>Grey</td><td>Light Green</td><td>White</td><td>None</td><td>None</td></tr><tr><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>3</td><td></td></tr></tbody></table> <table border="1"><thead><tr><th colspan="5">Additional Build Options</th></tr></thead><tbody><tr><td>Cathedral</td><td>Colossus</td><td>Grand Theater</td><td>Great Bridge</td><td>Great Wall</td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>	Terrain								Desert	Land	Land	Land	Land	Land	Water	Water	4	4	5	5	5	4	18	2	Number Tokens										2	3	4	5	6	8	9	10	11	12	1	3	3	2	3	3	2	3	2	2	HARBORS								Orange	Yellow	Green	Grey	Light Green	White	None	None	1	1	1	1	1	1	3		Additional Build Options					Cathedral	Colossus	Grand Theater	Great Bridge	Great Wall													
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Additional Build Options																																																																																																						
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3-4 Player Setup (2003)

Terrain

5	5	5	5	5	5	3	19	2

Number Tokens

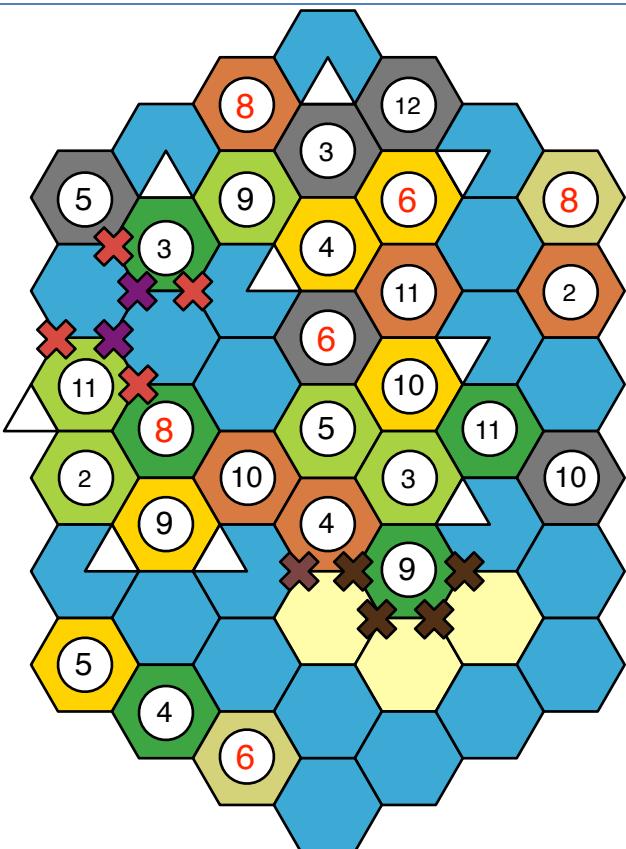
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

Additional Build Options

Cathedral	
Great Bridge	
Great Wall	
Monument	
Theater	



3-4 Player Setup with "The Fishermen of Catan"

Terrain

5	5	5	5	5	5	3	19	2

Number Tokens

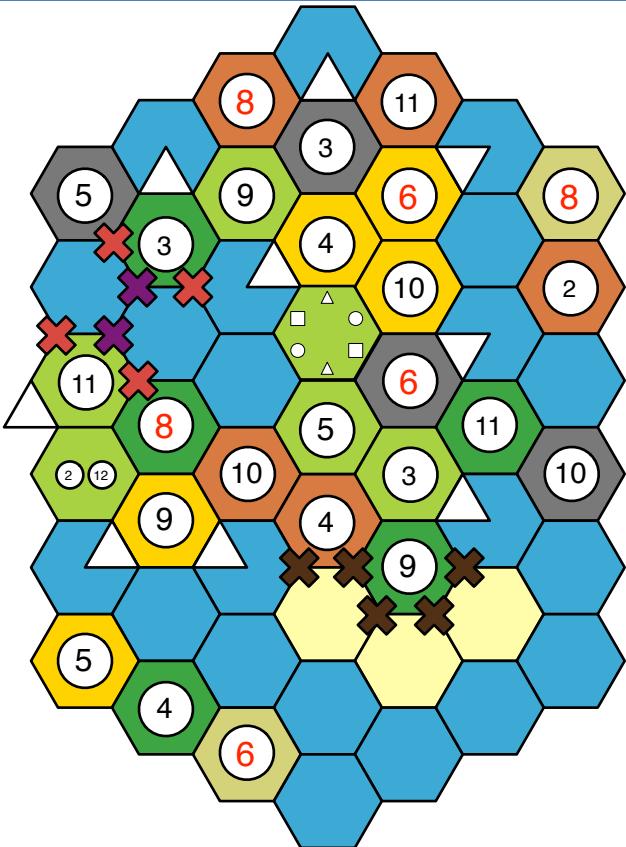
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

Additional Build Options

Cathedral	
Development Card	
Great Bridge	
Great Wall	
Monument	
Progress Card	
Remove Robber	
Road	
Ship	
Steal Resource	
Take Resource	
Theater	



3-4 Player Setup with "Barbarian Attack"

Terrain

5	5	5	4	5	3	19	2	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	1

Harbors

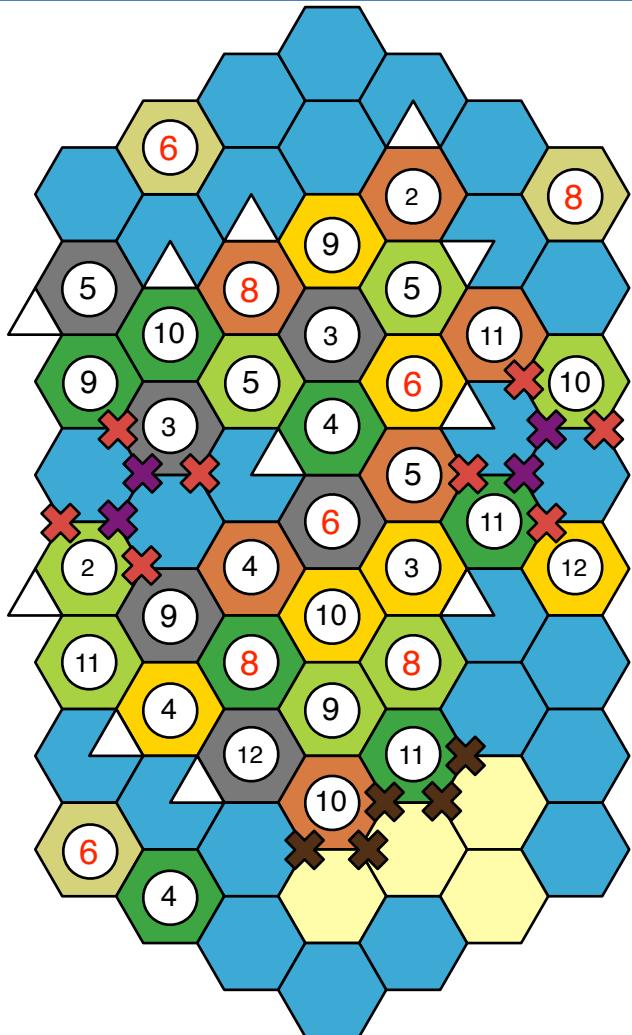
1	1	1	1	1	4

Player Pieces

5	4	15	15	6	2	2	3

Additional Build Options

Cathedral	
Extra Knight Movement	
Great Bridge	
Great Wall	
Monument	
Theater	



5-6 Player Setup (2003)

Terrain

6	6	7	6	7	4	24					4

Number Tokens

2	3	4	4	4	8	9	10	11	12

HARBORS

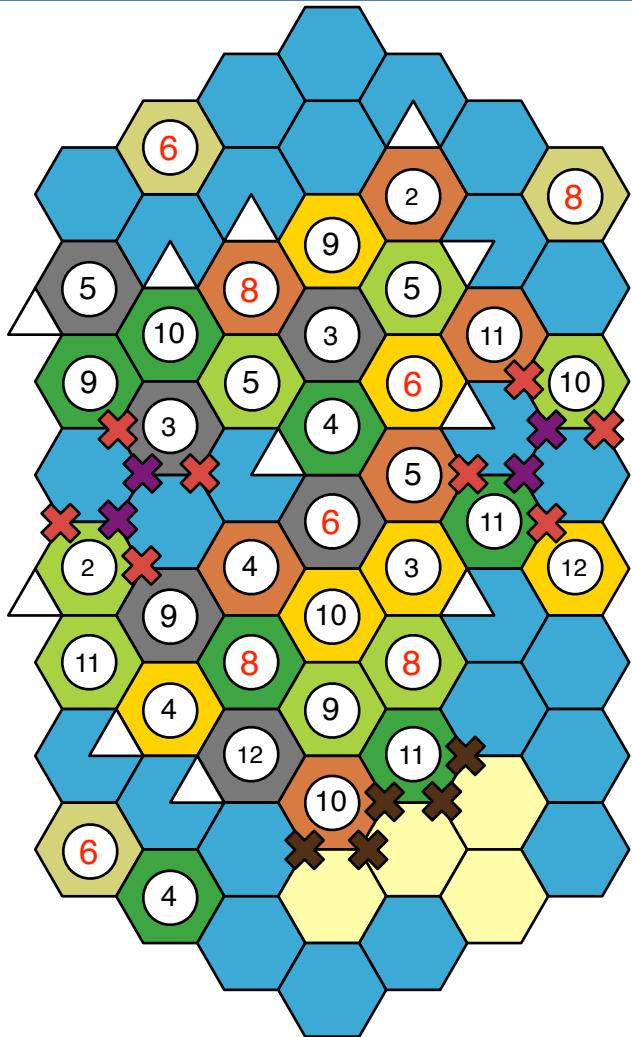
1	1	1	1	2	5

Additional Build Options

Cathedral	
Great Bridge	
Great Wall	
Library	
Monument	
Theater	

Seafarers Scenarios

The Wonders of Catan



5-6 Player Setup with “The Fishermen of Catan”

Terrain

							
6	6	7	6	7	4	24	4

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	4	4	4	4	4	4	2

Harbors

					
1	1	1	1	2	5

Additional Build Options

Cathedral	
Development Card	
Great Bridge	
Great Wall	
Theater	
Monument	
Progress Card	
Remove Robber	
Road	
Ship	
Steal Resource	
Take Resource	
Theater	

The Great Crossing

(Die Große Überfahrt)

Preparation Notes

- One island is referred to as Catan, the other Transcatania.

Setup Notes

- Players must set up their initial settlements on the same island.
- The Robber and Pirate begin the game off of the board.

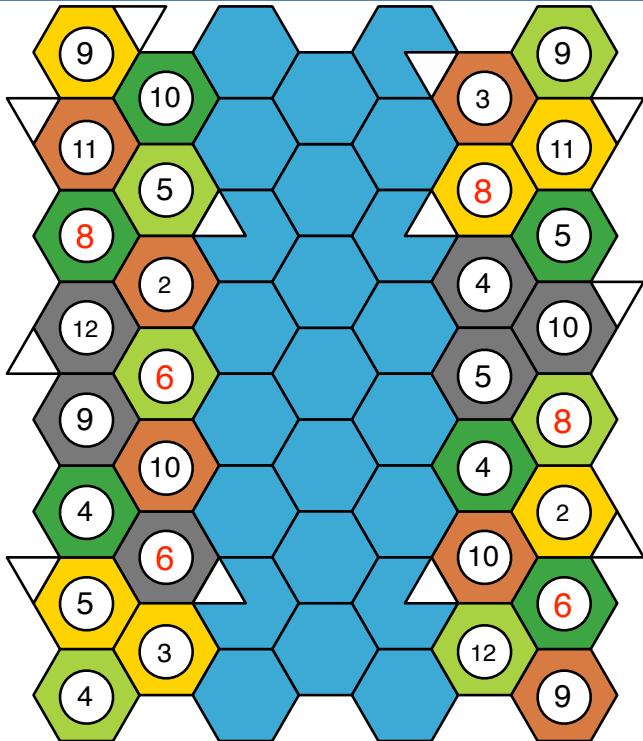
Additional Rules

- Trade Routes:** A trade route between Catan and Transcatania is defined as a line of roads or ships belonging to any player that extends from a settlement or city on Catan to a settlement or city on Transcatania. A direct trade route is one leading out from a player's own settlement or city, and into a settlement or city (not necessarily their own) on the other island, while an indirect route merely connects roads and ships together. Trade routes may branch off, and ships may be part of more than one trade route; however, trade routes do not extend past the first settlement or city on either side.
- VP for Trade Routes:** Each trade route is worth one VP. As direct trade routes to opposing settlements and all indirect trade routes are all open shipping lines, these VP may be lost if ships are moved. In the case of indirect trade routes, the player with the most links in the route receives the VP; if this is tied, the player completing the indirect trade route receives the VP.

Game End

Game is to 13 points.

4 Player Setup											
Terrain											
											
4 5 4 4 5 0 17 0											
Number Tokens											
											
2 2 2 3 2 2 3 2 2 2 2											
Harbors											
											
1 1 1 1 1 1 5											



6 Player Setup

Terrain

6	6	6	6	6	0	23	0

Number Tokens

2	2	4	4	3	3	4	4	2	2

HARBORS

1	1	1	1	1	7

New World

(Neue Welt)

This is the last scenario of the *Seafarers* manual, which closes out a rough chronology, from just moving off to the First Island to the adventures involving the Forgotten Tribe. The adventure ends with an open ending in this scenario.

Preparation Notes

- Place all tiles at random, and randomly place number tokens on all resource producing hexes. Ensure that ⑥ and ⑧ are not on adjacent hexes.
- Players take turns placing the harbors so that they are placed on an ocean hex facing a land tile.

Setup Notes

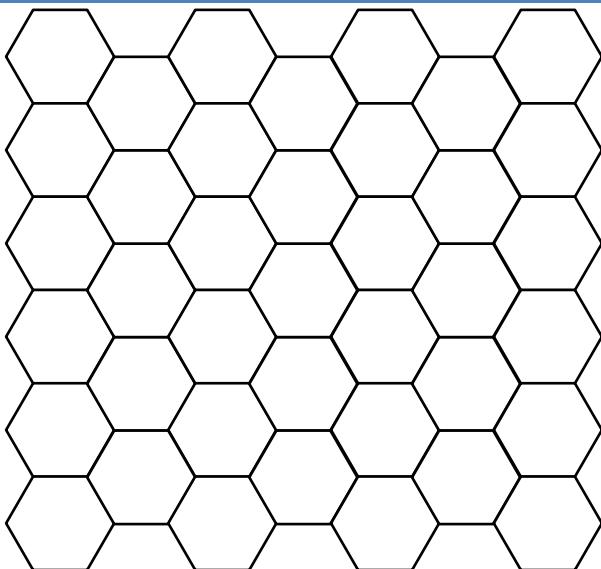
- The islands for which initial settlements are placed for a player are known as their Home Islands. There may be one or two of them.
- The Robber and the Pirate begin the game off of the board.

Additional Rules

- The first settlement a player builds on each island other than their Home Islands are worth 1 additional VP.

Game End

Game is to 12 points.



3 Player Setup (1997)

Terrain

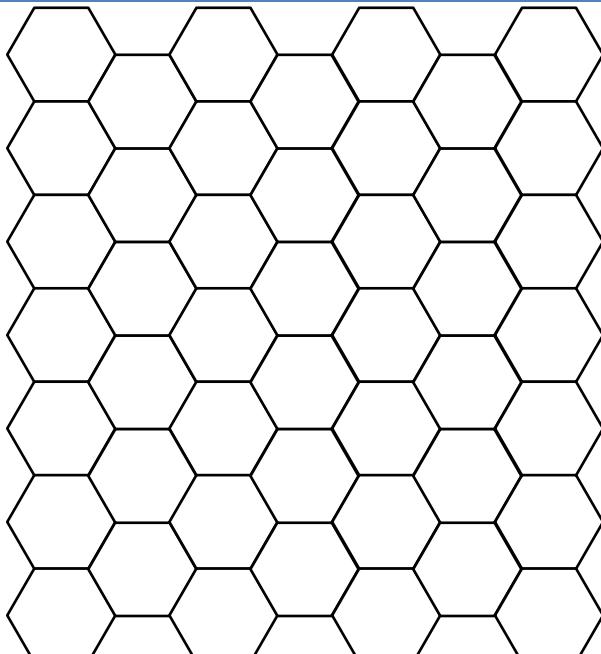
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
4	4	4	4	4	4	0	19	0			

Number Tokens

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	2	2	2	2	2	2	3	3	3	2	1

Harbors

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	1	1	1	1	1	1	1	1	4	



4 Player Setup (1997)

Terrain

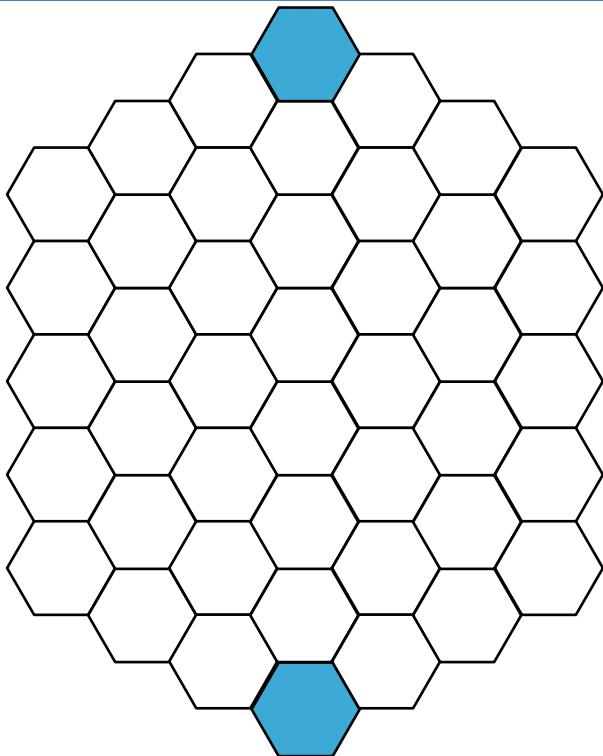
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
4	5	4	5	5	5	0	23	0			

Number Tokens

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	3	3	3	3	2	2	3	3	3	2	1

Harbors

①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
1	1	1	1	1	1	1	1	1	1	5	



3-4 Player Setup (2003)

Terrain

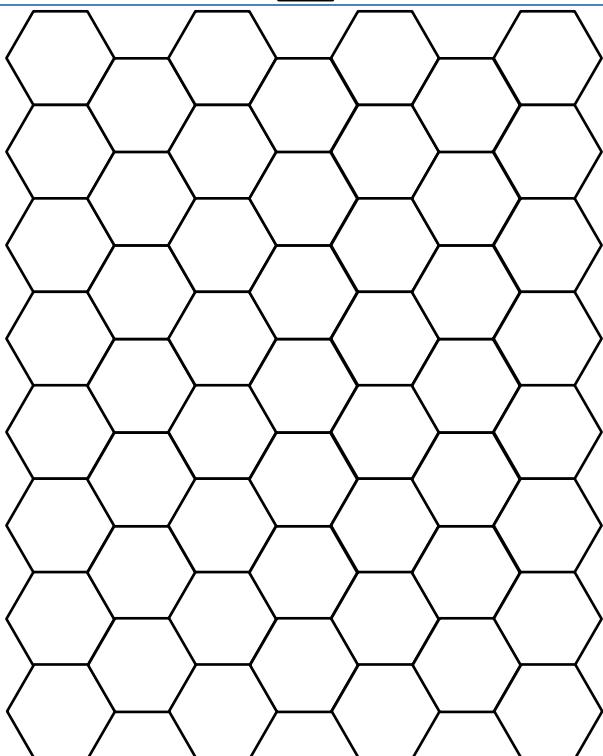
4	5	4	5	5	0	19	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	2	2	3	3	2	1

Harbors

1	1	1	1	1	4



5 Player Setup (1997)

Terrain

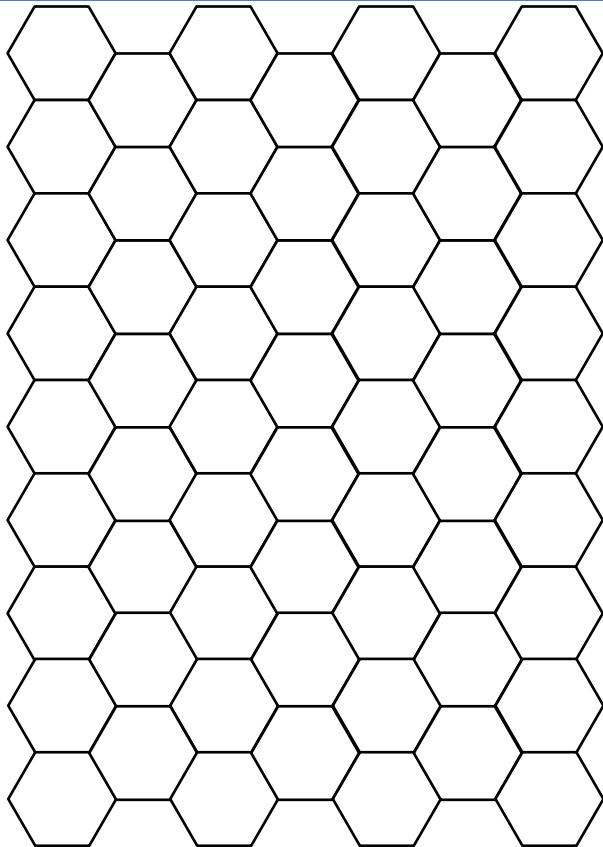
5	6	6	5	6	0	26	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	2	2	4	3	3	1

Harbors

1	1	1	1	1	5



6 Player Setup (1997)

Terrain

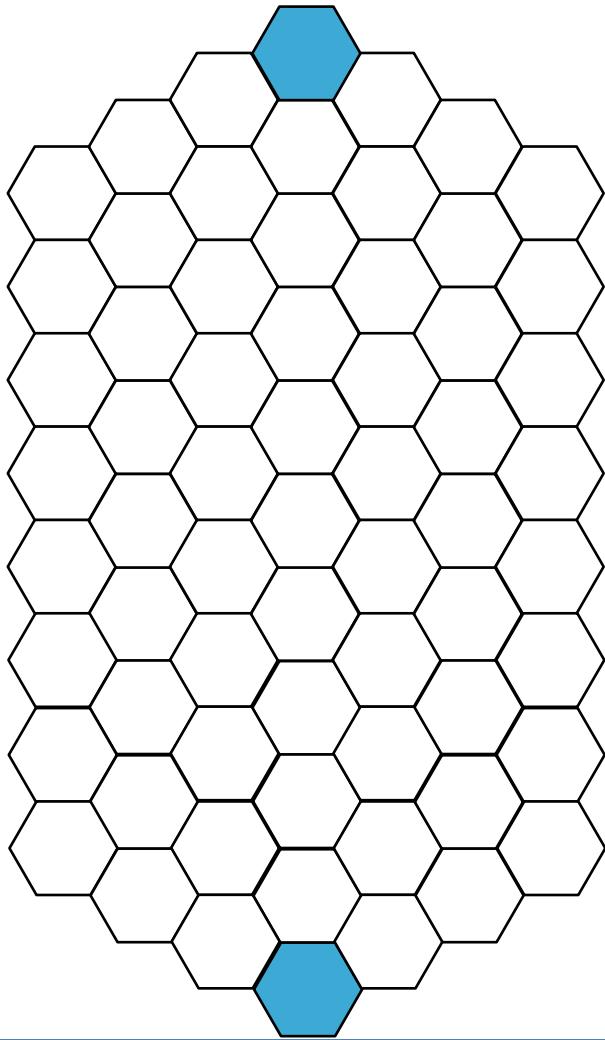
6	6	7	6	7	0	28	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	4	3	3	4	4	3	2

Harbors

1	1	1	1	1	5



5-6 Player Setup (2003)

Terrain

7	7	7	7	7	3	21	4

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	4	5	5	5	5	4	3	2

Harbors

1	1	1	1	2	5

Traders & Barbarians Scenarios

Catan: Traders & Barbarians was the first edition exclusive to the newer 4th edition of *Settlers*. It's said that most of its parts can be seen in standalone form. While that is true, the main attraction is its two entirely new scenarios, "Barbarian Attack" and "Traders & Barbarians", two scenarios that are so extensive in terms of additional material needed that it justifies the release as a full expansion. Indeed, no other scenario has required entirely separate Development Card decks, specialized hexes, and complex rules that differed wildly depending on whether you used *Cities & Knights*.

To be consistent with their respective language releases, a plastic set was used for German release and a wooden set was used for the English release (wooden sets are available for order for those with plastic pieces from both Mayfair's replacement part service and the Catan Shop). Also interesting is that the barbarian and knight figures in the plastic sets are recycled from *Struggle for Rome*, the second *Catan Histories* game.

But whereas *Seafarers* expanded *Settlers* into a game system and *Cities & Knights* added "gamer appeal" by adding "gamer complexity", it's hard to say where *Traders & Barbarians* fits in (though it's noted that Canadian bookstore chain Chapters-Indigo refuses to stock *Cities & Knights*, having *Traders & Barbarians* fill in as its "gamer's expansion"). Having said that, both expansions are at least five years its senior, and time will only tell if *Traders & Barbarians* will carve out a niche for itself.

The Fishermen of Catan

(Fischer von Catan)

This scenario was first released as a standalone mini-expansion for 3-4 players; the first English language release as a standalone expansion was in issue 12 of *Games Quarterly* (in what would be their last regular issue before folding outright, despite having promised to publish more exclusive *Settlers*-related content in the future). A revised version with lake hexes appearing in *Traders & Barbarians*.

Preparation Notes

- Set up the main island as with the main game. Replace the desert hexes with the lake hexes, and ensure that the lake hexes are in the interior of the island.

Setup Notes

- Any player placing their second settlement on a fishing ground receives a Fish Token.
- The Robber begins the game off of the board.

Additional Rules

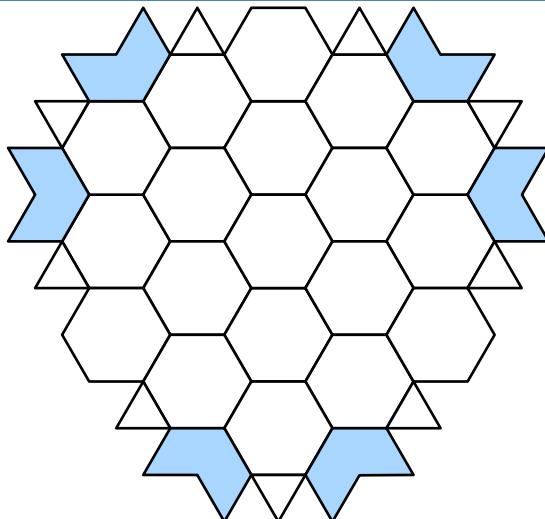
- If playing with *Seafarers*, ships have no effect on fishing grounds.
- **Fish Tokens:** A player may have up to 7 Fish Tokens. Fish Tokens (except the Old Boot) may be traded in for various actions. Fish Tokens may contain up to 3 fish; no change is made for excess fish used in a payment. Fish tokens are not resources: they do not count against the hand limit, may not be traded, may not be taken by the Robber, and may not be earned by the effect of the Aqueduct or be used with any Progress Card. If the supply of Fish Tokens is exhausted, the used Fish Tokens are shuffled to form a new supply.
- **Old Boot:** If a player draws the Old Boot, it must be immediately revealed. The player with the Old Boot requires 1 additional VP to win the game. The Old Boot may be passed to another player with more VP.

"Catan for Two" Considerations

- Each player begins the game with 2 1-Fish Tokens, 2 2-Fish Tokens, and 1 3-Fish Token.
- Trade Tokens are not used for this scenario. Fish Tokens, unlike Trade Tokens, may not be earned by building coastal or desert settlements or discarding played Knight Development Cards.
- The trailing player may build anything requiring Fish Tokens for one less fish than stated.

Game End

Game is to 10 points, 11 for the player with the Old Boot.



3-4 Player Setup

Terrain

3	4	4	3	4	0	1

Number Tokens

1	2	2	2	2	2	2	2	2	1

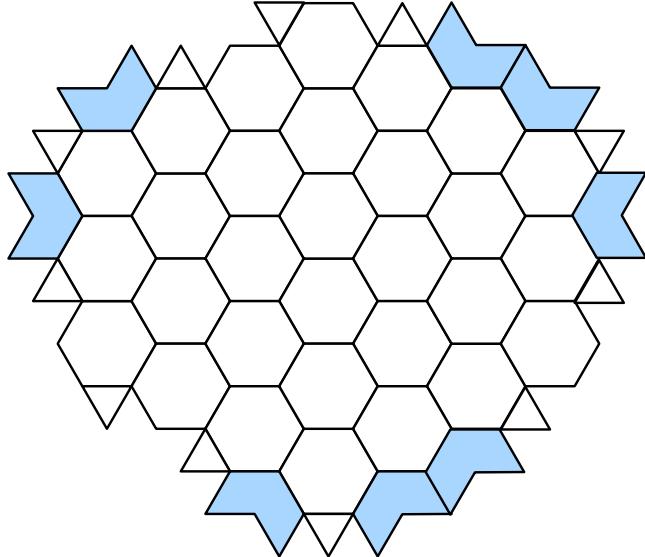
Harbors

1	1	1	1	1	4

Additional Build Options

		6			
		7			
		2			
		5			
		3			
		4			

Traders & Barbarians Scenarios



The Fishermen of Catan

5-6 Player Setup

Terrain

5	6	6	5	6	0	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	2	5

Additional Build Options

Development Card	6
Progress Card	7
Remove Robber	2
Road	5
Steal Resource	3
Take Resource	4

The Rivers

(Die Flüsse von Catan)

This was a revised edition of "The Great River", which was a standalone mini-expansion available from various sources.

Preparation Notes

- The desert-colored portions of the river hexes are referred to as the swampland hexes.
- Set up the main island as with the main game. The component tiles of the river hex are replaced with the river hexes themselves. In a 3-4 player setup, skip both swampland hexes and pair the ② with the ⑫.

Setup Notes

- Players may not set up their initial roads so that it crosses a river.
- Players receive ⓠ for any initial settlement (or city) bordering the river hexes, and ⓡ for any initial road bordering the river hexes.
- Determine possession of Wealthiest Settler and Poor Settler if necessary.
- The Robber begins the game on any swampland hex.

Card Changes

Name	Type	Effect
Road Building	Development	May not be used to build a bridge.
Road Building	Progress - Science	May not be used to build a bridge.

Additional Rules

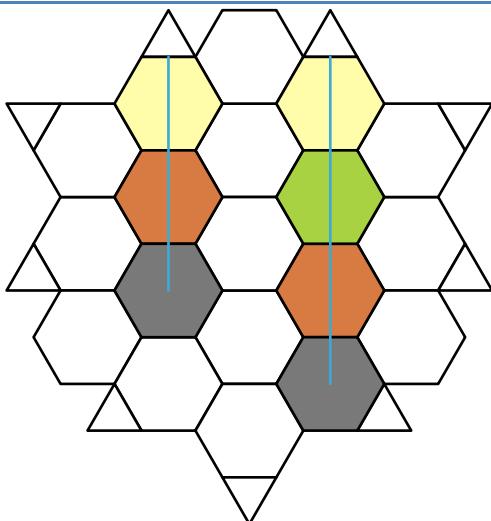
- Roads may not be placed so as to cross the river. Bridges must be used instead.
- Players receive ⓠ for any settlement or road built next to the river.
- ⓠ may be paid instead of reducing a city to a settlement following a loss against the barbarians.
- **Coins:** Coins are collected by building next to or across the river. A player may, during their turn, spend ⓠ to buy a resource up to twice per turn (the twice per turn restriction is not present in English language rules). Coins may be used when obtained, and may be traded between players. However, they are not resources: they may not be taken by the Robber, the Monopoly Development Card, earned from the effects of the Aqueduct, or used with any Progress Card. Players may trade resources for coins at the regular trading rates.
- **Bridges:** Bridges act identically to roads, but may only be built across the river. A player receives ⓠ for building a bridge.
- If playing with "The Caravans", camel placement is not affected by the rivers.
- **Wealthiest Settler and Poor Settlers:** The players with the fewest number of gold pieces are the Poor Settlers, which take away 2 VP. The player in sole possession of having the most gold pieces is the Wealthiest Settler, which is worth 1 VP.

"Catan for Two" Considerations

- All rules with regards to the desert hex also apply to the swampland hexes.
- Neutral players do not collect gold pieces, and are excluded from consideration for Wealthiest Settler and Poor Settler.
- When a player builds a bridge, one must also be built for a neutral player whenever possible. If not, a road must be built.

Game End

Game is to 10 points.



3-4 Player Setup

Terrain

Desert											
1	4	4	1	2	0	1	1				

Number Tokens

2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	2	2	2	1

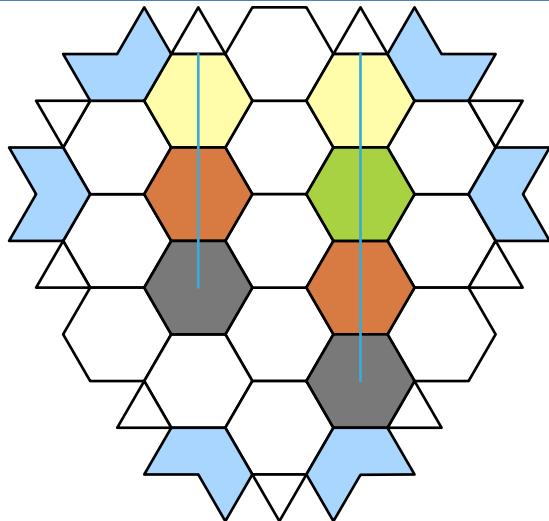
Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4

Additional Build Options

Bridge	Bridge	Bridge
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Traders & Barbarians Scenarios



The Rivers

3-4 Player Setup with "The Fishermen of Catan"

Terrain

1	4	4	1	2	0	1	1				1

Number Tokens

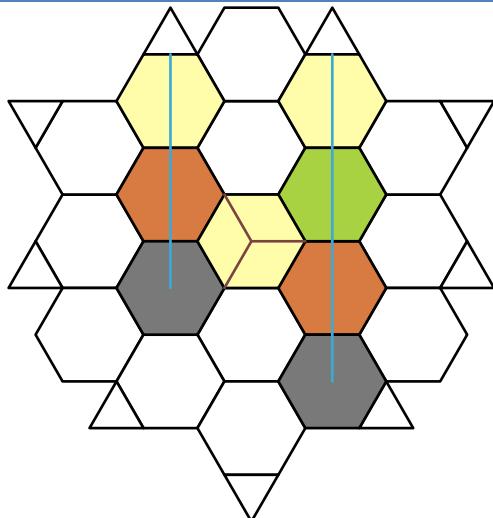
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4

Additional Build Options

Bridge	or
Development Card	
Progress Card	
Remove Robber	
Road	
Steal Resource	
Take Resource	



3-4 Player Setup with "The Caravans"

Terrain

1	3	4	1	2	0	1	1	1			1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4

Additional Build Options

Bridge	
--------	--

Preparation Notes

- Set up the remainder of the hexes and number tokens randomly. Skip both swamplands and the oasis, and pair one (3) with the (2) and the other (3) with the (12).

5-6 Player Setup

Terrain

3	6	6	2	3	0	1	1	1			1

Number Tokens

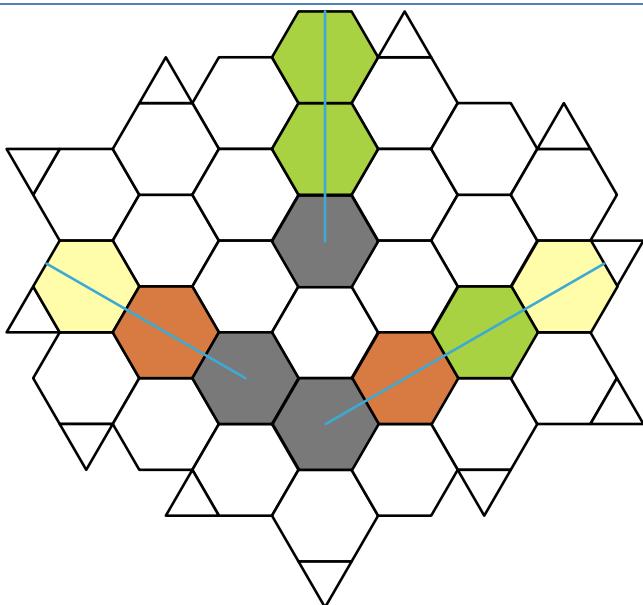
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

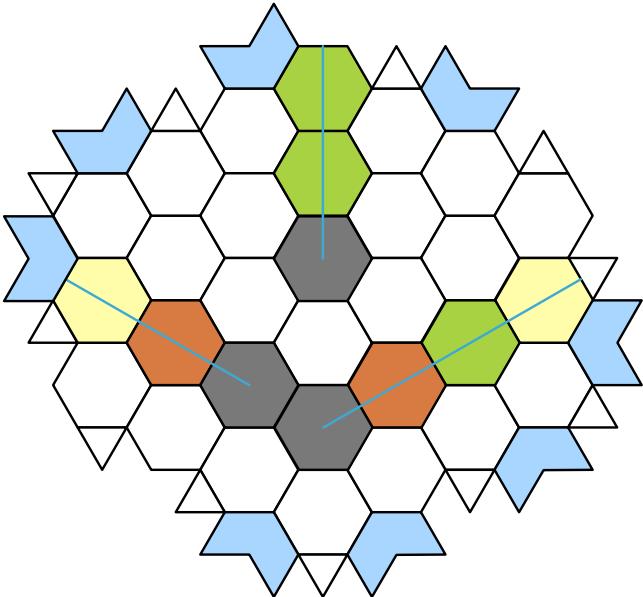
1	1	1	1	2	5

Additional Build Options

Bridge	
--------	--



Traders & Barbarians Scenarios



The Rivers

5-6 Player Setup with "The Fishermen of Catan"

Terrain

3	6	6	2	3	0	1	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	2	5

Additional Build Options

Bridge	or
Development Card	
Progress Card	
Remove Robber	
Road	
Steal Resource	
Take Resource	

The Caravans

(Der Zug der Karawanen)

This is a revised version of "The Great Caravan", which was available as a mini-expansion in Germany.

Preparation Notes

- The orientations of the oasis hexes are arbitrary.
- Set up the main island as with the base game, with the oasis hexes replacing the desert hexes.

Setup Notes

- The Robber begins the game off of the board.

Additional Rules

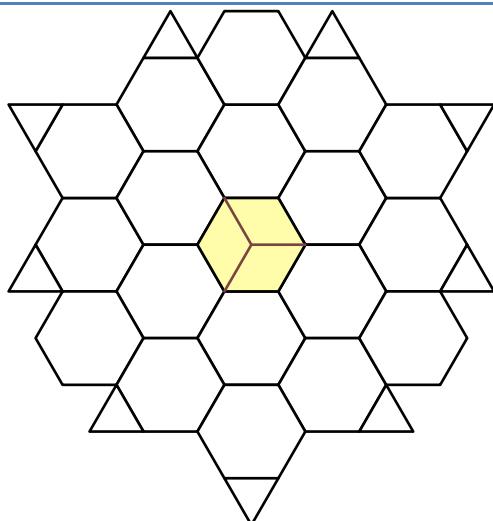
- **Camels:** Whenever a settlement is built or upgraded to a city, a camel is placed after the turn (or Special Building Phase in 5-6 player games) ends. Camels are placed on edges, and have a specific orientation. Roads (and ships with *Seafarers*) on edges with camels are treated as two roads for the purposes of Longest Road, while settlements and cities in the path of camels are worth 1 additional VP.
- **Camel Placement:** Camels are placed using voting rounds. Camels may only be placed either outbound from the oasis tile (with the front away from the oasis) or in an edge adjacent to the frontmost camel in a camel path. Camel paths may not branch, but may merge. A camel path may not begin on an edge adjacent to the oasis hex, but may be extended there. The Robber (and Pirate with *Seafarers*) does not affect camel placement.
- **Voting Round:** Each player, starting with the player whose turn has finished, place votes by placing **wool** and **grain** or **brick** and **lumber** face up in front of themselves. The player with a supermajority (more votes than all other players combined) places the camel. If no player has the supermajority, the players with the greatest number of votes making a supermajority must decide by consensus on where to place the camel. If there is no consensus, the player with the majority places the camel. If there is a tie for majority, the player whose turn has ended places the camel.

"Catan for Two" Considerations

- Two camels are placed instead of one in each voting round. If the votes are tied, then each player places one camel. If one player places both camels, they must extend different caravan whenever possible.

Game End

Game is to 12/15 points.



3-4 Player Setup

Terrain

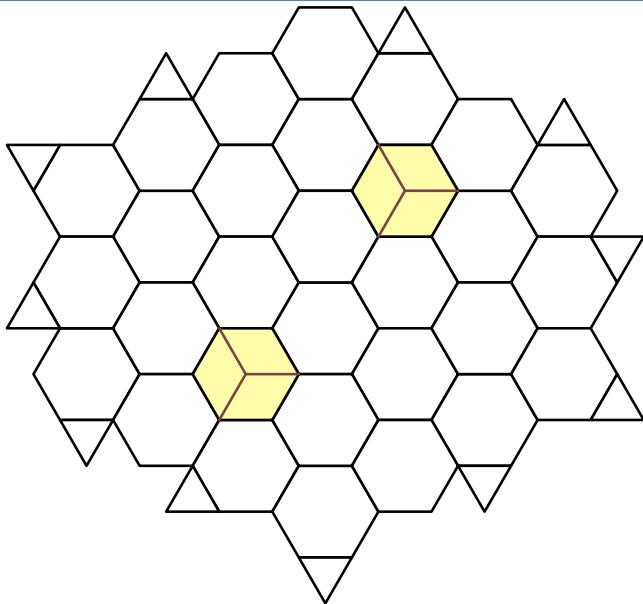
3	4	4	3	4	1

Number Tokens

1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4



5-6 Player Setup

Terrain

5	6	6	5	6	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	2	5

Barbarian Attack

(Der Barbarenüberfall)

Equipment Notes

- For German releases of *Traders & Barbarians*, a separate color die is used in this scenario. The English release replaces the color die with a regular die.

Preparation Notes

- Use the Progress Card decks instead of the "Barbarian Attack" Development Card deck.
- If playing with "Traders & Barbarians", the "Barbarian Attack" Development Card deck is used, but not the "Traders & Barbarians" Development Card deck.
- Castle hexes should be oriented in the same direction, but the orientation may be arbitrary.

Setup Notes

- Players must place a city instead of their second settlement.
- The Robber is absent in this scenario.

Card Changes

Name	Type	Effect
Bishop	Progress – Politics	Takes a resource or commodity from each player with an unconquered settlement or city adjacent to a hex of a player's choosing.
Deserter	Progress – Politics	Replacement Knight must be placed where the old Knight was removed.
Intrigue	Progress – Politics	Removes one barbarian from a hex of the player's choosing and adds it to their supply.
Inventor	Progress – Science	May only affect hexes in the interior of the island.

Additional Rules

- The Largest Army is not used.
- If playing with "The Rivers", the Poor Settler tiles are not used.
- The Barbarian Ship is not present.**
- Development Cards are resolved once purchased. If the supply of Development Cards run out, the discarded cards are shuffled to form a new Development Card deck.**
- If playing with "Traders & Barbarians", no barbarians are moved if a 7 is rolled. Instead, the player on move may take a resource from any other player.
- Coins:** Up to twice during a player's turn, a player may trade in  for a resource (not commodity).
- Barbarian Attack:** When a settlement is built or upgraded to a city, or when the barbarian ship is rolled on the event die or a city improvement is built, a barbarian attack occurs as long as barbarians remain in the supply. Roll dice until a 7 is not rolled (except when the barbarian ship is rolled), and place a barbarian on each of the unconquered coastal hexes with the corresponding number token. **This is done three dice with three different dice outcomes.** If there are not enough barbarians in the supply, three barbarians may be exchanged for a Catan chit or a Defender of Catan card.
- If playing with "Traders & Barbarians", each barbarian is also associated with an adjacent path, for the purposes of wagon movement. Barbarians placed on trade hexes may occupy an interior path. Paths may only be occupied by one barbarian at a time (thus, a barbarian is not associated with an adjacent path only if all adjacent paths are occupied by barbarians from the same or adjacent hexes). Barbarians that are in place at the start of the game are not associated with any adjacent paths.
- Conquered Terrain:** If a hex has 3 barbarians, it is conquered. Flip over the hex to show that the hex is conquered. Conquered terrain do not produce resources, and roads may not be built next to conquered hexes. **The Merchant is also rendered unproductive, and is not worth any VP.** **Note:** if at any point a hex returns to having fewer than 3 barbarians, it is once again productive, and susceptible to further barbarian attack.
- If playing with "Traders & Barbarians", barbarians may be placed on interior hexes as well as coastal hexes as a result of being driven by the wagon or moved with the Treason Development Card, and thus be conquered. Barbarians may not be driven to the barbarian castle hex.
- If playing with "Traders & Barbarians", and if the trade hexes produce resources, the conquered status of the trade hexes do not affect the delivery of goods.
- Conquered Settlements and Cities:** If a settlement or city does not have adjacent unconquered terrain, it is considered conquered. Place the settlement or city on its side to show that it is conquered. Conquered settlements or cities are not worth any VP, and harbors may not be used if they are connected to a conquered settlement or city. **The presence of city walls does not affect the conquered status of cities. Metropolises cannot be conquered, but may be rendered unproductive. While in this "quasi-conquered" state, players may not expand past metropolises.**
- If playing with *Seafarers*, ships may be built on the edge of a conquered hex, but shipping lines may only be extended from those anchored to an unconquered settlement or city.
- If playing with "The Fishermen of Catan", fishing grounds do not produce for conquered settlements and cities. **They remain productive for metropolises even if all other adjacent conquerable hexes are conquered.**
- Knights:** Knights are only be placed by the effects of the Development Cards. Knights are placed on one of the six edges next to the castle hex, and only one knight may occupy an edge. Knights do not block roads, and may not freely move about their owners' road networks. Each turn a knight may move up to 3 adjacent edges (activated or not), 5 with extra movement. **Extra movement for Knights applies for only one Knight; to give a second Knight extra movement, another extra movement must be paid.** Activated Knights may be deactivated to give extra movement. The presence of roads does not impede or improve Knight movement. **Once moved, Knights may not subsequently be moved next to the castle hex.** Knights that are displaced are deactivated. **In a 5-6 player game, Knights must be moved once placed, including if they were placed during the Special Building Phase. [Note: As both displacement and extra movement is a Knight action, the two cannot be performed together in the same turn.]**
- Expelling Barbarians:** At the end of each turn, (or in a 5-6 player game, the Special Building Phase), all hexes with barbarians, starting at a castle hex and proceeding clockwise, are checked to see if expulsion occurs. Expulsion occurs if there are more **knights** or **total strength of active knights** around the hex than barbarians on it. Once expulsion occurs, the barbarians are

Traders & Barbarians Scenarios

Barbarian Attack

distributed evenly among the owners of the [active] knights around the hex. If there are not enough barbarians for the players involved, a roll of the dice determines the players receiving the barbarians, and any players who do not receive barbarians receive 1 from the supply for each barbarian not received. Every 2/3 barbarians in a player's supply is worth 1 VP.

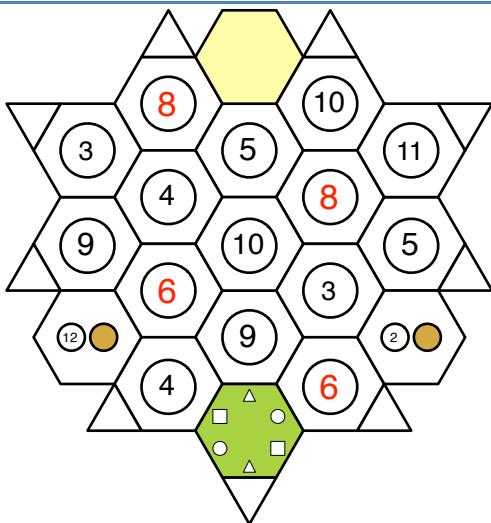
- **Knight Casualties:** After each expulsion, one die (the color die in the German release) is rolled, and Knights in the direction of the result of the die (as indicated by the castle hex) and its opposite side (opposite sides are labeled with the same color in the German release) are deemed casualties. Each casualty is demoted to the next highest rank available or removed. For each Knight removed (or rank demoted), the owner receives 1. **Note:** Casualties may affect whether expulsion occurs in other hexes.

"Catan for Two" Considerations

- A Knight of a third color is needed for this scenario.
- Note that barbarians may do up to two attacks when a settlement or city is built, once for the player and once for the neutral player.
- Players may pay Trade Tokens to move a barbarian from one coastal hex to another.
- 1 is given instead of 1 for the loss of a Knight.
- **The Foreign Knight:** The Foreign Knight, represented by the Knight of a neutral color, is placed on the board when the first Knight is built. The Foreign Knight moves whenever any Knight moves. Once placed, the Foreign Knight is never removed from the board. If it is to be a casualty, it is simply ignored.

Game End

Game is to 12/13 points, 14 points with "Traders & Barbarians".



3-4 Player Setup

Terrain

	Orange	Yellow	Green	Grey	Light Green	Light Blue	Dark Blue	Dark Green
Coastal	2	2	2	1	3	1	1	1
Interior	1	2	1	2	1	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	1	1	1	1	1	1	1	1	0

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Blue
1	1	1	1	1	4

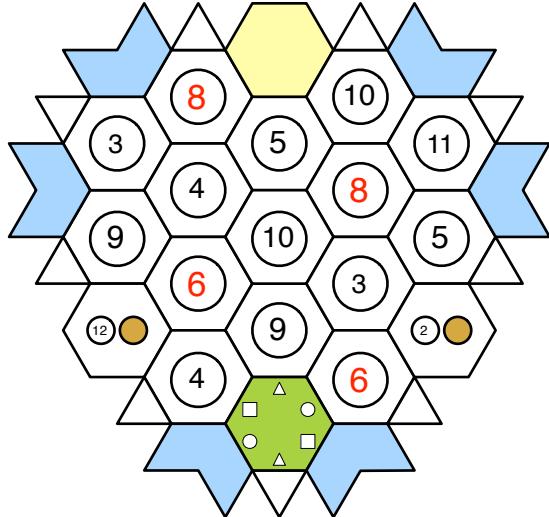
Player Pieces

Red	Red L	Red -	Red Circle	Red 1	Red 2	Red 3	Red Box
5	4	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement	Yellow Box
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Traders & Barbarians Scenarios



Barbarian Attack

3-4 Player Setup with "The Fishermen of Catan"

Terrain

	6	7	8	9	10	11	12	13
Coastal	2	2	2	1	3	1	1	1
Interior	1	2	1	2	1	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	1	1	1	1	1	1	1	0	0

Harbors

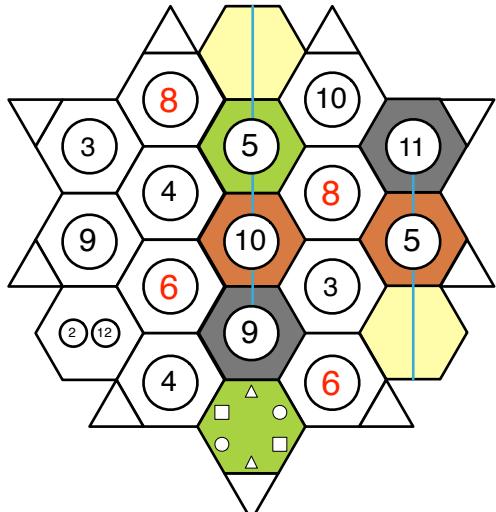
1	1	1	1	1	1	4
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Player Pieces

5	4	15	6	2	2	2	3
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Additional Build Options

Development Card	6
Extra Knight Movement	7 or 2
Progress Card	5
Road	3
Steal Resource	4
Take Resource	4



3-4 Player Setup with "The Rivers"

Terrain

	6	7	8	9	10	11	12	13
Coastal	1	2	2	0	2	0	1	1
Interior	0	2	1	1	0	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	1	1	1	1	1	1	1	0	0

Harbors

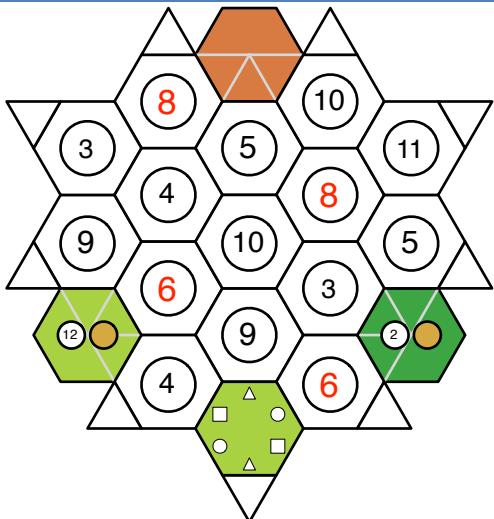
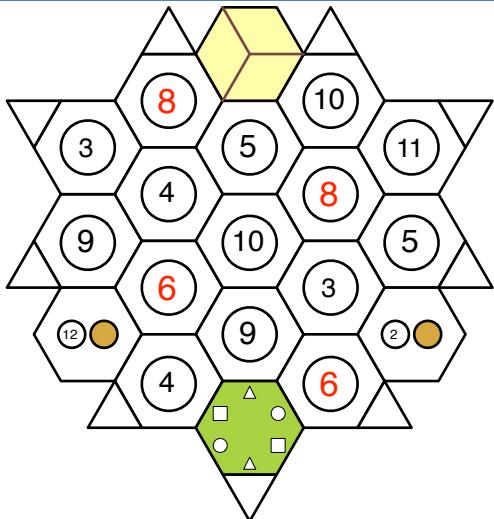
1	1	1	1	1	1	4
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Player Pieces

5	4	15	3	6	2	2	2	3
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Additional Build Options

Bridge	6
Extra Knight Movement	1

**3-4 Player Setup with "The Caravans"****Terrain**

Coastal	2	2	2	1	3	0	1	1
Interior	1	2	1	2	1	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	1	1	1	1	1	1	1	0	0

Harbors

1	1	1	1	1	4

Player Pieces

		-		(1)	(2)	(3)	
5	4	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement

3-4 Player Setup with "Traders & Barbarians"**Terrain**

Coastal	1	2	1	1	2	0	1	1	1	1	1
Interior	1	2	1	2	1	0	0	0	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	1	1	1	1	1	1	1	0	0

Harbors

1	1	1	1	1	4

Player Pieces

		-		(1)	(2)	(3)		
5	4	15	6	2	2	2	3	1

Additional Build Options

Baggage Train Level 2

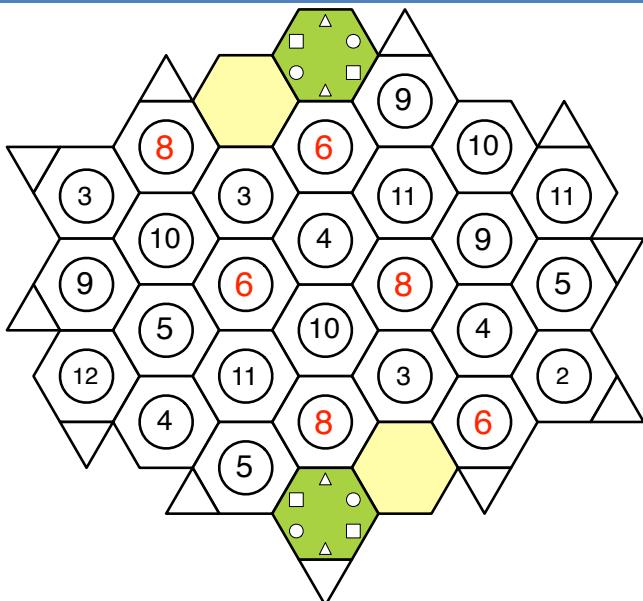
Baggage Train Level 3

Baggage Train Level 4

Baggage Train Level 5

Extra Knight Movement

Extra Wagon Movement

**5-6 Player Setup****Terrain**

Coastal	3	2	3	2	3	2	2
Interior	2	4	2	3	3	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	2	2	1	2	2	1	2	2	0

Harbors

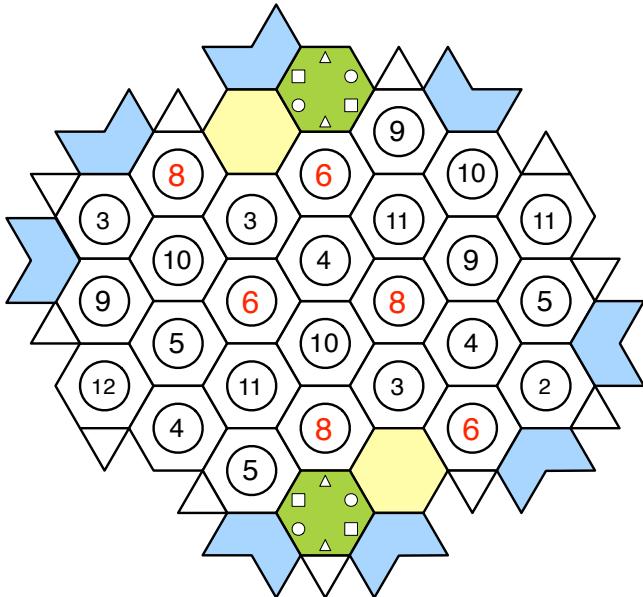
1	1	1	1	2	5

Player Pieces

		—					
5	4	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement	
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5-6 Player Setup with "The Fishermen of Catan"**Terrain**

Coastal	3	2	3	2	3	2	2
Interior	2	4	2	3	3	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	2	2	1	2	2	1	2	2	0

Harbors

1	1	1	1	2	5

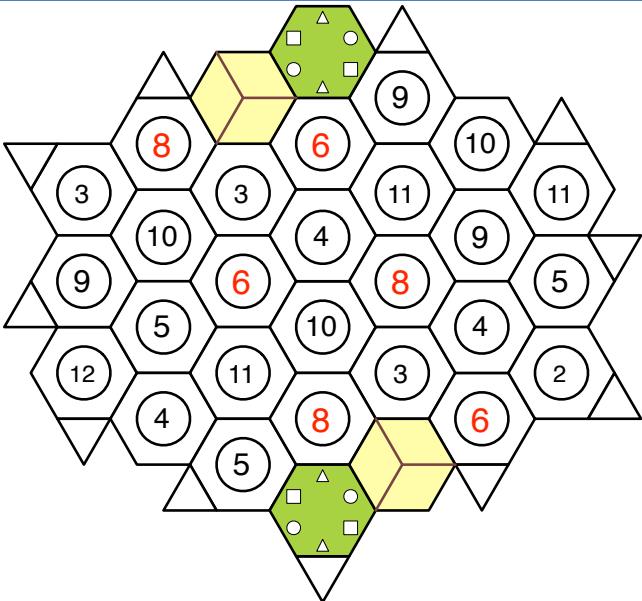
Player Pieces

		—					
5	4	15	6	2	2	2	3

Additional Build Options

Development Card		6
Extra Knight Movement		or 2
Progress Card		7
Road		5
Steal Resource		3
Take Resource		4

Traders & Barbarians Scenarios



Barbarian Attack

5-6 Player Setup with “The Caravans”

Terrain

								
Coastal	3	2	3	2	3	0	2	2
Interior	2	4	2	3	3	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal Interior	1	1	1	1	1	1	1	1	1	1
	0	2	2	1	2	2	1	2	2	0

Harbors



Player Pieces

5	4	15	6	2	2	2	3

Additional Build Options

Extra Knight Movement

Traders & Barbarians

(Händler & Barbaren)

Preparation Notes

- In a 3-4 player game, the main island is set up as in the main game. The castle, quarry, and glassworks replace one of each pasture, field, and desert hexes. In a 5-6 player game, the land hexes are randomly distributed.
- In a 3-4 player game, the number tokens are distributed as in the main game, except that the ② and ⑪ are skipped.
- Use the Progress Card decks instead of the "Traders & Barbarians" Development Card deck.

Setup Notes

- Players must place a city instead of their second settlement. The wagon begins the game where the city was placed.
- Each player begins with 5 gold pieces.
- The Robber is absent in this scenario.
- The Barbarians start off the board if not present on the setup charts.

Card Changes

Name	Type	Effect
Alchemist	Progress - Science	May not be used to determine the roll for driving off barbarians.

Additional Rules

- The Longest Road is not used in this scenario.
- In a 3-4 player game, roll again if a 2 or 12 is rolled.
- Gold Pieces:** Up to twice during a player's turn, a player may trade in two gold pieces for one resource (not commodity). Gold pieces, are not resources, though they may be traded.
- Trade Hexes:** The castle, quarry, and glassworks are known as the trade hexes. Each of these hexes have paths leading to the center of the hex. Roads may be built on these interior paths, but settlements may not be placed on the center of a hex. Roads may not be built on the edges of trade hexes where there is no path between the center of the hex and the intersections adjacent to the edge.
- Wagons:** Wagons are used to deliver goods between the castle, quarry, and glassworks. Wagons are moved at the end of a player's turn. Wagons are moved between the edges of hexes. The movement cost of wagons depends on the edge being travelled over. The number of movement points a wagon has is determined by the level of the baggage train, and 2 extra movement points are given if extra movement is paid. Any number of wagons may occupy an intersection. Wagons need not use their full movement, and are forced to stop if they move to the center of a trade hex.
- Delivery of Goods:** When wagons arrive at the center of a trade hex, they may drop off and pick up goods to deliver. Wagons may only carry one good at a time, and they must be delivered to the correct trade hex (each trade hex supplies and demands different goods). Each delivered good is worth 1 VP, and player earn gold pieces for delivery (the amount depending on the level of the baggage train). Except the initial movement to a trade hex, or when the supply of goods at a trade hex is exhausted, wagons must be carrying a good at all times.
- Baggage Train:** The baggage train is a representation of the contents of the wagon. They may be upgraded; upgrading to the final level of the baggage train is worth 1 VP. Upgrading the baggage train allows greater wagon movement, greater gold for delivery, and improved ability to drive off barbarians.
- Barbarians:** When a 7 is rolled, one barbarian is moved to an edge not already occupied by a barbarian. If there is a road on the edge, the player may take a resource from the owner of the road.
- Driving Off Barbarians:** A player may, when attempting to move over an edge with a barbarian, attempt to drive off the barbarian. This does not cost any movement points, but wagons may only attempt to drive off barbarians once per turn. To make an attempt, one die is rolled. If the outcome appears on the baggage train, the barbarian is driven off, and is moved elsewhere.
- Knights may be used to drive off barbarians, if the Knight is at an intersection adjacent to the barbarian. This deactivates the Knight.**

Wagon Movement Cost

1	Road/Ship Present [Pay  to owner for opposing roads]
2	Road/Ship Absent
+2	Barbarian Present

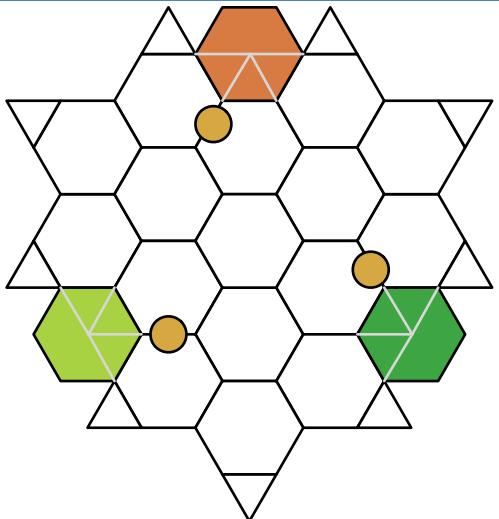
"Catan for Two" Considerations

- If a player places an initial settlement adjacent to a trade hex, they get one Trade Token.
- A player gains  for building a settlement adjacent to a trade hex.
- Players may pay Trade Tokens to move a barbarian to any eligible location.
- When moving the wagon, half of the gold pieces paid (rounded down) towards moving the wagon over neutral roads is given to the opponent.

Game End

Game is to 13/15 points, 15 points with "The Caravans".

Traders & Barbarians Scenarios



Traders & Barbarians

3-4 Player Setup

Terrain

2	4	2	3	3	1	1	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	2	2	2	2	2	2	2	0

Harbors

1	1	1	1	1	4

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Extra Wagon Movement	

3-4 Player Setup with "The Fishermen of Catan"

Terrain

2	4	2	3	3	1	1	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	2	2	2	2	2	2	2	0

Harbors

1	1	1	1	1	4

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Development Card	
Extra Wagon Movement	
Extra Wagon Movement	
Progress Card	
Road	
Steal Resource	
Take Resource	

3-4 Player Setup with "The Caravans"

Terrain

2	4	2	3	3	0	1	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	2	2	2	2	2	2	1	0

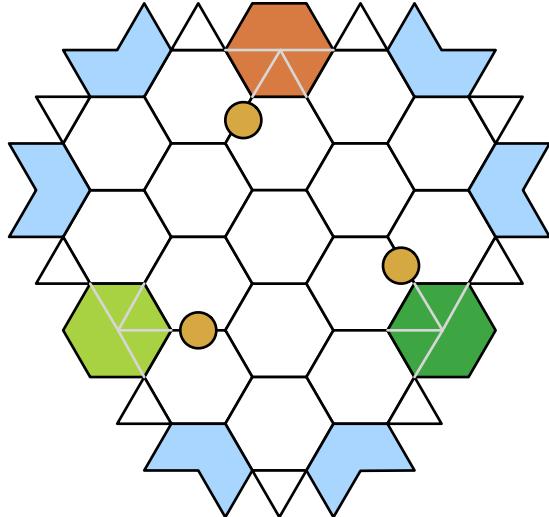
Harbors

1	1	1	1	1	4

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Extra Wagon Movement	

Traders & Barbarians Scenarios



Traders & Barbarians

3-4 Player Setup – Traders & Barbarians XXL

Terrain

Orange	Yellow	Green	Grey	Light Green	Light Yellow	Light Blue	Small Orange	Small Green	Small Grey	Light Green	Light Orange	Light Green
0	3	2	1	1	1	1	1	1	1	1	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
0	2	2	2	2	2	2	2	2	0

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Grey
1	1	1	1	1	4

Additional Build Options

Baggage Train Level 2	1
Baggage Train Level 3	1
Baggage Train Level 4	1
Baggage Train Level 5	1
Bridge	1 or 6
Development Card	7
Extra Wagon Movement	2
Extra Wagon Movement	7
Progress Card	5
Road	3
Steal Resource	4
Take Resource	

Additional Rules

"Traders & Barbarians XXL" was chosen as the winner of a contest to include as much of *Traders & Barbarians* in one scenario, and as such there are many more additional rules to this setup compared to the standard "Traders & Barbarians" setup, which may differ from combining the individual "add-on scenarios" separately with "Traders & Barbarians". They are as follows:

Preparation Notes

- One additional land hex is needed to complete the island. If this hex does not produce on a number token, remove either a (3) or an (11) from this setup. If this land hex is a gold field hex [requires *Seafarers*], the gold field hex produces gold pieces, not resources.
- Place the rivers as follows: the four-hex river should flow into the ocean [edge of the board], while the three-hex river flows into the four-hex river. This should divide the island into three parts. The lake hex must be placed in the largest of these parts.
- Place the barbarians so that they do not begin on bridge edges, counting the edges where the rivers meet as bridge edges.

Setup Notes

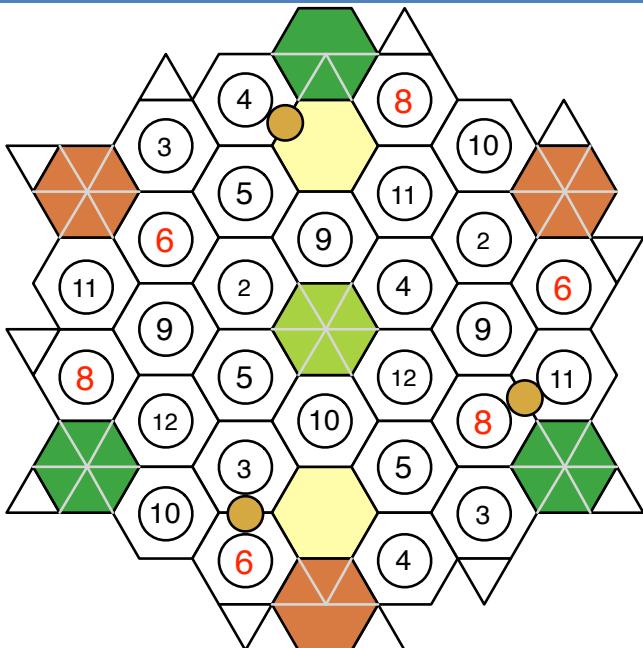
- Players begin with only 3 gold pieces. This does not include any additional starting gold pieces resulting from the placement of the initial settlement and city.

Additional Rules

- The Poor Settler tiles are not used in this scenario.
- Bridges only give out (●●) when built.
- Wagons may not cross the river unless a bridge is present. (●●) is paid to the owner of the bridge when a wagon crosses over a bridge.
- Barbarians may not occupy a bridge edge unless a bridge is present.

Game End

Game is to 15 points in a 3-player game and 14 points in a 4-player game.



5-6 Player Setup

Terrain

5	6	6	5	6	2	1	3	3

Number Tokens

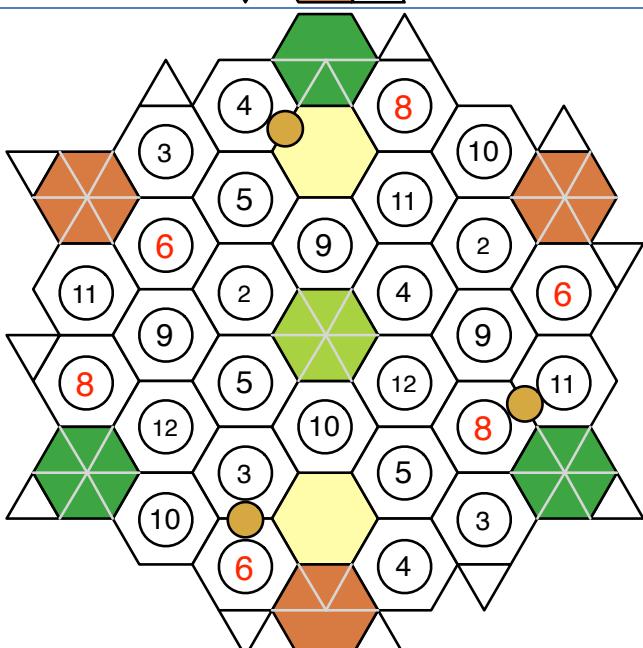
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	2	2	3	3	3	2

HARBORS

1	1	1	1	2	5

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Extra Wagon Movement	



5-6 Player Setup with "The Fishermen of Catan"

Terrain

5	6	6	5	6	2	1	3	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	2	2	3	3	3	2

HARBORS

1	1	1	1	2	5

Additional Build Options

Baggage Train Level 2	
Baggage Train Level 3	
Baggage Train Level 4	
Baggage Train Level 5	
Development Card	
Extra Wagon Movement	
Extra Wagon Movement	
Progress Card	
Road	
Steal Resource	
Take Resource	

Historical Scenarios

In late 1998, the first of the *Historische Szenarien* was published. These adapted the mechanics of *Settlers* to scenarios based on historical events. The concept had been alluded to in the 2/1997 issue of *Catan-News* (then *Siedler-Zeitung*) with a peek at a scenario titled "Rameses", later developing into "Cheops". The *Historische Szenarien* expansions were never released in English; Mayfair Games, had, however, imported the game and bundled a short translation manual. (999 Games, however, had given the *Historische Szenarien* a full release in Dutch).

A major defining feature of the *Historische Szenarien* is the fixed boards. While necessary for the scenario, it was contrary to the "Settlers spirit" of having variable hexes and number tokens, thought to be a defining feature of *Settlers*, though newer technology has allowed variable versions of "Cheops" and "Troy" to be released in various forms ("Cheops" as "Uprising in Egypt" as a bonus in *Catan-News*, while "Troy" was introduced on Catan Online World).

The *Historische Szenarien* was also said to be the precursor of the *Catan Histories* series of games (*Settlers of the Stone Age*, *Struggle for Rome*, and *Settlers of America*), which were otherwise standalone games making use of familiar *Catan* mechanics.

Today, the *Historische Szenarien* is out of print, and new copies are hard to come by. The price alone today makes it difficult to justify either expansion as a worthwhile purchase.

Alexander the Great

(Alexander der Große)

Not Compatible with *Catan: Cities & Knights*

Equipment Notes

- 28 Event Tokens are needed for this scenario. 7 tokens of each of the four types (Hunger, Bridge, Statue, and Battle) are needed.
- 1 First Advisor, 1 Second Advisor, and 1 Third Advisor scoring cards are needed for this scenario.
- 1 Alexander figure is needed for this scenario.

Preparation Notes

- Place an Event Token face down on each intersection marked with . **Note:** Only 25 of the 28 Event Tokens are needed.
- Place the Alexander figure on the start of the path (the blue and red edges on the board), on the upper-right corner of the board.
- Shuffle together 15 of each resource in a 3-player game and 19 of each resource in a 4-player game. This pile of resource cards is known as the Provisions Deck.

Setup Notes

- There are no initial settlements.
- Each player begins with five cards from the Provisions Deck.

Additional Rules

- The Second Advisor is not used in a 3-player game.
- Do not roll for resources on the first turn.
- Players may not build settlements on Alexander's path ahead of Alexander's location.
- **Provisions Deck:** At the start of each turn, each player draws one card from the Provisions Deck until the deck is exhausted.
- **Gold Fields:** Gold fields produces gold pieces. Gold pieces may be substituted for resources during bidding rounds. Gold pieces are not resources, though they may be traded.
- **Alexander's Quest:** Starting on the second turn, Alexander will move to the next intersection on the path after the resources are collected. Alexander will advance over the red portion of the path only when a 7 is rolled.
- **Bidding Rounds:** A bidding round begins when Alexander reaches intersections marked with or . If an intersection marked with is at stake in a bidding round (including on the first turn), the winner may choose to place a settlement at Alexander's location. Otherwise, the Event Token is turned face-up to determine what will be built, and what will be the acceptable resources for bidding. Any Knight Development Cards used as payment are returned to the bottom of the Development Card deck.
- **Advisors:** The player with the most Event Tokens (at least 3) is named the First Advisor, worth 4 VP. The player with the next most Event Tokens (at least 3) is named the Second Advisor, worth 3 VP. The player with the most after that (at least 3) is the Third Advisor, worth 2 VP.

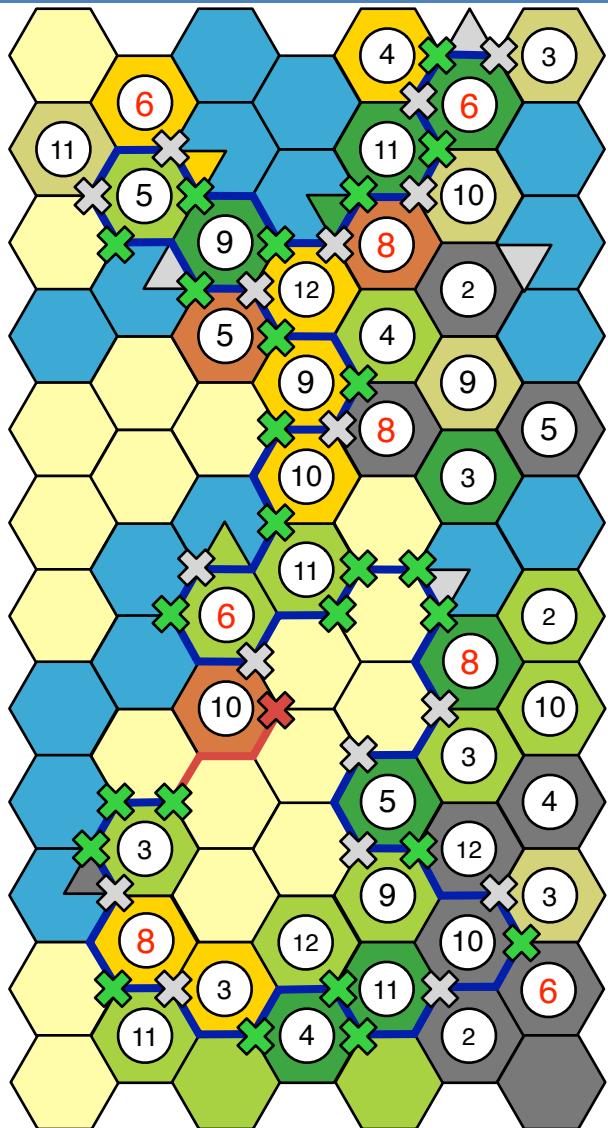
Resources for Bidding Rounds	
Settlement	
Hunger	
Bridge	
Statue	
Battle	or Knight (Knight Cards count as 3 resources)

Game End

Game is to 14 points. However, the game also ends if a 7 is rolled while Alexander is located at the intersection marked with . In this case the player with the most VP wins. In the event of a tie, the player with the most Event Tokens wins.

Variants

- For faster gameplay each player begins with 8 gold pieces.



3-4 Player Setup

Cheops

Equipment Notes

- 8 Ships were provided with *Historische Szenarien I* for the benefit of players without *Seafarers*. These are not wooden pieces (plastic pieces were not introduced until after *Historische Szenarien I* was released) but cardboard pieces.
- 11 Pyramid Stones are needed per player for this scenario. These are provided in *Historische Szenarien I*.
- 16 neutral Pyramid Stones are needed for this scenario. These are provided in *Historische Szenarien I*.
- 1 Pharaoh's Blessing scoring card is needed for this scenario. This is provided in *Historische Szenarien I*.
- A number of Pharaoh's Curse scoring cards are needed for this scenario. This is provided in *Historische Szenarien I*.

Player Pieces	
	Pyramid Stone

Setup Notes

- Players begin with three initial settlements, and may only place them on intersections marked with .
- Each player is given 3 gold pieces.
- The Robber starts the game on any desert hex.

Additional Rules

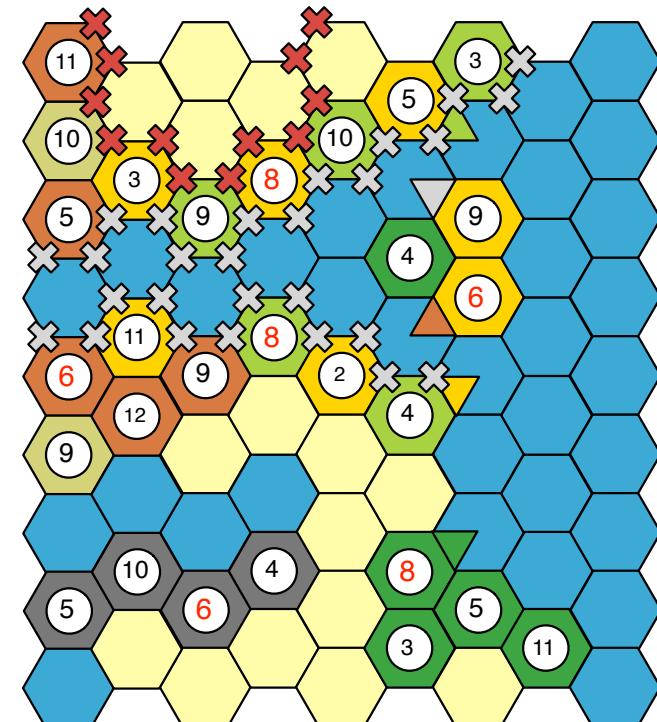
- The Longest Road is not used in this scenario.
- Roads and ships may connect without a settlement or city in between.
- Players may use another players' harbors. To do so, the player must have a road or ship connection to the harbor (through their own or opposing roads and ships) from one of their own cities, and must be paid to the owner of the settlement or city with the harbor.
- **Gold Fields:** Gold Fields produce gold pieces when they produce. Gold pieces are not resources, but they may be traded.
- The Pyramid: Players may build Pyramid Stones if they have a settlement or city on intersections marked with , or are connected to an opposing settlement at these locations through a road or ship connection (through their own or opposing roads and ships). In the latter case, must be paid to the owner of the settlement or city.
- On a roll of 7, a neutral Pyramid Stone must be built.
- **Pharaoh's Blessing and Pharaoh's Curse:** The player who has built the most Pyramid Stones gains the Pharaoh's Blessing, which is worth 3 VP and relinquished if another player builds more Pyramid Stones. The players who have built the least amount of Pyramid Stones are given the Pharaoh's Curse, which penalize 2 VP.

Game End

Game is to 12 points. The game also ends if 12 neutral Pyramid Stones have been built or a total of 30 Pyramid Stones are built. The player with the most VP wins in these cases.

Variants

- Neutral Pyramid Stones are not built until the first Pyramid Stone is built by a player.



3-4 Player Setup

Player Pieces				

Additional Build Options

Pyramid Stone		
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Uprising in Egypt

[Aufschwung in Agypten]

One of the main appealing factors of *Settlers* is that it has variable setup. However, the fixed boards of *Historische Szenarien* meant that not much variation exists. This was an attempt to create a variable setup with this scenario, presented as a bonus scenario in the 1/2001 issue of *Catan-News*. The reason that "Cheops" was chosen was that "Alexander the Great" was considered to be too difficult to make a variable setup, "Great Wall" too pointless, and "Troy" too delicate.

Equipment Notes

- 8 Ships were provided with *Historische Szenarien I* for the benefit of players without *Seafarers*. These are not wooden pieces (plastic pieces were not introduced until after *Historische Szenarien I* was released) but cardboard pieces.
- 11 Pyramid Stones are needed per player for this scenario. These are provided in *Historische Szenarien I*.
- One additional set of number tokens from the base game are needed for this scenario.
- 16 neutral Pyramid Stones are needed for this scenario. These are provided in *Historische Szenarien I*.
- 1 Pharaoh's Blessing scoring card is needed for this scenario. This is provided in *Historische Szenarien I*.
- A number of Pharaoh's Curse scoring cards are needed for this scenario. This is provided in *Historische Szenarien I*.

Player Pieces	
	Pyramid Stone

Setup Notes

- Players begin with three initial settlements, and may only place them on intersections marked with . At each initial settlement, place one number token face down on each neighboring hex without a number token. After all initial settlements are placed, turn all of the number tokens face up. Ensure that the  and  base game tokens are not adjacent (they may be adjacent to the "printed"  and ).
- Each player is given 3 gold pieces.
- The Robber starts the game on any desert hex.

Additional Rules

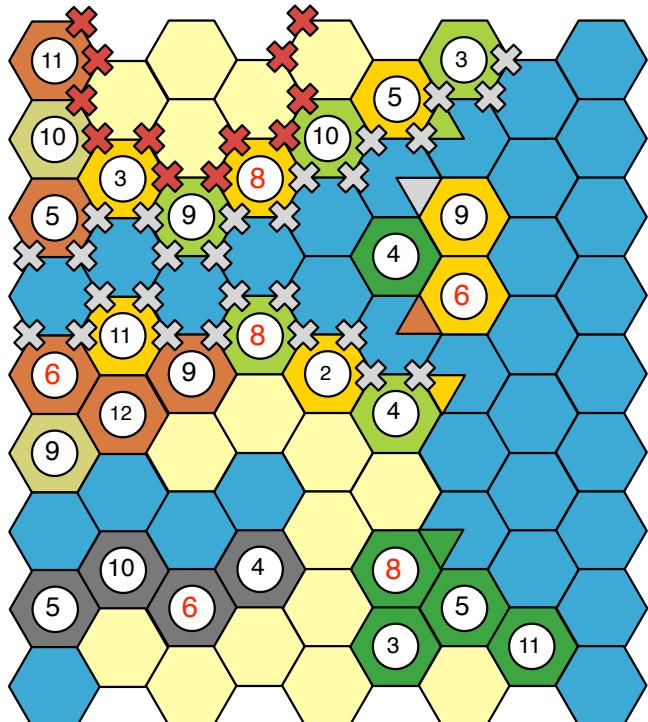
- The Longest Road is not used in this scenario.
- Roads and ships may connect without a settlement or city in between.
- Players may use another players' harbors. To do so, the player must have a road or ship connection to the harbor (through their own or opposing roads and ships) from one of their own cities, and  must be paid to the owner of the settlement or city with the harbor.
- Hexes with the base game number tokens produce at the number specified on the base game number token. Players are permitted to look under either of the number tokens on a hex if two are assigned.
- **The Uprising:** If a player builds a settlement adjacent to a resource-producing hex for which there are no other adjacent settlements or cities, the hex is given a base game number token. The number token must be a base game taken from a hex adjacent to the player's own base game settlements or cities, ensuring that the  and  base game tokens are not adjacent (they may be adjacent to the "printed"  and ). If there are no eligible number tokens, no number tokens are moved.
- **Gold Fields:** Gold Fields produce gold pieces when they produce. Gold pieces are not resources, but they may be traded.
- **The Pyramid:** Players may build Pyramid Stones if they have a settlement or city on intersections marked with , or are connected to an opposing settlement at these locations through a road or ship connection (through their own or opposing roads and ships). In the latter case,  must be paid to the owner of the settlement or city.
- On a roll of 7, a neutral Pyramid Stone must be built.
- **Pharaoh's Blessing and Pharaoh's Curse:** The player who has built the most Pyramid Stones gains the Pharaoh's Blessing, which is worth 3 VP and relinquished if another player builds more Pyramid Stones. The players who have built the least amount of Pyramid Stones are given the Pharaoh's Curse, which penalize 2 VP.

Game End

Game is to 12 points. The game also ends if 12 neutral Pyramid Stones have been built or a total of 30 Pyramid Stones are built. The player with the most VP wins in these cases.

Variants

- Neutral Pyramid Stones are not built until the first Pyramid Stone is built by a player.
- Play with the Pirate from *Seafarers*. The Pirate blocks the use of harbors.



3-4 Player Setup

Player Pieces

	5		4		15		8		11
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Additional Build Options

Pyramid Stone		
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Troy

[Troja]

Equipment Notes

- Decision Cards are needed for this scenario. 3 Troy cards and 3 Mycenae cards are included with *Historische Szenarien II*.
- A set of Trade Markers is needed for this scenario. Each Trade Marker represents a resource; two markers per resource are needed.
- A set of Ship Tokens are needed for this scenario per player.

Ship Token Manifest

No.	Type
1	3:1 Harbor
2	1 VP
3	Swap – Once per turn, you may swap a resource card in your hand with one from the Support Row
4	1 VP
5	2:1 Harbor – The resource to be traded is randomly chosen
6	Withdraw – Once per turn, you may take a resource card from the Support Row
7	1 VP

Preparation Notes

- The Development Card Deck is not used in this scenario.
- Historische Szenarien* provides a cardboard Pirate for this scenario, for the benefit of players without *Seafarers*.

Setup Notes

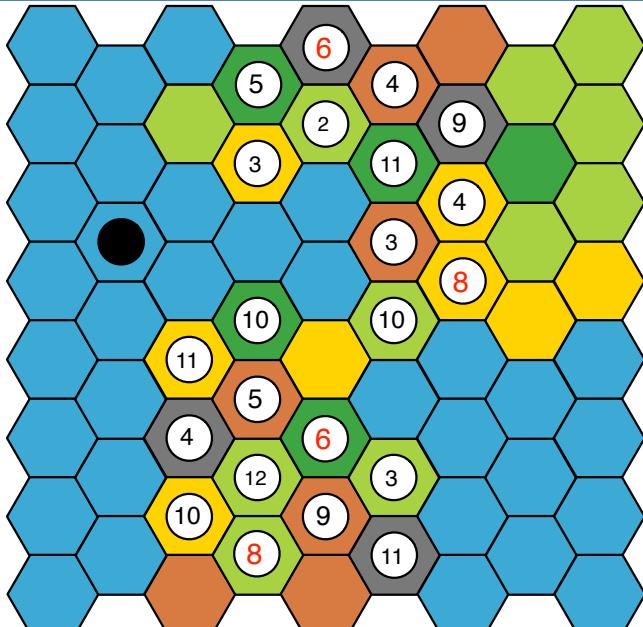
- The Robber is not used in this scenario.
- Place one grain, lumber, ore, and wool face down to the side of the board. This forms the Support Row.
- Each player is given one Decision Card. Decision Cards are kept secret from all other players. There should be an equal number of players backing Mycenae as well as Troy.

Additional Rules

- The Largest Army is not in this scenario.
- Battle Support:** Players may also choose to support the battle by donating up to three resources to the Support Row. Each donation awards the player . Support cannot be given during the Special Building Phase.
- Trade Tokens are not resources. They may not be traded, nor can they be stolen by the Pirate.
- Battle Resolution.** When the Support Row has 10 cards in a 4-player game and 13 in a 6-player game, a battle is resolved. Turn 7 of the cards face-up in a 4-player game and 9 cards face up in the 6-player game. If there are more lumber and wheat than ore and wool, Mycenae wins the battle; otherwise Troy wins. Brick does not contribute to either side. Each battle win awards its backers 1 VP. The remainder of the cards form the new Support Row.
- Ship Tokens:** Ship Tokens must be built in the order specified by the number on the front of the token. Once built, they are placed in the middle of any unoccupied ocean hex bordering either a coastal settlement or city or another of the player's Ship Tokens. Ship Tokens may be placed at the Pirate's location. Each Ship Token allows the player the ability listed on the token.
- Pirate:** The Pirate moves whenever a 7 is rolled or when a Ship Token is built. Once moved, the Pirate may take a resource card from the owner of any adjacent coastal settlement or city, or the owner of any Ship Token present. Pirates prevent the use of the special abilities of Ship Tokens.

Game End

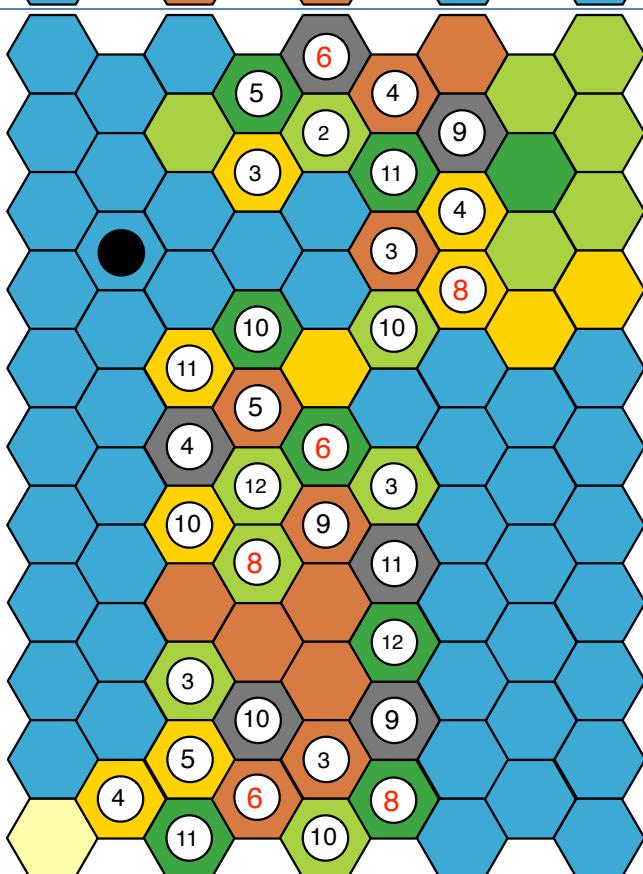
Game is to 15 points. The game may also end if either Troy or Mycenae wins 6 battles, in which case the player with the most VP wins. If there is a tie, the player with the most Trade Tokens wins.



4 Player Setup

Additional Build Options

Ship Token



6 Player Setup

Additional Build Options

Ship Token

The Great Wall

(Die große Mauer)

Not Compatible with *Catan: Cities & Knights*

Equipment Notes

- 21 Hun Tokens are needed for this scenario in a 4-player game, and 35 Hun Tokens are needed for this scenario in a 6-player game. Each token has a numeral on the reverse side, with 7 tokens each for numerals 1-3 or 1-5, respectively.
- 7 Breach Tokens are needed for this scenario.
- 5 Wall Markers are provided per player in *Historische Szenarien II* to denote wall levels.
- A Pirate is provided with *Historische Szenarien II*, for the benefit of those without *Seafarers*.

Preparation Notes

- Remove 3 VP Development Cards and one each of the Monopoly, Road Building, and Year of Plenty Development Cards from the Development Card deck.
- The intersections marked with are known as frontier intersections. Each of these intersections is adjacent to a desert hex, which is known as its attack hex. Settlements on frontier intersections are known as frontier settlements. The column of hexes under the attack hex is known as the Support Column for the frontier intersection. [As the hex below rightmost attack hex is an ocean hex, the forest hex to the right is considered the first hex in the Support Column instead.]
- The desert hexes with the numbers are known as the assembly hexes.

Setup Notes

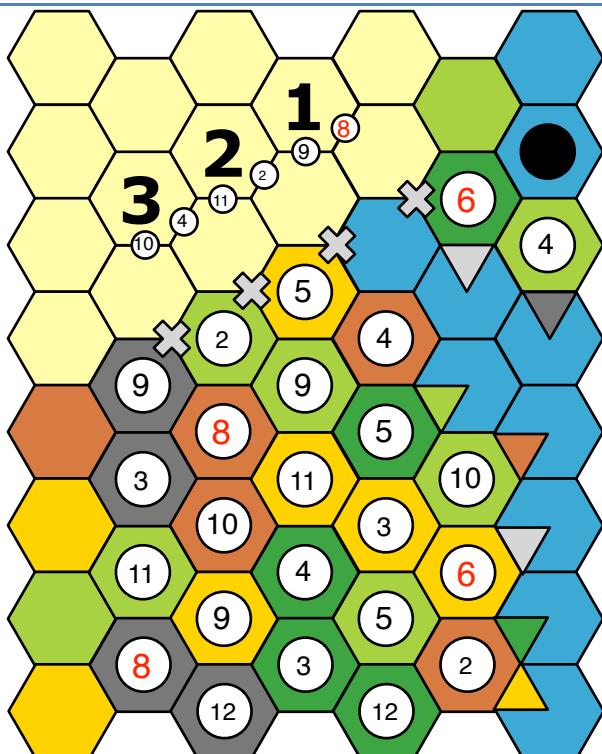
- Players begin with three initial settlements, the first of which must be on a frontier intersection.
- The Robber is absent in this scenario.

Additional Rules

- The Largest Army is only worth 1 VP.
- When a Knight Development Card is played, the player may take two Knight actions. Knight Actions include moving a Hun Token between assembly hexes, returning a Hun Token on the mainland back into the supply, and moving the Pirate.
- **Pirate:** When moved, the player moving the Pirate may take a resource card from any other player. The Pirate blocks the use of harbors.
- **Huns:** Whenever a settlement is built or upgraded into a city, a new Hun Token is placed on the assembly hex indicated on the back of the Hun Token. Hun Tokens then move from assembly hex to attack hex on the number specified by the number token on the edge between the assembly and attack hexes, unless the attack hex already has five Hun Tokens. Huns on the mainland block production of resources.
- **Breaching the Wall:** If the number of Hun Tokens at an attack hex is greater than the wall level of the associated frontier settlement, then the wall is breached. The wall level of the frontier settlement is reduced by 1, and the Hun tokens are distributed evenly along the frontier settlement's Support Column, starting with the top and moving down. The owner of the frontier settlement also receives 1 Breach Token, which penalizes 1 VP.

Game End

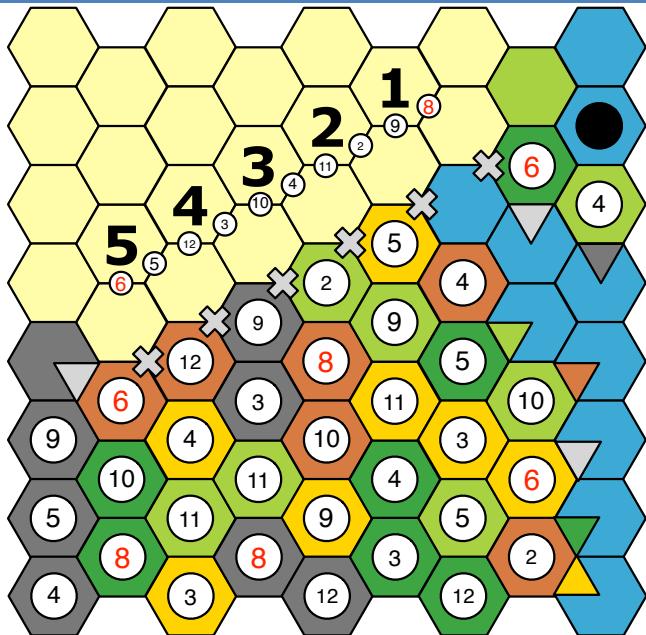
Game is to 10 points. The players can also collectively lose if the wall has been breached 5 Breach Tokens have been awarded in a 4-player game and 7 Breach Tokens have been awarded in a 6-player game.



4 Player Setup

Additional Build Options

Wall Level 1	
Wall Level 2	
Wall Level 3	
Wall Level 4	
Wall Level 5	

**6 Player Setup****Additional Build Options**

Wall Level 1	
Wall Level 2	
Wall Level 3	
Wall Level 4	
Wall Level 5	

Das Buch zum Spielen Scenarios

Das Buch zum Spielen is arguably the most expansive of the *Settlers* expansions that have been published in any language, in terms of number and variety. With an extensive list of parts and a hardcover book that details on both *Settlers of Catan* and the *Catan Card Game*. Like the *Historische Szenarien*, Mayfair Games has previously imported it with translations for gameplay-related portions relevant to both games, but has stopped short of a full English edition. Portions of this expansion, however, has been reprinted in various forms: for example, nearly every scenario and variant in the German *Atlantis* (a 10th anniversary expansion in Germany) are those featured in *Das Buch zum Spielen*, 999 Games' "Six Scenarios" expansions were taken from this expansion (but translated into Dutch), and the 10th anniversary of *Seafarers* brought forth the release of *Die Kolonien Jubilaums-Szenario*, which was an updated version of a scenario in this expansion.

Though out of print and difficult to find, the scenarios are certainly worth a look. There are many interesting tidbits of information that is a worthwhile read for any *Catan* fan.

The scenarios are presented in the order presented in *Das Buch zum Spielen*. "The Desert Riders" is part of *Das Buch zum Spielen*, but is part of the *Schätze, Drachen & Entdecker* section as "The Desert Dragons" due to its more recent appearance there.

The Atoll

(Das Atoll)

Not Compatible with *Catan: Cities & Knights*

by Brigitte and Wolfgang Ditt

Preparation Notes

- Take the 18 number tokens from the base game and distribute them clockwise in the prescribed order.

Setup Notes

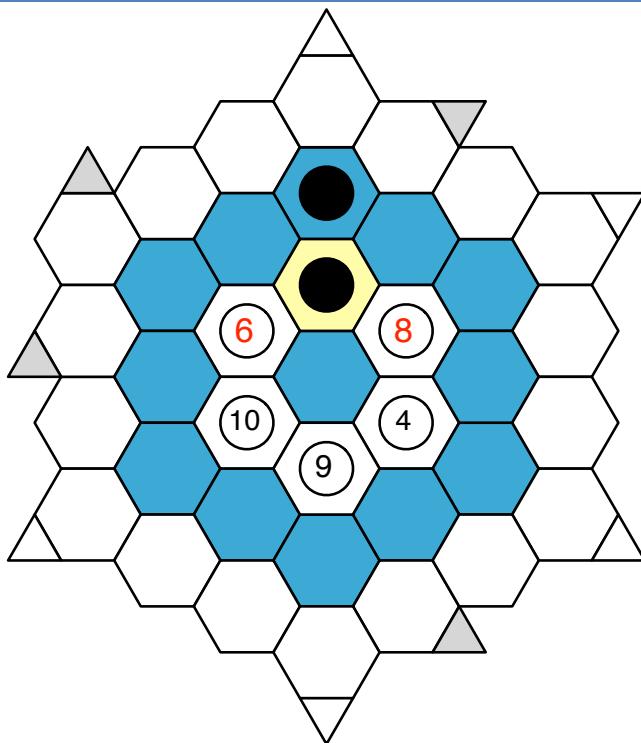
- Players must place their first settlement on the inner island, and their second on the outer island. In a 5-player game, the player placing their first settlement last may choose to place both their settlements on the outer island.

Additional Rules

- Each shipping line between the inner and outer islands connecting any two settlements or cities (not necessarily the player's own) is worth 1 VP. Shipping lines that branch off do not award any additional VP, and no additional VP are awarded if more than one shipping line connects the same two settlements and cities.
- The Robber may not take resources when it is moved unless the Pirate is unable to take resources, but will continue to stop hexes from producing.
- Pirate:** When a 7 is rolled or a Knight card is played, the Pirate is moved after the Robber. The Pirate is moved one space if a Knight card was played, or moved a number of spaces clockwise equal to the lower of the two dice rolled if a 7 was rolled. The Pirate takes resources as normal.

Game End

Game is to 12 points.



4-5 Player Setup

Terrain

	Hexagon	Yellow	Green	Grey	Light Green	Yellow	Blue
Inner Island	1	1	1	1	1	1	13
Outer Island	3	4	4	3	4	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Inner Island	0	0	1	0	1	1	1	1	0	0
Outer Island	1	2	2	2	2	2	2	2	2	1

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4

The Bermuda Triangle

(Das Bermuda-Dreideck)

by Steffen Richter and Heinz Dasbach

Equipment Notes

- Special blue number tokens were provided for the ocean hexes in *Das Buch zum Spielen*.

Preparation Notes

- Variable Setup:** The land hexes on the outer islands may be altered.

Setup Notes

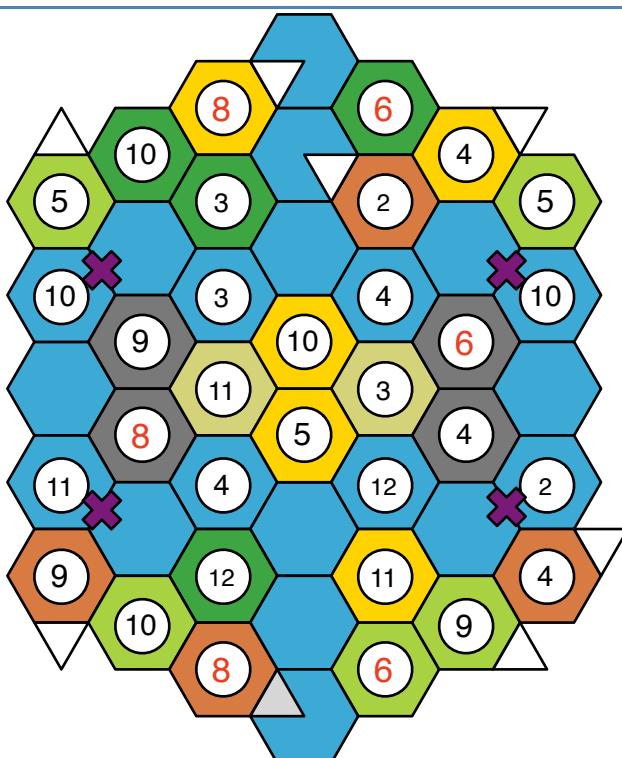
- Players may not place their initial settlements on the central island.
- The Robber begins the game on any gold field.
- The Pirate begins the game on any ocean hex without a number token.

Additional Rules

- The first settlement built on the central island is worth 1 extra VP.
- The Bermuda Effect:** When a number rolled matches that of an ocean hex, all ships adjacent to it are destroyed. Bridges and roads on the coast are unaffected. The Pirate is not affected.
- Settlements and cities on the central island must be connected by a player's own ships or bridges to their counterparts on the outlying islands. If this is not the case, the settlements and cities on the central island become unproductive, and players may not build on the central island.
- Bridges:** Bridges, represented by ordinary roads, may only be built on edges marked with ✕.

Game End

Game is to 12 points.



3-4 Player Setup (2000)

Terrain

4	5	4	5	5	0	18	2

Number Tokens

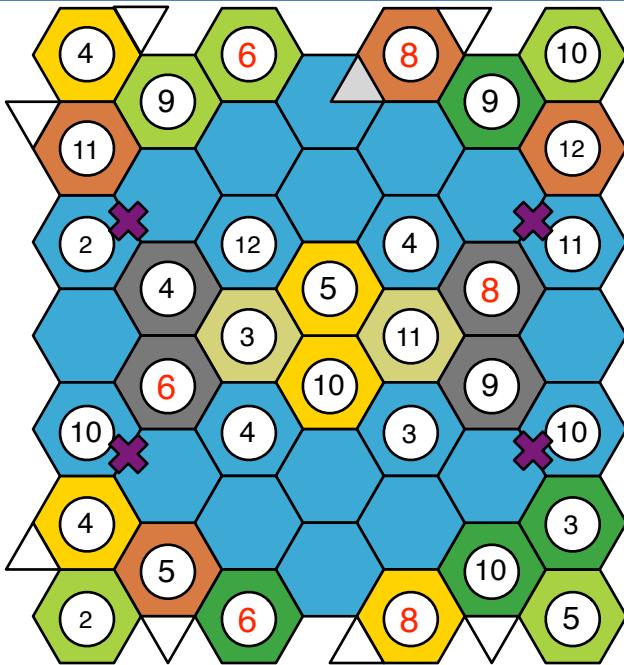
1	2	3	3	3	3	3	3	2	1
1	1	2	0	0	0	0	2	1	1

Harbors

1	1	1	1	1	3

Additional Build Options

Bridge					
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3-4 Player Setup (2003)

Terrain

							
4	5	4	5	5	0	22	2

Number Tokens

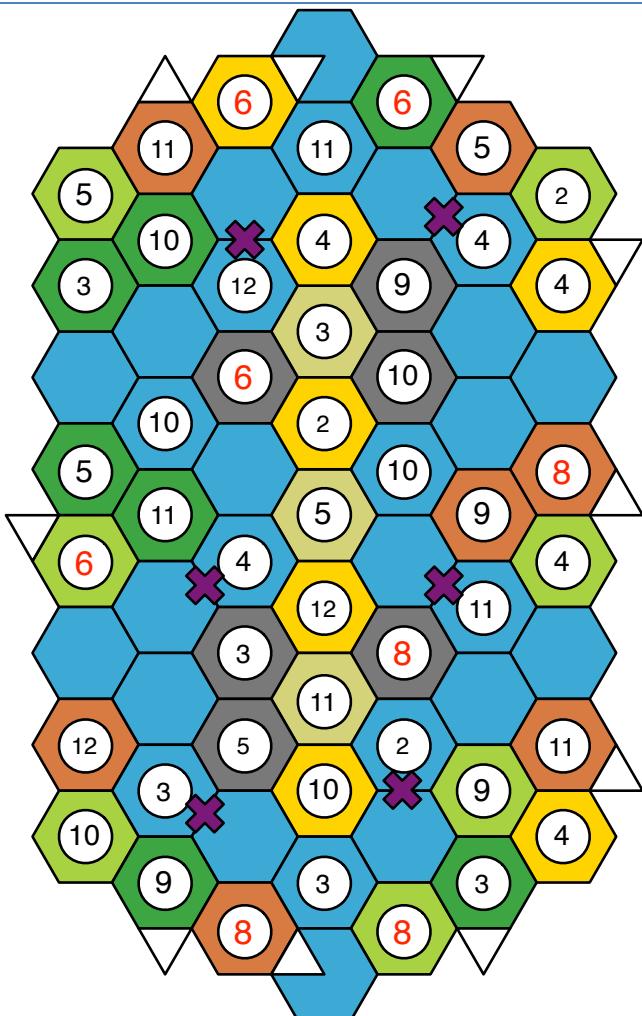
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Land Hexes	1	2	3	3	3	3	3	3	2	1
Ocean Hexes	1	1	2	0	0	0	0	2	1	1

Harbors

					
1	1	1	1	1	3

Additional Build Options

Bridge



5-6 Player Setup (2000)

Terrain

							
7	7	7	6	7	0	26	3

Number Tokens

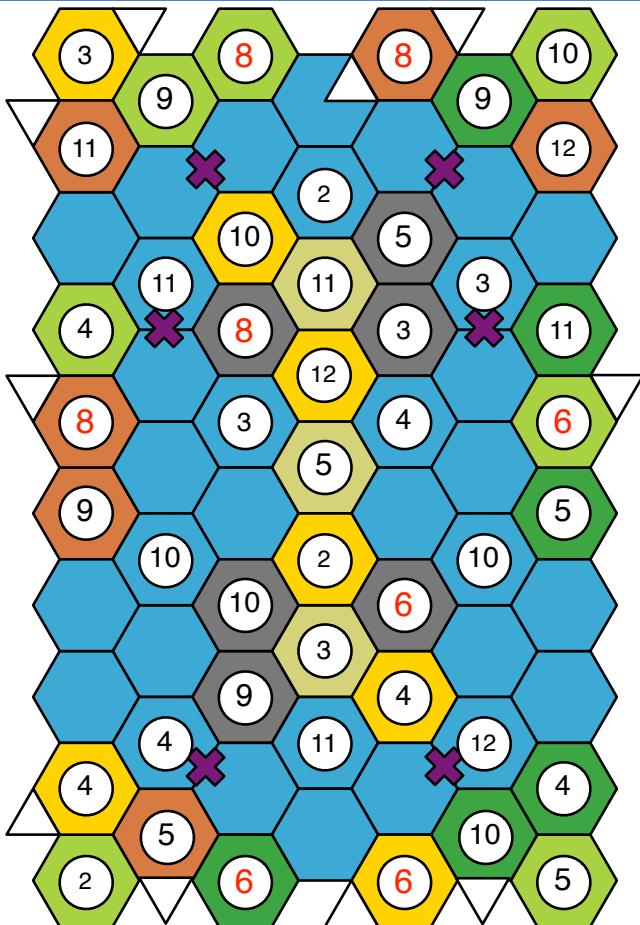
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Land Hexes	2	4	4	5	4	4	4	4	4	2
Ocean Hexes	1	2	2	0	0	0	0	2	2	1

Harbors

					
1	1	1	1	1	5

Additional Build Options

Bridge



5-6 Player Setup (2003)

Terrain

6	7	6	6	7	0	32	3	

Number Tokens

2	3	4	5	4	4	4	4	3	2
1	2	2	0	0	0	0	2	2	1

HARBORS

1	1	1	1	1	4

Additional Build Options

Bridge	
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Catan Express

by Brigitte and Wolfgang Ditt

Equipment Notes

- 1 Fastest Engineer scoring card is needed for this scenario. It is provided as part of *Das Buch zum Spielen*.
- Trains and Water Towers are provided as part of *Das Buch zum Spielen*.

Player Pieces	
	Train
	Water Tower

Setup Notes

- 2 cities and the Water Towers are set aside for the first part of the game.
- No road is built for the first settlement. The road for the second settlement must lead to the center of a neighboring hex.
- The Train is placed at the location of the second settlement.

Additional Rules

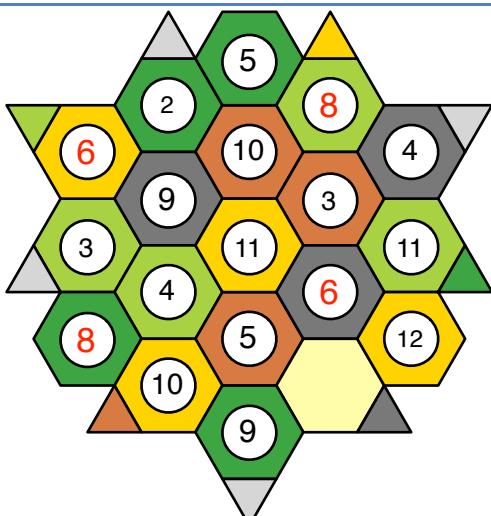
- The Longest Road is not used in this scenario.
- Settlements may be built anywhere except where there is a connection to any player's rail or ship line. The distance rule still applies.
- Only settlements connected to any player's rail network may be upgraded to cities.
- VP Development cards must be immediately revealed once bought.
- Ships may be attached to rails without a settlement or city in between. Player may build a ship on occupied paths, but  must be paid to each player already having a ship at the intended building site.
- One Catan chit is awarded for connecting an unattached settlement to the railway network. One Catan chit is also awarded for connecting two players' previously disconnected rail networks together. Each Catan chit is worth 1 VP.
- Rails:** Rails (represented by roads) are always built from the center of a hex to an intersection. They may not be built along the edges. Players may build a rail on occupied rail paths, but  must be paid to each player already having a rail at the intended building site.
- The Race:** The race begins once a player has 8 VP. At this point, each player must select one of their settlements or cities (two settlements or cities in a 3-player game), other than the location of the locomotive (if, in a 3-player game, a player does not have two eligible settlements or cities, only one is chosen). Each player must then place a Water Tower at each of the settlements and cities chosen. At this point, the two cities set aside are returned to the players' supplies.
- Moving Trains:** After the race begins, a player may move their train after they trade and build. Trains may only be moved if the player has at least 5 rails and ships on the board, and they may move a number of rail and ship paths equal to the higher number of the two dice rolled. A train need not use their full movement. Moving over a player's own rails and ships is free, but moving over another player's rails or ships requires one resource to be paid to its owner.
- Collecting Water Towers:** When a train arrives at a settlement or city with their own Water Tower, the train must stop and collect it. Each Water Tower is worth 1 VP.
- Fastest Engineer:** The first player to collect all of their own Water Towers is named the Fastest Engineer, worth 1 VP.

Game End

The game ends when a player is named the Fastest Engineer. The winner is the player with most VP. In the event of a tie, the Fastest Engineer wins, or the first player among the tied players to move their train wins if the Fastest Engineer is not among the tied players.

Variants

- Players begin with 15 ships instead of 8. Ships are built as with rails.
- Trains may not stop where rails meet ships.



3-4 Player Setup

Terrain

							
3	4	4	3	4	1	0	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

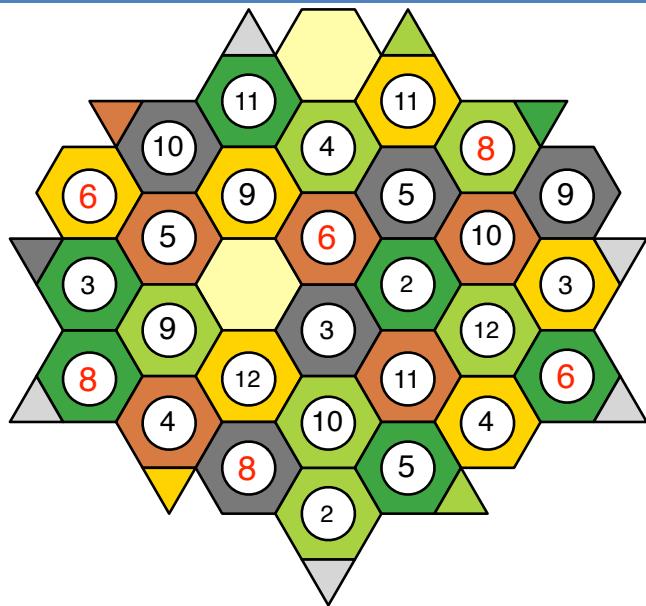
					
1	1	1	1	1	4

Player Pieces

		-			
5	4	15	8	1	6

Additional Build Options

Rail	 
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5-6 Player Setup

Terrain

5	6	6	5	6	2	0	0	0

Number Tokens

2	3	3	3	3	8	9	10	11	12

Harbors

1	1	1	1	2	5

Player Pieces

5	4	15	8	1	6

Additional Build Options

Rail		
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El Dorado

by Andreas Seyfarth

Equipment Notes

- 1 Corsair figure is needed for this scenario. As the Pirate is not used in this scenario, the Pirate figure may be used.

Preparation Notes

- Place the number token reserve face down on the gold field in the center (termed El Dorado).
- **Variable Setup:** The terrain may be freely altered. The ⑥ and ⑧ should be evenly distributed about the inner part of the island, and the other number tokens should be placed so as to not have two adjacent hexes with the same number token.

Setup Notes

- Players may not place their initial settlements on El Dorado.
- The Robber begins the game in any desert hex.
- The Pirate is not used in this scenario.

Additional Rules

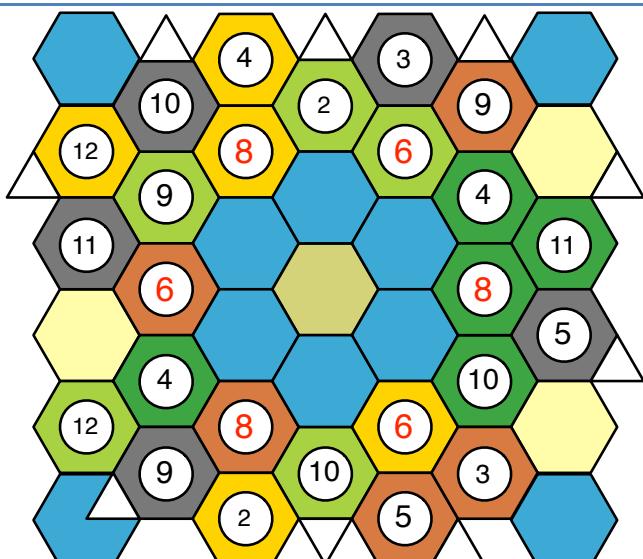
- Ships may not be moved between the interior ocean hexes and the exterior of the board.
- Settlements and cities may not be built on El Dorado.
- **El Dorado:** The first three players to position a ship on a coast of El Dorado flips one of the number tokens face up. Thereafter, on any roll of these numbers, any player with a continuous trade route from a city to El Dorado takes a Catan chit. However, if there are not enough Catan chits for all players to receive one, no one receives Catan chits.
- **Corsair:** The player building the Corsair gains its control. On a roll of 7 by any player, after the Robber has moved, the player with control of the Corsair may deploy it to any ocean hex around El Dorado. The player may then steal a card from each of up to two players with ships adjacent to the hex, or give up control of the Corsair and destroy two adjacent ships (including their own). Players may also take control of the Corsair from its current owner if they build the Corsair themselves. Ships that are isolated from the mainland as a result of the Corsair may not be moved until reconnected.

Game End

Game is to 12 points. The game also ends if 8 Catan chits have been awarded; at which point the player with the most VP wins. In the event of a tie, the tied player that most recently had control of the Corsair wins.

Variants

- Players may wait until their turn to deploy the Corsair, instead of automatically deploying on a roll of 7.



3-4 Player Setup (2000)

Terrain

Desert	Ocean	Mountain	Forest	Field	Woods	Coast	Sea	Island
5	5	5	5	5	3	10	1	

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
On Board	2	2	3	2	3	3	3	3	2	2
Reserve	0	1	0	1	0	0	0	0	1	0

Harbors

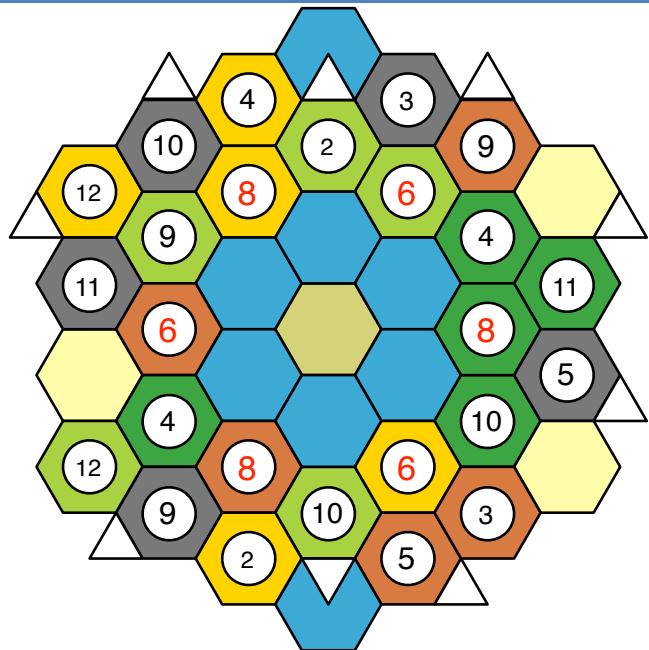
Orange	Yellow	Green	Grey	Light Green	Light Grey
1	1	1	1	1	4

Player Pieces

Red	Red L	Red Line	Red Arrow
5	4	15	4

Additional Build Options

Corsair	Green	Grey	Grey
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3-4 Player Setup (2003)

Terrain

5	5	5	5	5	3	6	1

Number Tokens

2	2	3	2	3	3	3	3	2	2
0	1	0	1	0	0	0	0	1	0

Harbors

1	1	1	1	1	4

Player Pieces

5	4	15	4

Additional Build Options

Corsair	
---------	--

The Explorers

(Die Entdecker)

by Hannes and Christian Till

Preparation Notes

- Sort the unexplored terrain into two piles: one with the ocean hexes and one with the land hexes.

Setup Notes

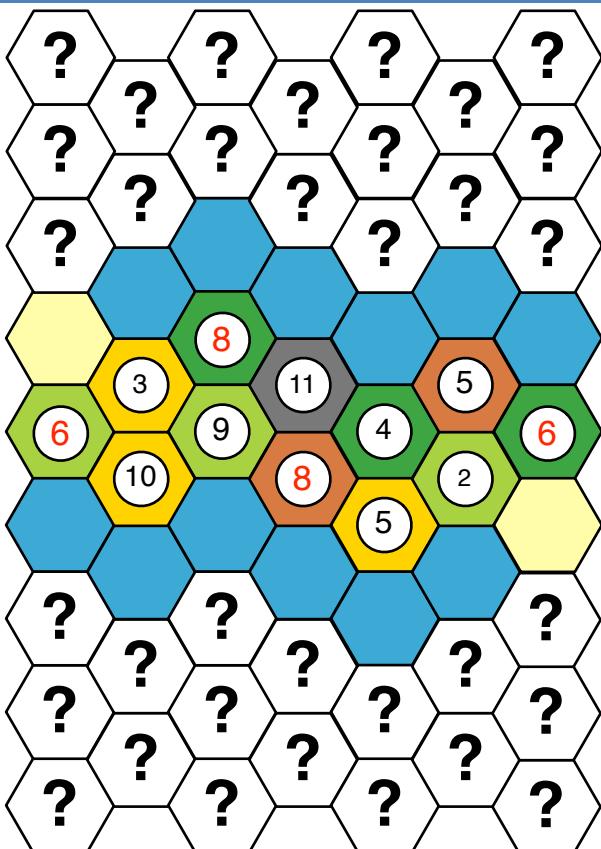
- Players must place their initial settlements on the middle of the board, not adjacent to the unexplored area.

Additional Rules

- The Robber and Pirate do not enter play until the first settlement is built outside of the central island.
- Shipping lines may cross from the top edge of the game board to the bottom edge. One ocean hex separates the top and bottom of the first column and every second column thereafter, and two ocean hexes separate the top and bottom of the columns in between.
- Discovery:** When a player builds a road or ship on edges facing unexplored terrain, a discovery occurs. One land hex is placed in the empty space, and, if possible, one ocean hex is placed in an adjacent empty space. If the land hex produces resources, a number token is assigned from the reserve. If the reserve is empty, then a number token must be moved from the central island, subject to the restriction that the number token moved must be adjacent to a player's own settlements or cities, that every settlement and city must border a hex with a number token, and that ⑥ and ⑧ may not be placed in adjacent hexes. If this is not possible, the restrictions may be ignored in the order stated. If there are no eligible number tokens from the central island, then they may be moved from anywhere else on the board, subject to the same restrictions.

Game End

Game is to 12 points.



3-4 Player Setup (2000)

Terrain

	○	○	○	○	○	○	○	○	○	○	○	○
Main Island	2	3	3	1	3	2	12	0				
Reserve	3	2	2	4	2	2	12	2				

Number Tokens

	○	○	○	○	○	○	○	○	○	○	○	○
Main Island	1	1	1	2	2	2	1	1	1	1	0	
Reserve	0	1	2	1	0	0	1	2	1	1	1	

Harbors

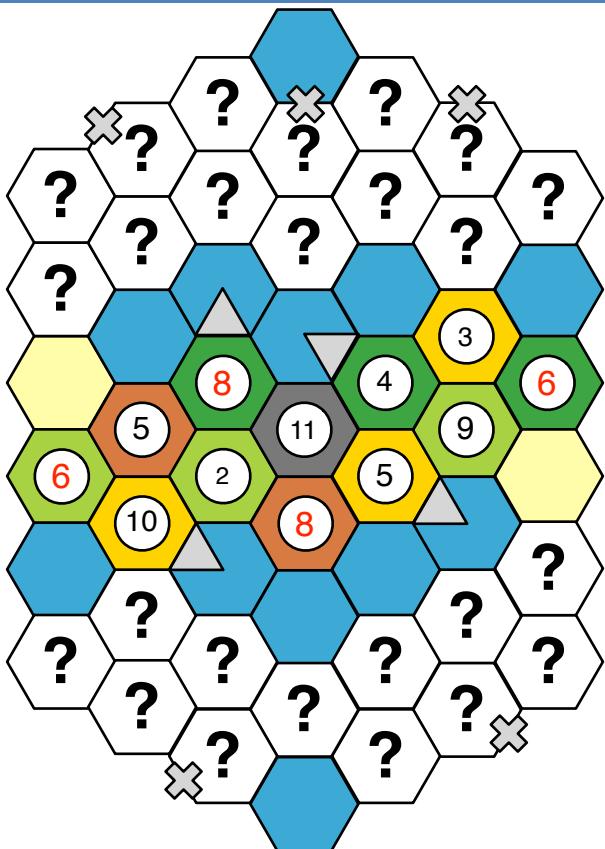
○	○	○	○	○	○	○
1	1	1	1	1	1	4

Preparation Notes

- Use harbor hexes instead of harbor tokens. Place the harbor hexes in the ocean hex reserve.

Additional Rules

- Whenever a harbor is discovered, it must be oriented so that both harbor intersections touch land whenever possible.



3-4 Player Setup (2003)

Terrain

Main Island	2	3	3	1	3	2	10
Reserve	3	2	2	4	2	1	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	1	2	2	2	1	1	1	0
Reserve	0	1	2	1	0	0	1	2	1	1

HARBORS

1	1	1	1	1	4

Preparation Notes

- Place the lumber, ore, and grain harbors at the edges marked with along the top end of the board, from left to right. Place the brick and wool harbors on the similarly-marked edges at the bottom end of the board, from left to right.

Additional Rules

- The first player to build a road or ship at the edges marked with may take the harbor there and place it. Only one harbor may be placed on an edge, and harbors may not be placed on adjacent edges.

The Fleets

(Die Flotten)

Not Compatible with *Catan: Cities & Knights*

by Horst Rainer Rösner

Setup Notes

- The Robber begins the game in any desert hex.
- The Pirate begins the game in any ocean hex.
- At the start of the game, set aside two (2) and two (12). Give each player one of these number tokens.
- Players may only place their initial settlements on the two large islands at the top and bottom of the board. If both settlements are on the coast, only one may have a ship.

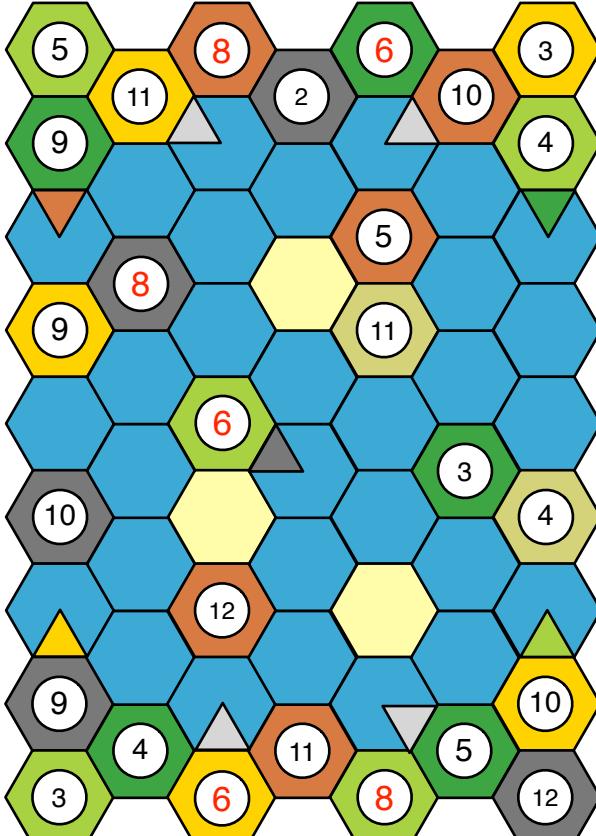
Additional Rules

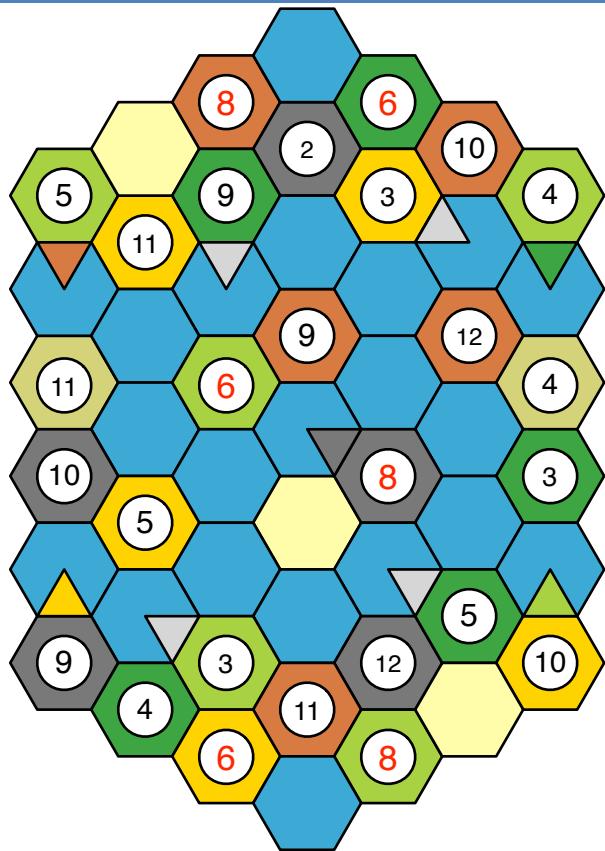
- **The Fleet:** The first ship that a player builds marks the start of a fleet. Players may only have one fleet. The first ship is built as normal. Thereafter, ships must be built in a line, with no branching permitted. Ships are permitted to be built past any player's settlements or cities, but the fleet must be anchored to a player's own settlements or cities for it to be extended.
- **Fleet Movement:** Players, on their turn, may move any or all ships in their fleet once, by moving a ship from one end to the other. A fleet of just one ship moves to an adjacent edge.
- Fleets do not contribute to the Longest Road.
- **The Small Islands:** A player may build their first settlement on any of the small islands by having their fleet move there. Players may not expand to the large island on the other end of the game board if they began with two settlements on the same end. Subsequent expansion on the small island must be done in the conventional manner.
- **Pirate:** On a roll of 7, if the Pirate is moved to an ocean hex bordering the end of an opponent's fleet, the ship is destroyed after resources are taken. Fleets of two or fewer ships may not be destroyed in this manner. The Pirate does *not* prevent the movement or extension of fleets. Movement of the Pirate by a Knight card does *not* cause ship destruction.
- Each settlement on a small island earns one Settlement Point, and each city on a small island earns two Settlement Points. The player with the most Settlement Points on each of the small islands earns 1 VP. No VP are awarded for an island if there is a tie.
- If any ship in a player's fleet borders a land hex, the player may, on their turn, exchange their number token for the number token on that hex. This may be done any number of times on a player's turn. The Robber does *not* prevent the exchange of number tokens.

Game End

Game is to 12 points.

3-4 Player Setup (2000)											
Terrain											
○	○	○	○	○	○	○	○	○	○	○	○
5	5	5	5	5	5	3	21	2			
Number Tokens											
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)		
1	3	3	3	3	3	3	3	3	2		
HARBORS											
△	▽	▼	▲	■	▲	▼	△	▽	▼	▲	■
1	1	1	1	1	1	1	1	1	4		
Player Pieces											
◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
5	4	15	5								





3-4 Player Setup (2003)

Terrain

5	5	5	5	5	19	3	2	

Number Tokens

1	3	3	3	3	8	9	10	11	12

Harbors

1	1	1	1	1	4

Player Pieces

5	4	15	5

The Colonists

(Die Kolonien)

Not Compatible with *Catan: Cities & Knights*

This scenario was also published separately in the Netherlands as part of its "Six Scenarios" series of expansions as *De Koloniën*. It was also the scenario featured in the German expansion released as part of the 10th anniversary of *Seafarers*, as *Die Kolonien Jubiläums-Szenario*.

Equipment Notes

- Jungle hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [3], *De Woestijnruiters* [3], and *Die Kolonien Jubiläums-Szenario* [3].
- Volcano hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [2], *De Woestijnruiters* [2], and *Die Kolonien Jubiläums-Szenario* [2].
- 4 Bases and 1 Warship per player are needed for this scenario if playing by the revised rules. Both are included as part of *Die Kolonien Jubiläums-Szenario*, and are represented by ships placed on its side in *Das Buch zum Spielen*.
- A number of Colony Tokens (Gold, Ore, Gemstones, and Discovery) are needed for this scenario. (Different releases had different quantities of each: 20 of each of Gold, Ore, and Gemstones and 26 Discovery Tokens were included in *De Koloniën*, while *Die Kolonien Jubiläums-Szenario* had 24 Gemstones and Discovery Tokens and 20 Gold and Ore Tokens.)
- A second Pirate figure in the form of a neutral Warship is provided as part of *Die Kolonien Jubiläums-Szenario*.

Terrain	
	Jungle
	Volcano
Player Pieces	
	Base
	Warship

Preparation Notes

- The explored island at the top of the map is referred to as the Home Island.
- Variable Setup:** The land hexes in any 10th anniversary rules setup may be altered. The distance between the home island and the unexplored area may also be altered, though there should always be at least two full hexes between the home island and the unexplored areas.

Setup Notes

- Under 10th anniversary rules, players begin with three initial settlements.
- Players must place their first settlement on the coast, facing the unexplored terrain.
- If players choose to build a ship instead of a road, the ship must be placed at the intersection with the settlement.
- The Robber is absent from this scenario.
- The Pirate begins the game on any intersection entirely surrounded by sea hexes in the original rules, and off of the board in the 10th anniversary rules.

Additional Rules

- The Longest Road is not used in this scenario.
- Cities may only be built on the home island. Colonial settlements may never be upgraded to cities.
- Ships:** Ships travel from intersection to intersection. When a ship is built, it is placed on the intersection of any coastal settlement on the home island. A player may have up to three ships.
- Ship Movement:** On a player's turn, the player may move each ship a number of intersections equal to the higher number showing on the dice. A player need not move their ships the full amount. Ships may not end their movement on intersections containing other ships, nor on intersections containing opposing settlements or cities, though they may move past them. Ships may be moved on the turn they are purchased. Ships may not move past the Pirate.
- Discovery:** When a player moves a ship to an intersection bordering an empty space, or extends a road bordering an empty space, a hex is taken from the supply and placed in the empty space. If a ship is making the discovery and the hex is an ocean hex, the ship immediately ends its movement under the original rules; ships are not forced to stop under the 10th anniversary rules. If it is a land hex, the ship is converted into a base. Place a number token from the supply (ensuring that ⑥ and ⑧ are not placed in adjacent hexes) and take a Colony Token as a reward.
- Bases:** A player may also establish a base on any discovered colonial tile by converting their ship if the ship borders it. Bases may not be established on the Home Island. Bases establish the right to build a settlement: in order to build a colonial settlement, a player must have bases in every land hex surrounding the intended location. It is not necessary for a ship to sail to the location. Once built, the player's bases surrounding the settlement are removed. (Bases belonging to other players remain.)
- The Colonies:** The colony areas produce various Colony Tokens. When colonies produce, the Colony Tokens are placed with the settlement producing them. A settlement may store up to three Colony Tokens; any excess are lost. Colony Tokens may be moved between a player's colonial settlements through the player's road network.
- Colony Tokens:** When in a player's personal supply, Colony Tokens must be traded in whenever possible. Colony Tokens are not resources: they may not be traded, do not count against the hand limit, and may not be taken by the Monopoly card.
- Transporting Colony Tokens:** A ship, once on an intersection at a colonial settlement, may be loaded with Colony Tokens. Ships may store up to three Colony Tokens. When a ship returns to a settlement or city on the Home Island, the Colony Tokens are then added to the player's supplies. Ship-to-ship transfer is not allowed.
- Pirate:** When the pirate is moved, it is placed on a vacant intersection bordering an ocean tile. Then, the player may either take a Colony Token of their choosing from any neighboring opposing colonial settlement or ship, and place it in their personal supply, or take a resource card from their owner. Players may not use the Pirate to take a Colony Token from their own colonial settlements or ships. The Pirate may never rob from the Home Island under the original rules, while the Pirate may only take a resource card and not a Colony Token if robbing from the Home Island under 10th anniversary rules. If placed along the coast, the Pirate blocks the building of settlements at its location, but does not block the movement of Colony Tokens (by road) over it.

Colony Token Terrain Types	
Gold Field	Gold
Mountain	Ore
Desert	Gemstone
Jungle	Discovery
Volcano	Any Colony Token
Redeeming Colony Tokens	
1 Gold	Any resource (except Ore)
1 Ore	Ore
2 Gemstones	Development Card
3 Discovery	1 VP

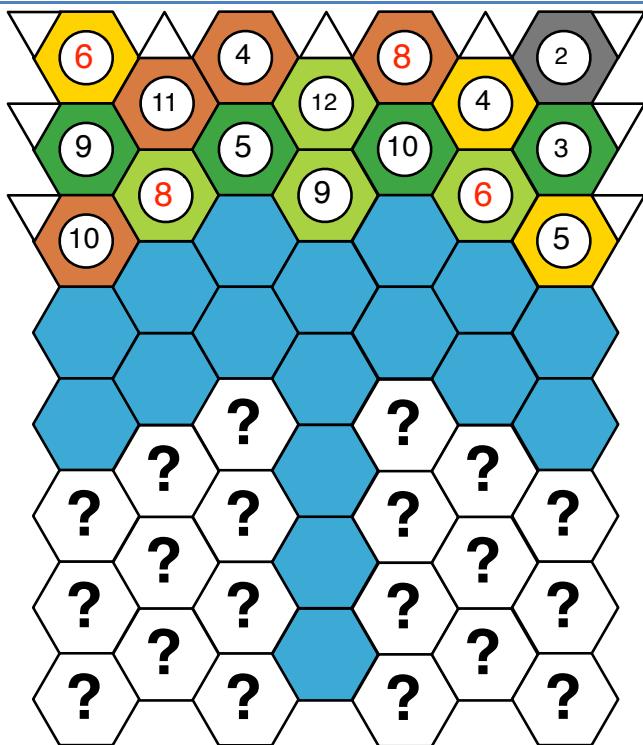
Das Buch zum Spielen Scenarios

The Colonists

- Warships:** Warships, when built, are placed on ocean hexes. Only one warship may occupy an ocean hex. Warships prevent the Pirate from being placed in a neighboring intersection. If a Warship is placed adjacent to the Pirate, then the Pirate is moved. Warships count towards the Largest Army.
- Warship Movement:** Under 10th anniversary rules, a warship may only be moved once per turn. However, a warship may not be moved on the turn in which it is built.
- Volcanoes:** When a volcano produces, it also erupts. Roll one die to see the direction of the lava flow. Any settlement in the direction of the number rolled is destroyed. Any Colony Tokens under destroyed settlements are unaffected, and may be moved as usual.

Game End

Game is to 13 points under the original rules. Game is to 12 points in a 3-player game under 10th anniversary rules, and 11 points in a 4-player game under 10th anniversary rules.



3-4 Player Setup (2000)

Terrain

	Orange	Yellow	Green	Grey	Light Green	Light Yellow	Cyan	Light Green	Black	Dark Grey
Main Island	4	3	4	1	4	0	17	0	0	0
Reserve	0	0	0	3	0	3	6	3	3	2

Number Tokens

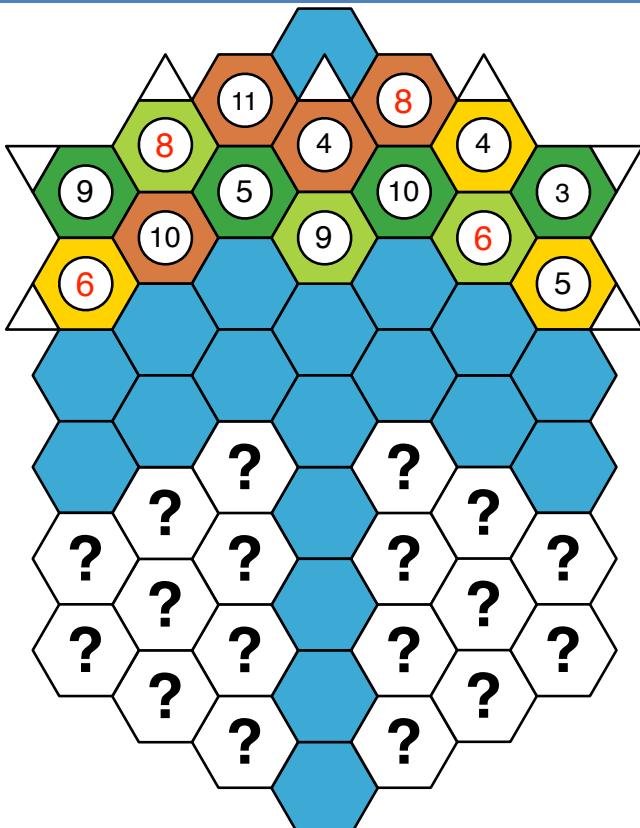
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	2	2	2	2	2	2	1	1
Reserve	0	3	2	2	2	2	2	2	3	0

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Yellow
1	1	1	0	1	3

Additional Build Options

Warship	Green	Grey	Light Green
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3-4 Player Setup (2003)

Terrain

Main Island	4	3	4	0	3	0	17	0	0	0	0
Reserve	1	1	1	4	1	1	2	2	3	2	0

Number Tokens

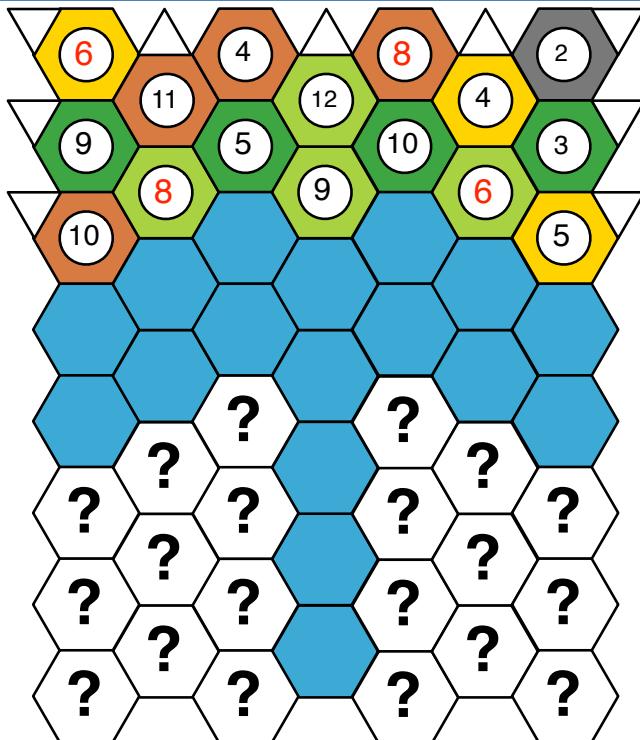
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	0	1	2	2	2	2	2	2	1	0
Reserve	0	2	2	2	2	2	2	2	2	0

HARBORS

1	1	1	0	1	3

Additional Build Options

Warship			
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3-4 Player Setup (2006 Square Frame)

Terrain

Main Island	4	3	4	1	4	0	17	0	0	0	0
Reserve	0	0	0	4	0	3	6	3	3	2	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	2	2	2	2	2	2	1	1
Reserve	1	1	1	1	1	1	1	1	1	1

HARBORS

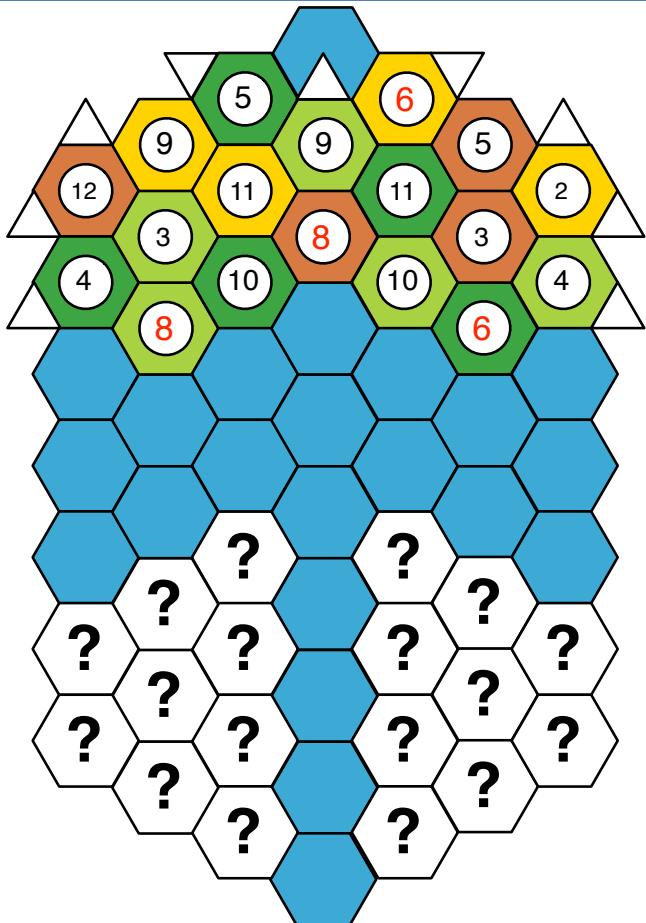
1	1	1	0	1	3

Player Pieces

		-			
5	4	15	3	4	1

Additional Build Options

Move Warship	
Warship	



3-4 Player Setup (2006 Sea Frame)

Terrain

Main Island	4	4	5	0	5	0	20	0	0	0	0
Reserve	0	0	0	5	0	3	3	3	3	3	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	2	1
Reserve	1	1	1	1	1	1	1	1	1	1

HARBORS

1	1	1	0	1	3

Player Pieces

		-			
5	4	15	3	4	1

Additional Build Options

Move Warship	
Warship	

The Great Race

(Das Grosse Rennen)

Not Compatible with *Catan: Cities & Knights*

by Stefan Schwaninger

Preparation Notes

- The scenario, as originally presented in *Das Buch zum Spielen*, uses two Storm Flood markers to denote where ships may not be built in the 3, 5, and 6-player setups, which have been replaced for reproduction in this guide.
- The large island at the bottom of the map is referred to as the Main Island. The one in the middle is referred to as the Land Strip, while the islands with the gold field hexes are known as the Gold Islands.
- Distribute the number tokens at random.

Setup Notes

- Players must place their initial settlements on the main island.
- The Robber begins the game off of the board.

Card Changes

Name	Type	Effect
Chapel	Development	Place a road for every ship that has been placed.
Library	Development	Place a road for every ship that has been placed.
Marketplace	Development	Place a road for every ship that has been placed.
Palace	Development	Place a road for every ship that has been placed.
University	Development	Place a road for every ship that has been placed.

Additional Rules

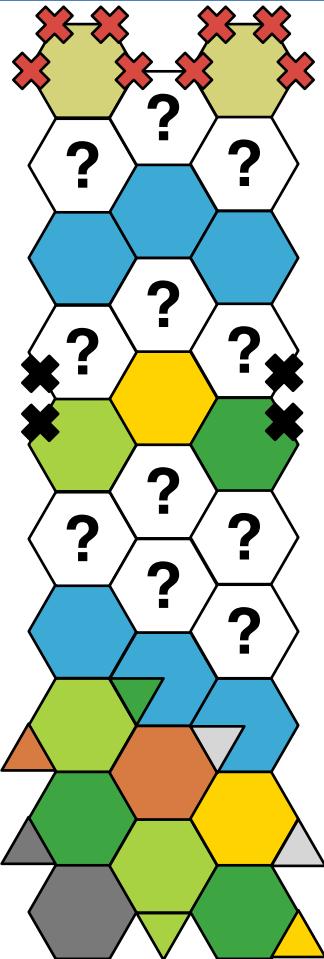
- The Largest Army is not used in this scenario.
- The Longest Road is not used in this scenario.
- The Robber only enters play after two settlements have been built outside of the Main Island. The Robber may not be placed on the Main Island.
- Ships may not be built on the edges marked with .
- Players may build roads where roads have been previously built by other players. Players may also build ships off other players' coastal settlements, but the other player may take a resource card from the player's hand.
- **Discovery:** If a road or ship is built next to unexplored terrain, discovery occurs. Take a random hex from the reserve and place it in the empty space. If it is a land hex producing resources, take a number token from the reserve.
- **Gold Islands:** Each player may only build one settlement on the Gold Islands. **Note:** this means that this settlement must be on an intersection marked with .

Game End

The first player to build a city on any of the intersections marked with  wins.

Variants

- Use the Largest Army. The player with the Largest Army steals two resources instead of one when they move the Robber.



3 Player Setup

Terrain

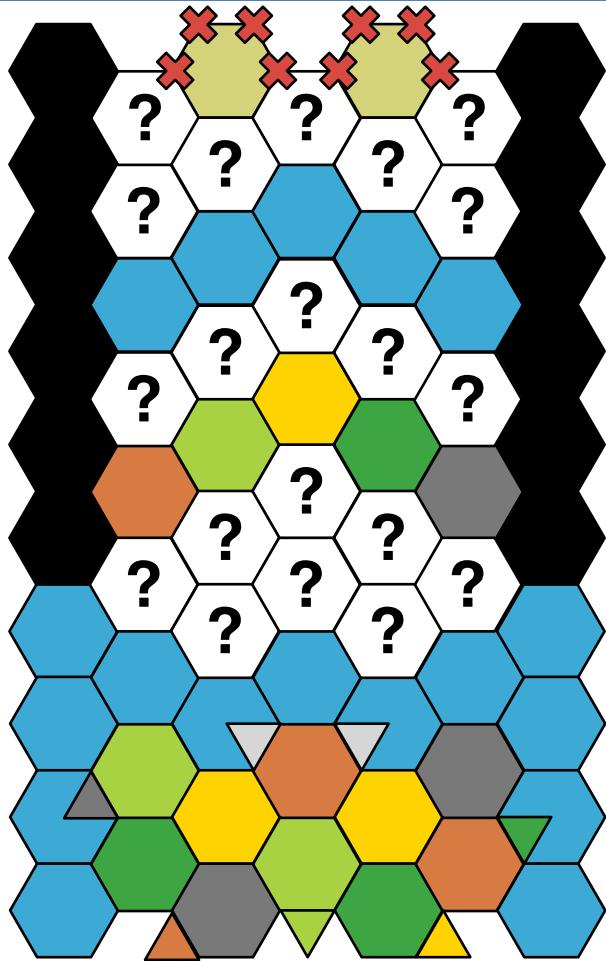
	○	○	○	○	○	○	○	○	○	○	○
Known Land	1	2	3	1	3	0	6	2			
Unexplored Land	2	1	0	2	0	1	5	0			

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Mainland	0	1	1	1	1	1	1	1	0	0
Land Strip	1	0	0	0	1	0	0	0	1	0
Gold Island	0	1	0	0	0	0	0	0	1	0
Unexplored Land	0	0	1	1	0	1	1	1	0	0

Harbors

△	▽	▼	▲	◀	▶	■
1	1	1	1	1	1	2



4 Player Setup

Terrain

	○	○	○	○	○	○	○	○	○	○	○	○
Known Land	3	3	3	3	3	3	0	14	2			
Unexplored Land	2	2	2	2	2	2	3	7	0			

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Mainland	1	1	1	1	2	1	1	1	1	0
Land Strip	0	0	0	1	1	1	1	1	0	0
Gold Island	0	1	0	0	0	0	0	0	1	0
Unexplored Land	1	1	1	1	0	1	1	1	1	1

Harbors

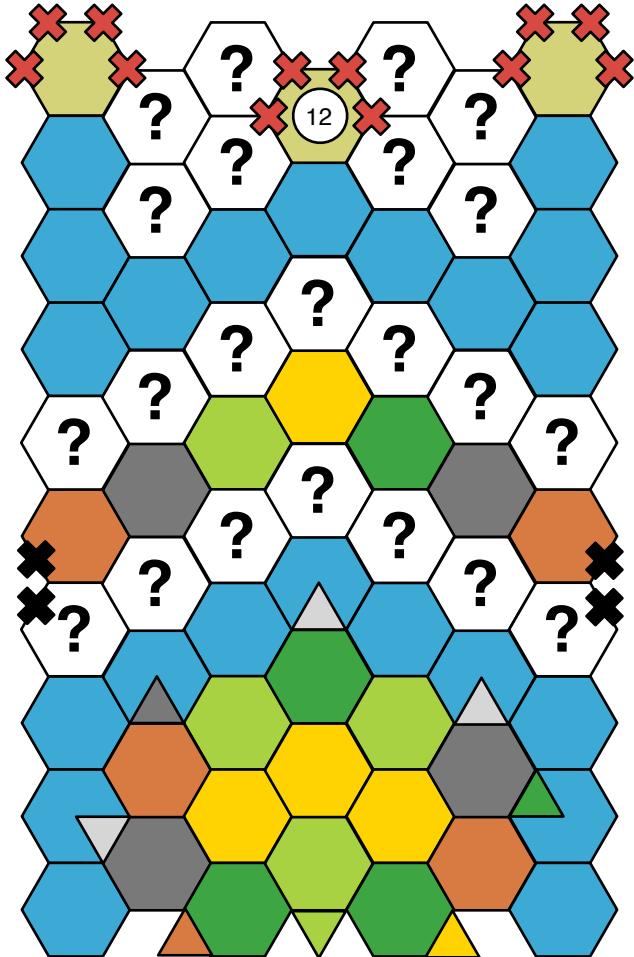
△	▽	▼	▲	◀	▶	■
1	1	1	1	1	1	3

Preparation Notes

- The black hexes denote the Forbidden Land.

Additional Rules

- Players may not build on edges and intersections adjacent to the Forbidden Land.



5 Player Setup

Terrain

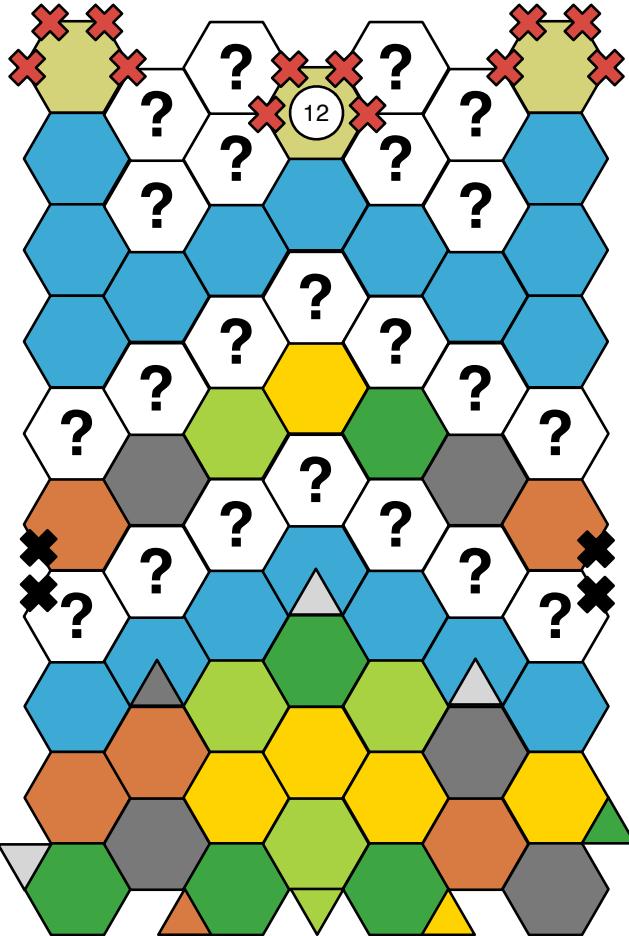
	○	○	○	○	○	○	○	○	○	○	○	○
Known Land	4	4	4	4	4	4	0	17	3			
Unexplored Land	2	2	2	2	3	2	9	0				

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Mainland	1	1	1	2	2	1	2	2	1	0
Land Strip	0	0	1	1	1	1	1	1	0	1
Gold Island	0	1	0	0	0	0	0	0	1	1
Unexplored Land	1	1	2	2	0	1	2	1	1	1

Harbors

△	▽	▼	▲	◀	◀	▶
1	1	1	1	1	1	3



6 Player Setup

Terrain

	○	○	○	○	○	○	○	○	○	○	○	○
Known Land	5	5	5	5	4	0	15	3				
Unexplored Land	2	2	2	2	3	2	9	0				

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Mainland	1	2	2	2	2	2	2	2	1	1
Land Strip	0	0	1	1	1	1	1	1	0	1
Gold Island	0	1	0	0	0	0	0	0	1	1
Unexplored Land	1	1	2	2	0	0	2	2	1	1

Harbors

△	▽	▼	▲	◀	▶	■
1	1	1	1	1	1	4

The Treasure Hunters

(Die Schatzsucher)

Not Compatible with *Catan: Cities & Knights*

by Stefan Risthaus

Equipment Notes

- 28 Treasure Tokens are needed for this scenario. They are provided with *Das Buch zum Spielen*. Note that not all tokens will be needed for each setup.
- 1 Longest Shipping Line marker is needed for this scenario.

Treasure Token Manifest

Token Type	Qty	Effect
Victory Point	5	1 VP
Development Card	7	1 free Development Card
Gold	8	2 free resources
Robber	8	Move the Robber or Pirate

Preparation Notes

- Place the Treasure Tokens face down on the intersections marked with ✕.
- The left and right hand sides of the board frame are referred to as the Motherland. The outermost intersections of the board are considered to be one edge away from the Motherland, and the Motherland intersections on each side of the board are connected to each other.

Setup Notes

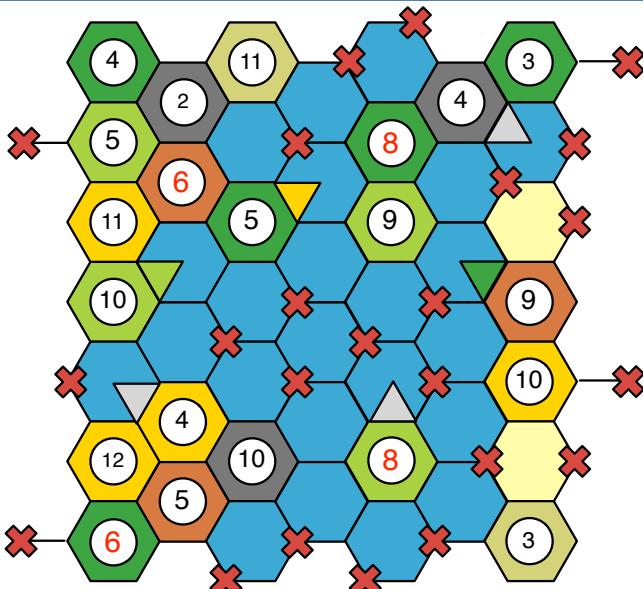
- The Robber begins the game on any desert hex.
- The Pirate begins the game on any ocean hex not adjacent to land.

Additional Rules

- The Pirate blocks the use of harbors.
- **Treasure Tokens:** When a player reaches an intersection with a Treasure Token by road or ship, the player may claim the Treasure Token.
- **Shipping Lines:** A player may build a shipping line to the Motherland. For each shipping line with two ships on the Motherland, the player receives one free resource at the end of their turn.
- **Longest Shipping Line:** The player with the first ship on the Motherland claims the Longest Shipping Line, which is placed at its anchoring settlement or city. If there is another shipping line with more ships on the Motherland, the anchoring city claims the Longest Shipping Line. The settlement or city with the Longest Shipping Line is worth 1 extra VP.
- The Pirate may be placed along the frame, adjacent to Motherland ships. This blocks the use of any shipping lines present, but does not affect the Longest Shipping Line.

Game End

Game is to 14 points.



3-4 Player Setup (2000)

Terrain

Desert	Ocean	Forest	Mountain	Field	Water	Desert	Ocean
3	4	5	3	4	2	17	2

Number Tokens

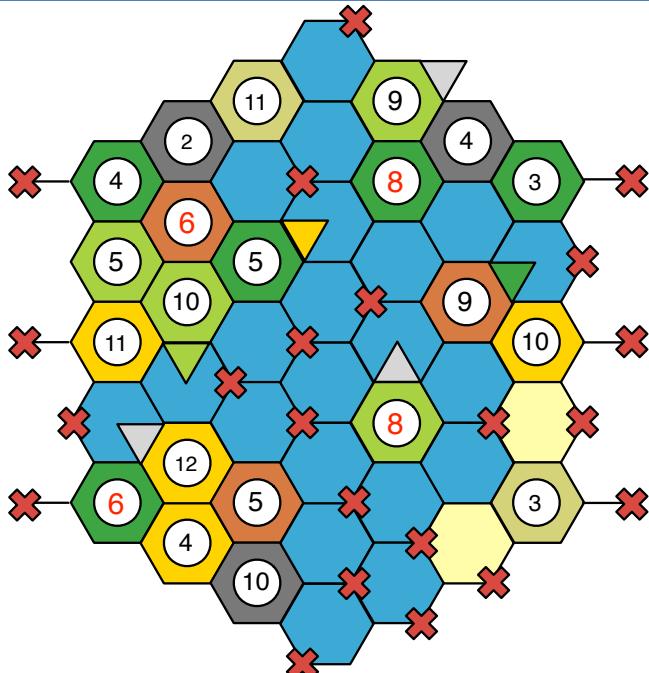
2	3	4	5	6	8	9	10	11	12
1	2	3	3	2	2	2	3	2	1

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Grey
0	1	1	0	1	5

Equipment Notes

- 4 VP tokens, 7 Development Card tokens, 6 Gold tokens, and 6 Robber tokens are used in this setup.



3-4 Player Setup (2003)

Terrain

3	4	5	3	4	2	19	2

Number Tokens

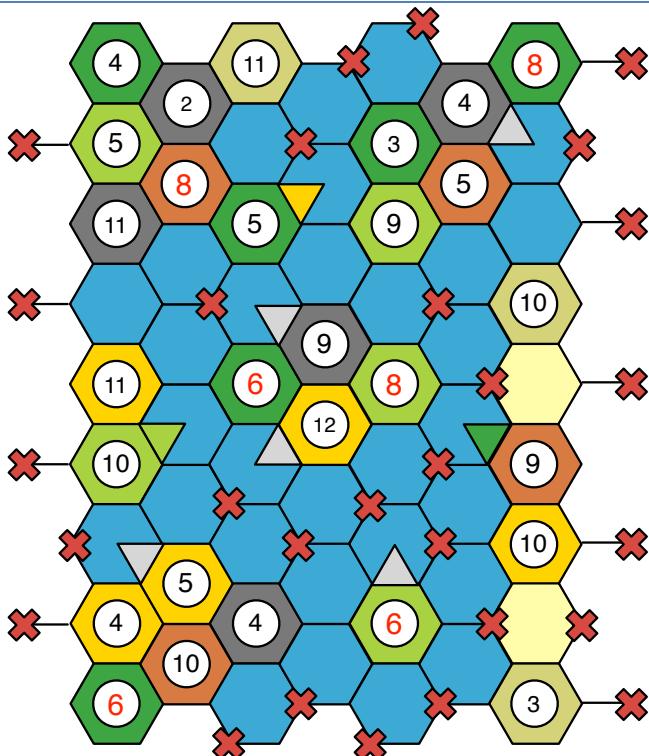
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	2	2	2	3	2	1

Harbors

0	1	1	0	1	3

Equipment Notes

- 4 VP tokens, 6 Development Card tokens, 6 Gold tokens, and 6 Robber tokens are used in this setup



5-6 Player Setup (2000)

Terrain

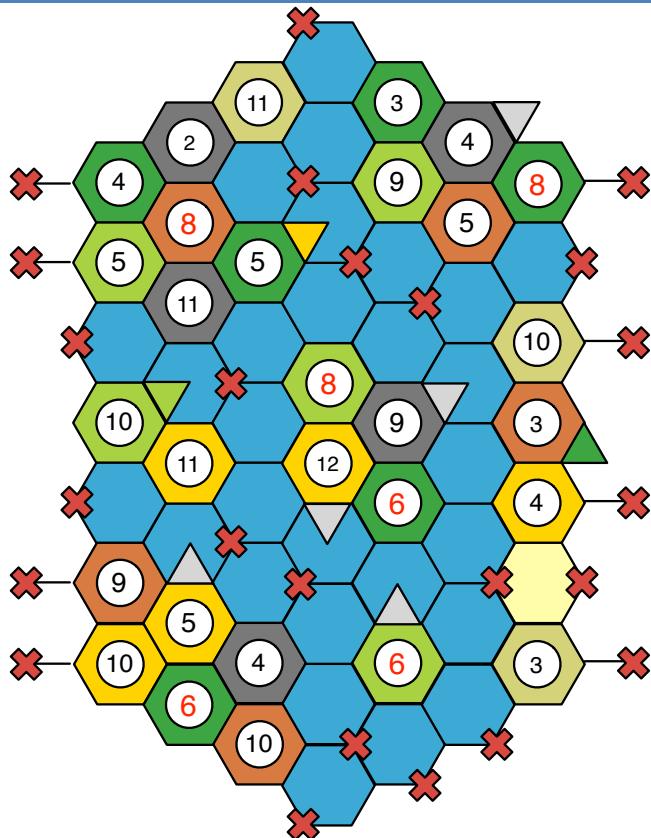
4	5	6	5	5	2	22	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	4	4	3	3	3	4	3	1

Harbors

0	1	1	0	1	5



5-6 Player Setup (2003)

Terrain

	5	5	6	5	6	1	26	3
--	---	---	---	---	---	---	----	---

Number Tokens

	1	3	4	4	3	3	3	4	3	1
--	---	---	---	---	---	---	---	---	---	---

Harbors

	0	1	1	0	1	5
--	---	---	---	---	---	---

Equipment Notes

- 5 VP tokens, 6 Development Card tokens, 7 Gold tokens, and 6 Robber tokens are used in this setup.

The Specialists

[Die Spezialisten]

by Stefan Risthaus

This scenario was originally available for download in the German language, and was published in Dutch as part of its "Six Scenarios" series of expansions, as *De Specialisten*. A version repackaged as a variant also appears in *Atlantis*, as well as elsewhere in *Das Buch zum Spielen*.

Equipment Notes

- 5 Specialist cards are needed for this scenario, one per resource. They are provided in both *Das Buch zum Spielen* and *Atlantis*. [Curiously, a sixth gold field specialist is provided in *Das Buch zum Spielen*.]

The Catanimals can also be used for the same purpose, as they act as resource-specific scoring cards in their own variant.

Setup Notes

- The islands for which players place their initial settlements are known as their Home Islands. A player may have one or two of them.
- Players may not set up their initial settlements on the center island.
- The Robber begins the game on any desert hex.
- The Pirate begins the game on any island hex.

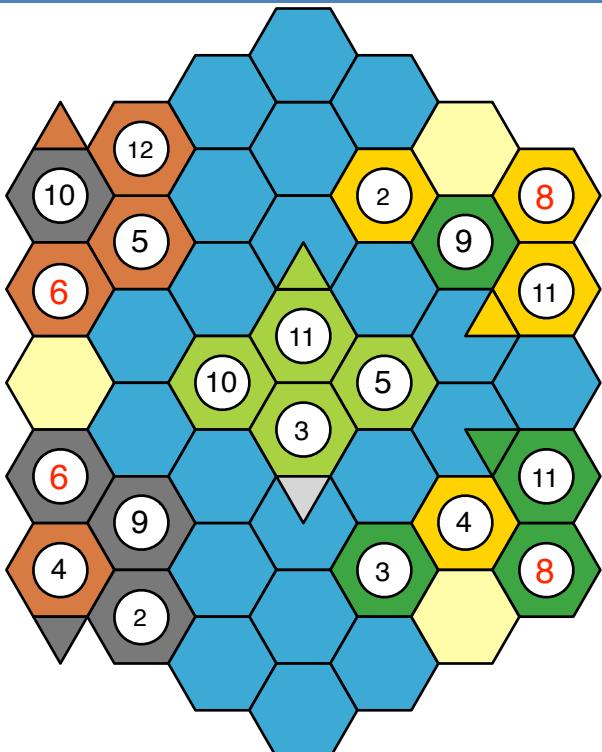
Additional Rules

- The first settlement a player builds outside their Home Islands is worth 1 additional VP.
- Specialists: When a player builds a settlement or city, compute any changes in Specialist Points. Each settlement gives its owner one Specialist Point in the resources corresponding to each of its adjacent resource-producing hexes, while each city awards two Specialist Points. The player with the most Specialist Points (at least 4) in a particular resource is deemed the Specialist in that resource, worth 1 VP. Specialists gain one corresponding resource card in each of their turns.

Game End

Game is to 16 points. A player may also win by becoming the Specialist in 4 resources.

3 Player Setup (2000)									
Terrain					○	○	○	○	○
					3	4	4	3	4
Number Tokens					○	○	○	○	○
					2	3	4	5	6
Harbors					○	○	○	○	○
					1	1	1	1	1

**3 Player Setup (2003)****Terrain**

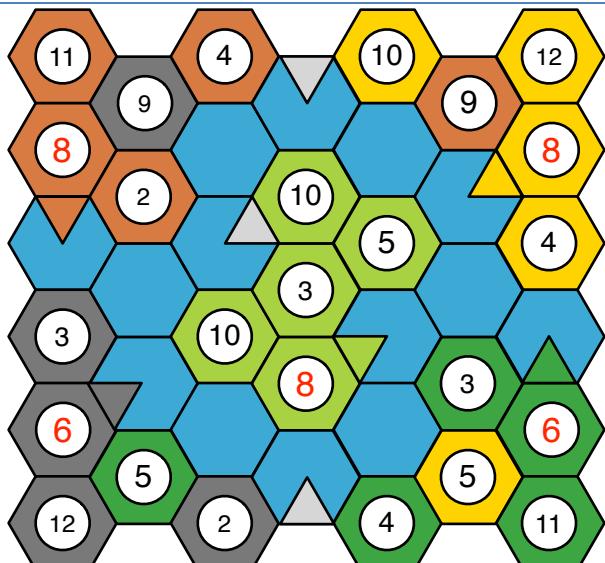
Orange	Yellow	Green	Grey	Light Green	Light Yellow	Cyan	Light Blue
4	4	4	4	4	3	19	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	2	2	2	2	2	2	2	3	1

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Blue
1	1	1	1	1	1

**4 Player Setup (2000)****Terrain**

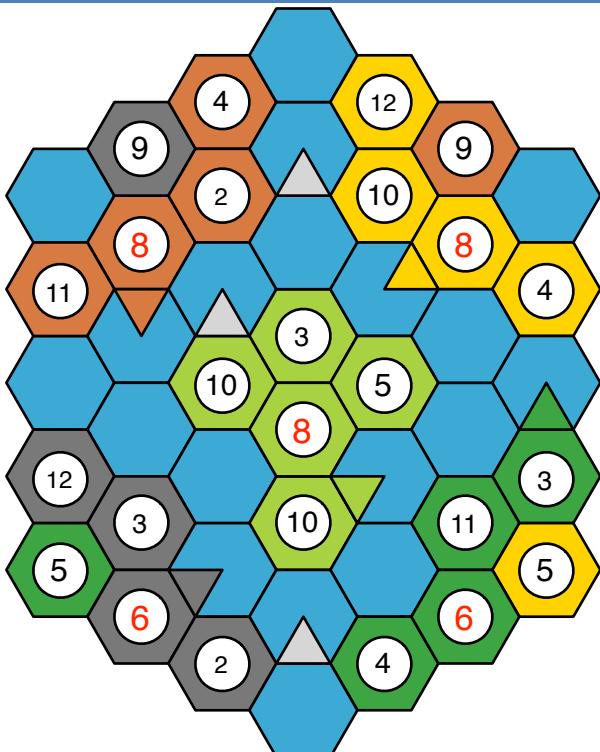
Orange	Yellow	Green	Grey	Light Green	Light Yellow	Cyan	Light Blue
5	5	5	5	5	0	14	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	2	3	2	3	2	2

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Blue
1	1	1	1	1	3



4 Player Setup (2003)

Terrain

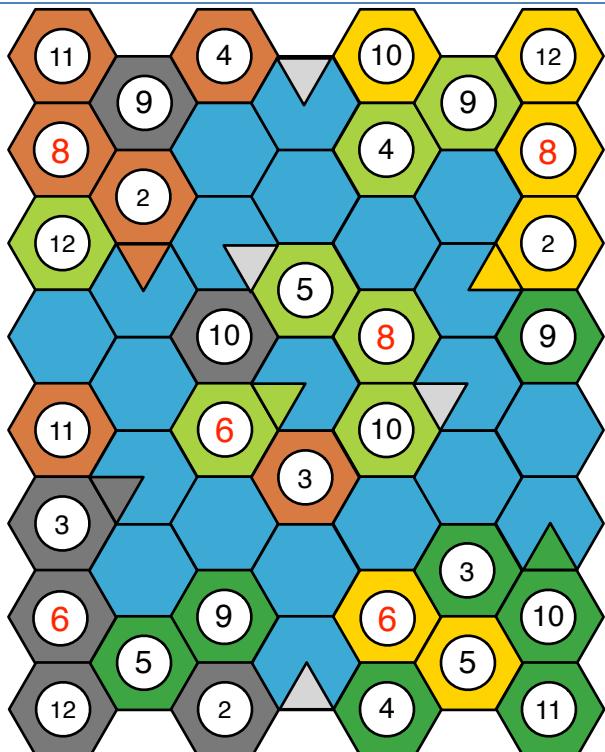
5	5	5	5	5	0	17	0	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	2	3	2	3	2	2

Harbors

1	1	1	1	1	3



5-6 Player Setup (2000)

Terrain

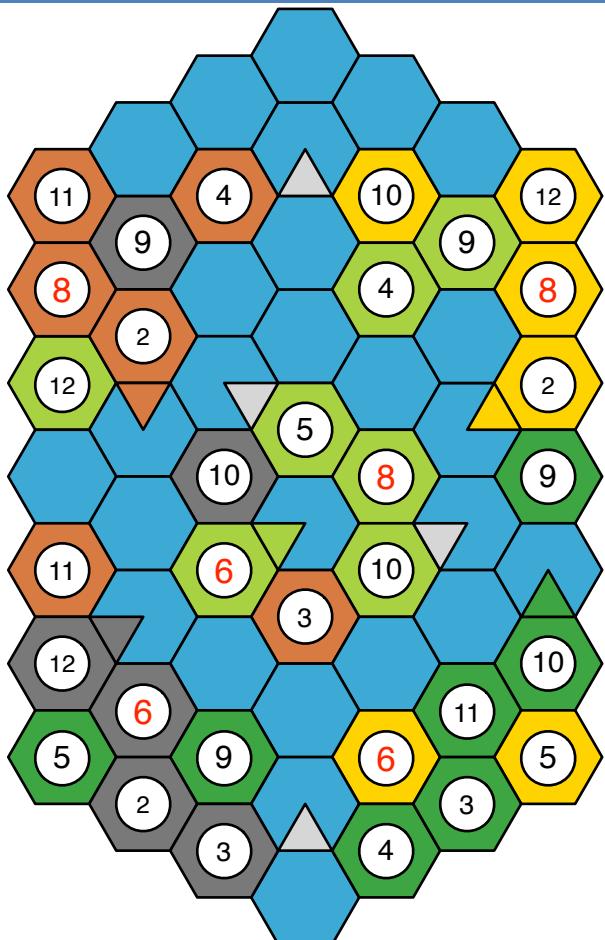
6	6	7	6	7	0	21	0	0	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	3	3	3	3	3	3	4	4	3

Harbors

1	1	1	1	1	4



5-6 Player Setup (2003)

Terrain

6	6	7	6	7	0	24	0

Number Tokens

2	3	4	5	6	8	9	10	11	12

Harbors

1	1	1	1	1	4

The Storm Tides

(Die Sturmflut)

by Brigitte and Wolfgang Ditt

This scenario was first published under the name "Catlantis".

Equipment Notes

- Dikes are provided in *Das Buch zum Spielen*.

Setup Notes

- Players may not place their initial settlements on the small island.
- The Robber begins the game off of the board.
- The Pirate begins the game in any ocean hex.

Player Pieces	
	Dike

Additional Rules

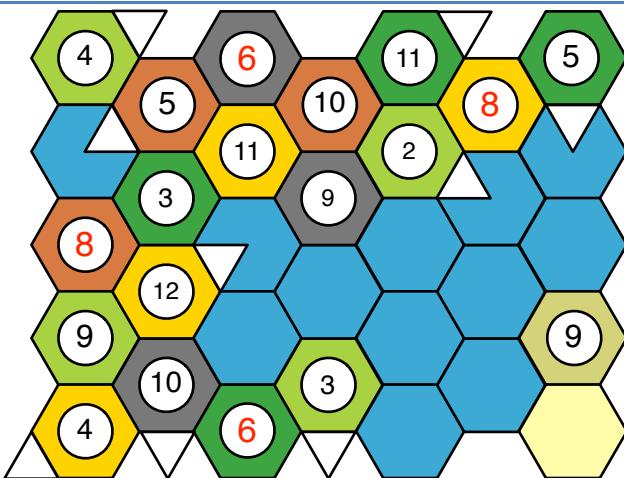
- The game is played as normal until one player reaches 10 VP, after which the Dike Round and then the Storm Rounds begin. Dikes may not be built until the Dike Round begins.
- Dike Round:** Starting with the next player to move (the player reaching 10 VP is considered to take their turn last in all subsequent rounds), each player takes one turn, during which Dikes may be built.
- Dikes:** Dikes may be built only on land hexes where a player has a neighboring settlement or city, and only on hexes with a number token. Only one dike may be built on any hex. Hexes with dikes do not produce resources, but do prevent them from flooding.
- Storm Rounds:** After the Dike Round is complete, the Storm Rounds begin. There are 4 Storm Rounds in a 3- and 5-player game, and only 3 rounds in a 4- and 6-player game. After the dice are rolled and resources are collected, the player to move selects one of the hexes with a number token matching the number rolled. If this hex has a Dike, it is removed; otherwise the hex is flooded: the number token is removed, and the hex is replaced with an ocean hex. If the Robber is present, it is moved off of the board. Any roads, settlements, and cities that are entirely surrounded by ocean hexes as a result are destroyed, as are any roads that are isolated (no connections to a settlement or city). Ships are unaffected by flooding, though shipping lines with no connections to a city or settlement may not be extended until the connection is reestablished.

Game End

The game ends once the last Storm Round is complete. The player with the most VP wins. In the event of a tie, the player with the most resources in their hand wins.

Variants

- The Dike Round begins when the first player reaches 8 VP.
- The Robber is removed from play once the Storm Rounds begin.
- In a Storm Round, all hexes with the number token matching the number rolled are affected.
- After the Storm Rounds end, the Tide Rounds begin. Tide Rounds are identical to Storm Rounds, but players may not build Dikes. The Tide Rounds end if there are fewer than 7 land hexes remaining in the 3-4 player setup and 11 land hexes remaining in the 5-6 player setup.



3-4 Player Setup (2000)

Terrain

3	4	4	3	4	0	12	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	3	2	2	1

Harbors

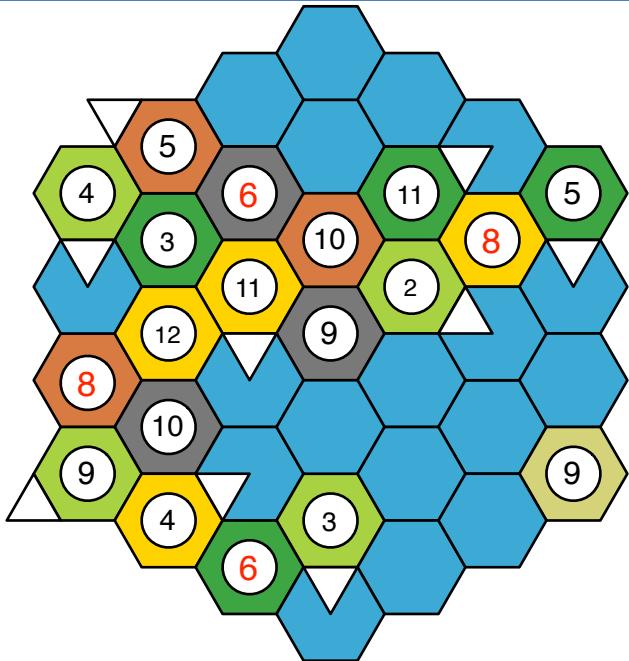
1	1	1	1	1	4

Player Pieces

5	4	15	15	3

Additional Build Options

Dike		
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3-4 Player Setup (2003)

Terrain

							
3	4	4	3	4	0	16	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	3	2	2	1

Harbors

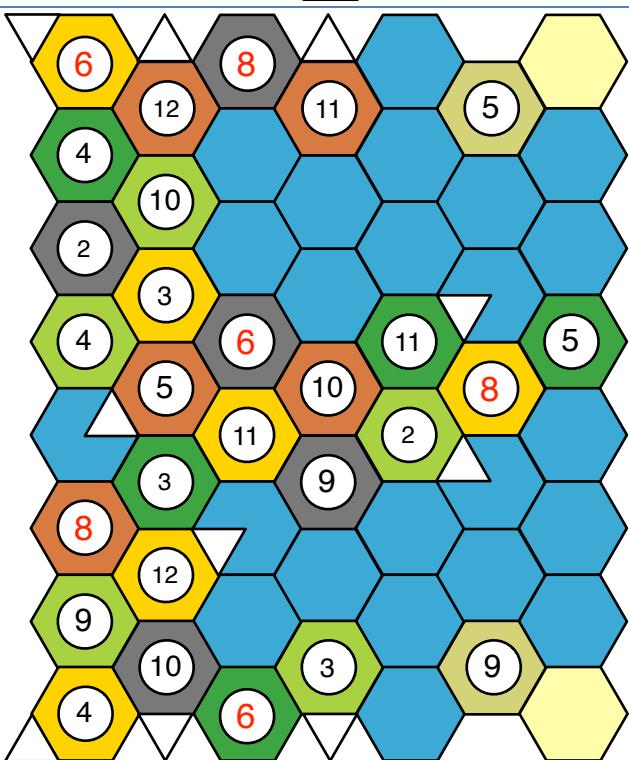
					
1	1	1	1	1	3

Player Pieces

Player Pieces				
				
5	4	15	15	3

Additional Build Options

Additional Build Options	
Dike	



5-6 Player Setup (2000)

Terrain

							
5	6	5	5	5	2	23	2

Number Tokens

Number	Forces
2	3
3	3
4	3
5	3
6	3
8	3
9	3
10	3
11	3
12	2

Harbors

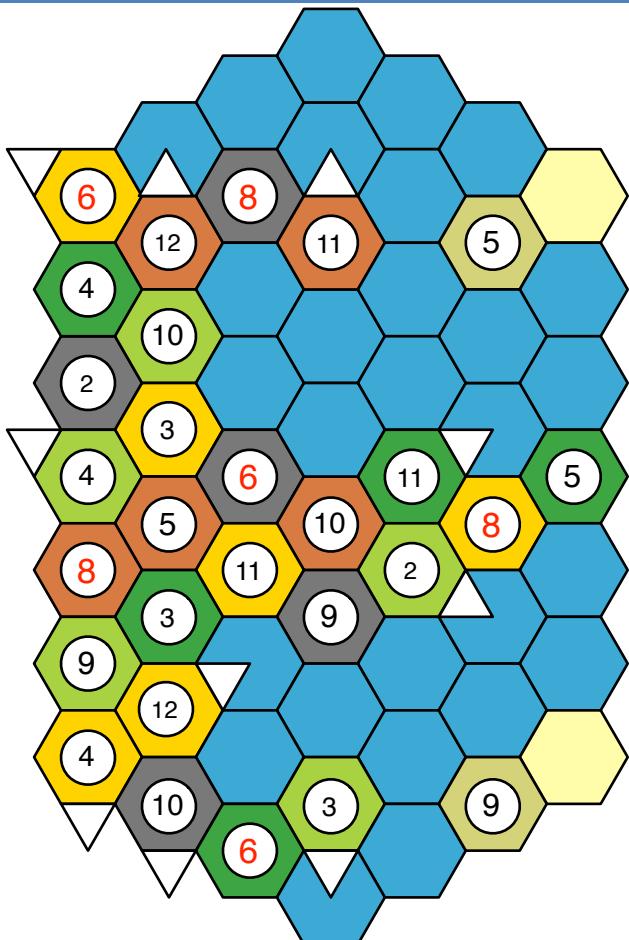
					
1	1	1	1	1	5

Player Pieces

Player Pieces				
				
5	4	15	15	3

Additional Build Options

Additional Build Options



5-6 Player Setup (2003)

Terrain

5	6	5	5	5	2	26	2

Number Tokens

2	3	3	3	3	8	9	10	11	12

HARBORS

1	1	1	1	1	5

Player Pieces

5	4	15	15	3

Additional Build Options

Dike	
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Transport Settlers

by Jürgen Rojacher and Florian Kraus

Equipment Notes

- 2 specially labeled Ships and a Supply Board are needed per player for this scenario.

Preparation Notes

- The island on the right is referred to as Catan, the upper left is called Talis, and the lower-left island is Roja. In *Das Buch zum Spielen*, nameplates are provided for this scenario.
- The scenario, as originally presented in 2000, provided 2 Storm Flood markers, which have not been reproduced in this Guide.

Setup Notes

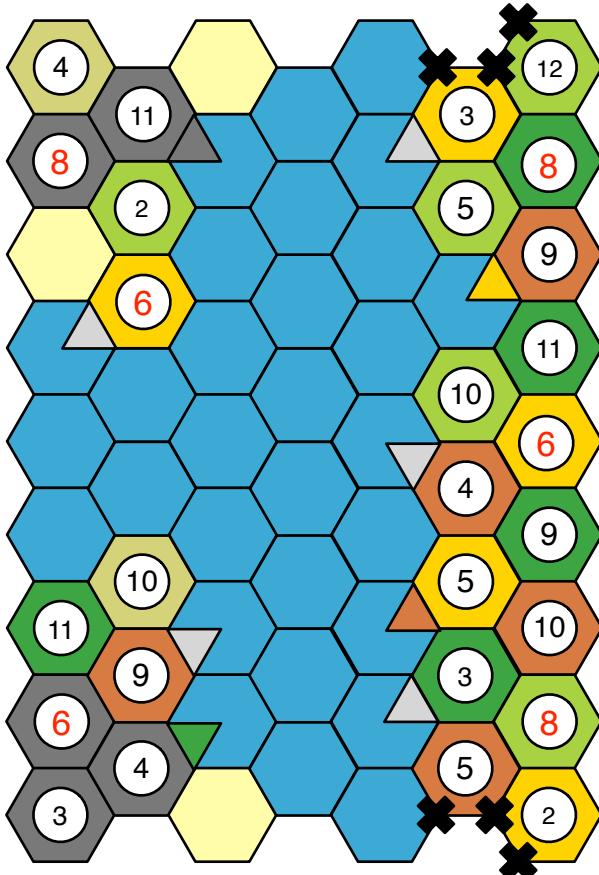
- The Robber is absent in this scenario.
- The Pirate begins the game on any intersection on the edge of the board between Roja and Talis.
- Players must place their initial settlements on Catan, with one settlement on the coast facing Roja and Talis.

Additional Rules

- The Largest Army is not used.
- The Longest Road is worth only 1 VP.
- The resources in a player's hand are separated into 5 groups: those on the islands of Catan, Roja, Talis, and the two ships. Players should use the Supply Board to separate their hand into these groups. Resources on ships may not be traded, while resources on islands may only be traded for other resources on the same island. Similarly, harbor use is restricted to the resources on the same island as the harbor. Finally, players may only use resources on the island to build on the island.
- **Pirate:** The Pirate enters play only after the first ship is built. The Pirate moves a number of intersections equal to the higher number of the two dice; if a 7 is rolled the Pirate may move double this amount. The Pirate may not be moved to intersections containing a warehouse, settlement, or city, and may not cross its own path. The Pirate may end its movement on an intersection next to a player's ship, which is then robbed; the ship surrenders its resources to the Catan supply of the player on move. A player may not use the Pirate to rob their own ships. The Pirate may not be moved on or over intersections marked with **X**.
- **Ships:** Each player may have up to two ships, which may store up to three resources each. Ships are placed in a coastal settlement intersection (not necessarily the player's own, though placing ships in another player's coastal settlement requires a further payment of one resource to the settlement's owner).
- **Ship Movement:** Each turn, a ship may move a number of intersections equal to the smaller number of the two dice. Ships may choose to not use their full movement allowance. Only one ship is permitted at each intersection, except on intersections with a player's own warehouses and settlements. Ships may move past other ships, or intersections with settlements and warehouses, but may not move past the Pirate. A ship, when located at a player's own warehouse or settlement, may choose to forego further movement in order to load or unload resources (loading and unloading may be performed in the same turn). At the end of a player's turn, every player (except the player whose turn has ended) may move their ships, but not load or unload resources.
- **Warehouses:** Warehouses allow a player to store resources on an island where a settlement has not been established; they are denoted by a settlement with the roof side face-down. Warehouses are free, but a player may only have one warehouse. To build a warehouse, a ship must be at a coastal intersection; the warehouse is then built at the ship's location, subject to regular building restrictions. Warehouses may be converted to settlements once there are resources to build a settlement on the island.

Game End

Game is to 10 points in a 3-player game, and 8 points in a 4-player game.



3-4 Player Setup (2000)

Terrain

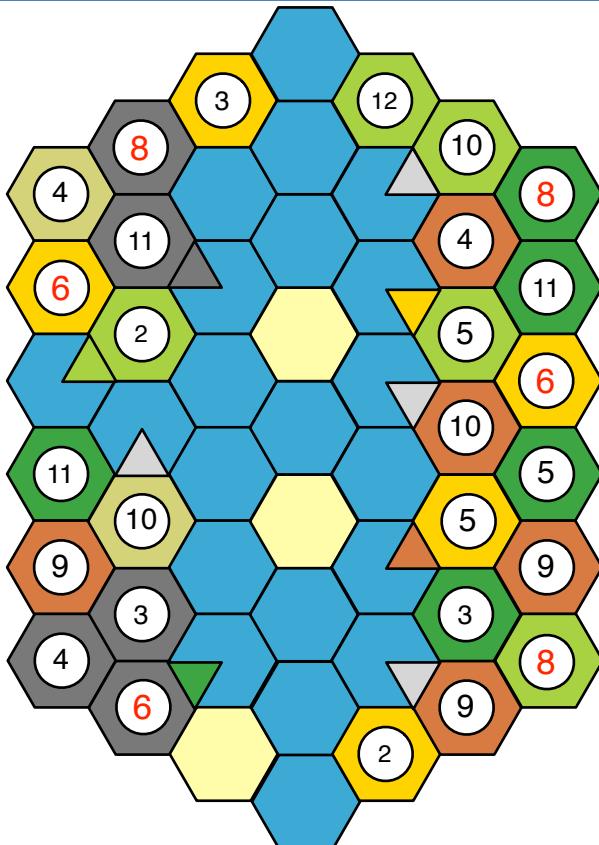
	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Catan	4	4	4	0	4	0	21	0				
Roja	1	0	1	3	0	1	0	1				
Talis	0	1	0	2	1	2	0	1				

Number Tokens

	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Catan	1	2	1	3	1	2	2	2	1	1	1	1
Roja	0	1	1	0	1	0	1	1	1	1	0	0
Talis	1	0	1	0	1	1	0	0	1	0	1	0

Harbors

①	②	③	④	⑤	⑥	⑦
1	1	1	1	1	1	4



3-4 Player Setup (2003)

Terrain

	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Catan	4	3	4	0	4	2	19	0				
Roja	1	0	1	3	0	1	0	1				
Talis	0	2	0	2	1	0	0	0				

Number Tokens

	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Catan	1	1	1	3	1	2	2	2	1	1	1	1
Roja	0	1	1	0	1	0	1	1	1	1	0	0
Talis	1	1	1	0	1	1	0	0	1	0	1	0

Harbors

①	②	③	④	⑤	⑥	⑦
1	1	1	1	1	1	4

The World According to Catan

(Die Welt Catan)

by Guido Kleinke

Equipment Notes

- 1 Storm Marker is needed with this scenario. It is included with *Das Buch zum Spielen*.

Preparation Notes

- Place Catan chits on the intersections marked with 

Setup Notes

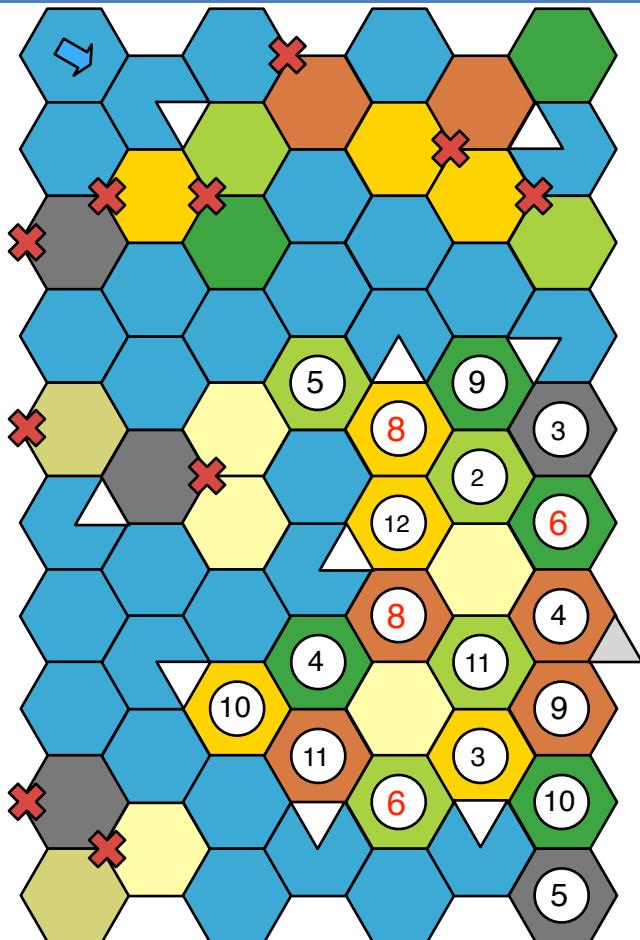
- Players must place their initial settlements in the area corresponding to Eurasia. However, players may not place their initial settlements on the desert that marks the divide between Europe and Africa.
- The Robber starts the game off the board.
- The Pirate is absent in this scenario.

Additional Rules

- Shipping lines may cross from the top edge of the game board to the bottom edge. There is one ocean hex between the top and bottom of the game board in the first column and every second column thereafter, and two ocean hexes between the top and bottom of the game board for every column in between.
- If a player reaches an intersection with a Catan chit with a road or ship, the player may claim it. Catan chits are worth 1 VP.
- **Discovery:** If a player builds a road or ship outside Eurasia for which adjacent resource-producing hexes do not have assigned number tokens, one is assigned from the reserve. If the reserve is exhausted, number tokens must be moved from Eurasia, subject to the following restrictions: the number token must be adjacent to a player's own settlements or cities, every settlement and city must have at least one neighboring hex with a number token, and  and  may not be in adjacent hexes. If this is not possible, these restrictions may be ignored in the order stated. If there are no eligible hexes in Eurasia, the number token may be taken from anywhere on the board, subject to the same restrictions.
- **Storm:** Whenever a 7 is rolled, before the robber is moved, the Storm Marker is moved in the direction indicated a number of hexes equal to the higher number on the dice. If during movement the storm reaches the end of the board, it must be rotated to any other direction for which the storm may continue to move. Every player with roads or ships adjacent to the Storm Marker when it ends its movement must remove one road or ship. If a shipping line is disconnected as a result, it must be reconnected before any more ships may be built. The Storm Marker does not affect production on the hex it is on.

Game End

Game is to 15 points.



3-4 Player Setup (2000)

Terrain

6	7	6	5	6	5	21	2

Number Tokens

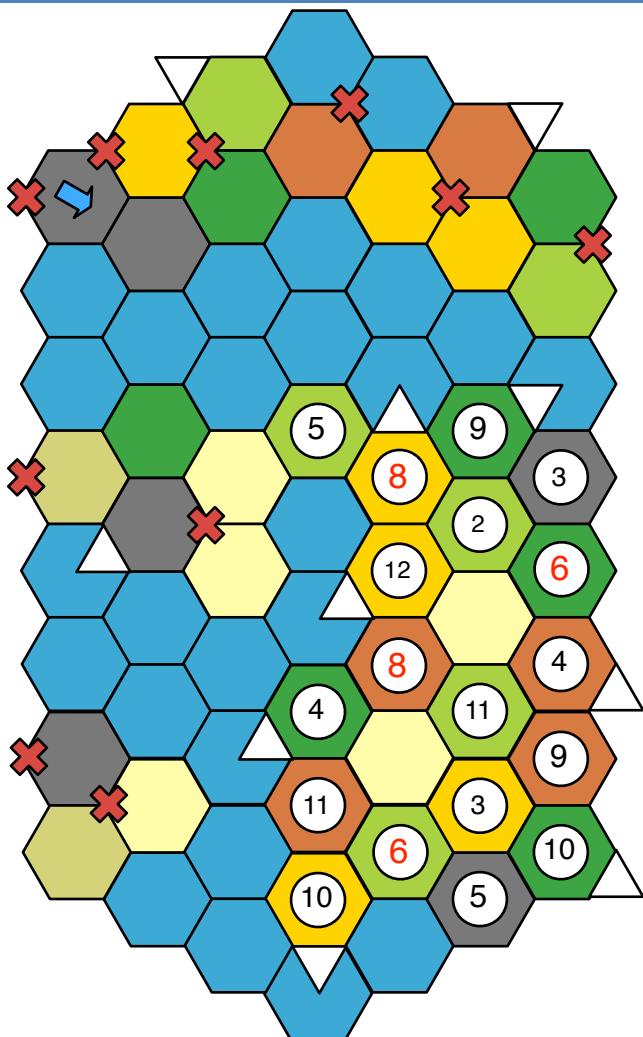
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1
0	0	1	1	1	0	1	1	1	0

Harbors

1	1	1	1	1	5

Player Pieces

5	6	15	15



3-4 Player Setup (2003)

Terrain

6	7	7	6	6	5	24	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1
0	0	1	1	1	0	1	1	1	0

Harbors

1	1	1	1	1	5

Player Pieces

5	6	15	15

Westwards

(Westwärts)

by Brigitte and Wolfgang Ditt

Equipment Notes

- 1 Fort and 1 Pioneer per player are needed for this scenario. They are provided in each player's color except for brown in *Das Buch zum Spielen*.
- 1 Native American figure is provided with *Das Buch zum Spielen* to act as the Robber for this scenario.

Player Pieces	
	Fort
	Pioneer

Preparation Notes

- The intersections marked with and denote various American cities.
- The white hexes represent Canada and Mexico.
- 7 River Strips are included with *Das Buch zum Spielen*, which are used to denote which edges act as river crossings. These are marked with on the setup charts.

Setup Notes

- Players must build their first and only city at any of the six city sites marked with (each of the six are adjacent to a 2:1 harbor). If the two outer sites are chosen, three rails are placed. If one or the two other sites on the right half of the map (the ones adjacent to the grain and wool harbors) is chosen, two rails are placed. Otherwise, only one rail is placed. Initial rails may not branch.
- Players must place their Pioneer on the end of their rail line.
- Players begin with twice the normal resources, and are permitted to exchange them using the adjacent harbors before the start of the game.

Card Changes

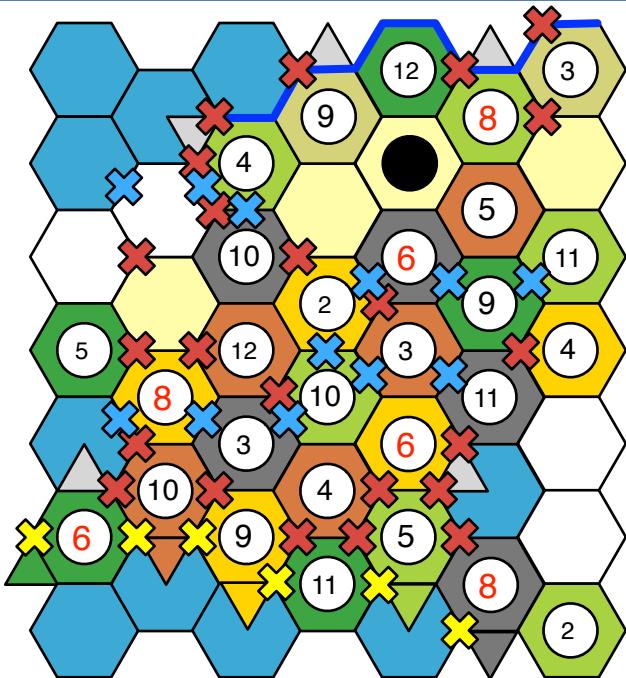
Name	Type	Effect
Road Building	Development	May be used to build two rails or a bridge with rail. The second rail is not built if the Pioneer is brought adjacent to the Robber.
Road Building	Progress – Science	May be used to build two rails or a bridge with rail. The second rail is not built if the Pioneer is brought adjacent to the Robber.

Additional Rules

- Players may build on or adjacent to the hexes representing Canada and Mexico, though none of these hexes produce resources.
- Settlements may only be upgraded to cities if they are on a city site.
- The distance rule only applies to a player's own settlements: a player may build immediately adjacent to an opposing settlement.
- Settlements may not be built at the location of a player's own Pioneer, though they may be built at the location of an opposing Pioneer.
- The Robber may only be moved to hexes west of the easternmost set of (representing the Mississippi river) if there is a Pioneer in an adjacent hex. If no such movement is possible, then no action is taken. When moved, the Robber takes a resource card from the owner of any adjacent Pioneer who is not located in a fort.
- The Longest Road is only awarded to the first player to build a rail line from the Atlantic (bottom) to the Pacific (top), north of the city site representing Los Angeles; this represented by the blue line on the setup chart.
- Rails:** Rails are represented by roads, and may only be extended from the Pioneer's present location. After a rail line is built, the Pioneer is moved to the end of the rail line. Players may build rails where opposing rails already exist, and players may build rails past opposing settlements and cities.
- Bridges:** Bridges are represented by ships. A bridge must be built over a river crossing before players may build a rail on it. Bridges with rails are represented by inverted ships.
- Pioneer:** The Pioneer produces resources as if it was a settlement. Pioneers may be moved along a player's own rail lines at the end of a turn. Pioneers may not move to the location of a settlement or city, and roads and bridges may not be built adjacent to the robber unless the Pioneer is located in a fort.
- Forts:** Forts may be built by the Pioneer at its current location if the Robber is not in an adjacent hex. Forts prevent the effects of the Robber by the Pioneer. If the Pioneer subsequently moves from its location, the fort is destroyed.
- Fire Water:** The Robber is moved to any desert hex whenever this is built.

Game End

The first player to have 10 points and a continuous rail line from Atlantic to Pacific (north of Los Angeles) is the winner.

**3-5 Player Setup****Terrain**

5	5	5	5	6	4	10	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	1	5

Player Pieces

5	4	15	15	1	1

Additional Build Options

Bridge	
Fire Water	
Fort	
Rail	

Schätze, Drachen & Entdecker Scenarios

Schätze, Drachen & Entdecker is the 2009 “fan expansion” of *Settlers*, with the scenarios and parts needed to play all the scenarios offered therein. Like *Traders & Barbarians* and *Cities & Knights*, they are considered to be “gamers’ expansions”, and all but one scenario has been previously offered in some form or another (and the last was the scenario from *Catan-News* for 2009, released at the same time as the expansion). Unlike *Traders & Barbarians*, this expansion was highly dependent on having *Seafarers*, as all six scenarios require it; the vast majority also required *Cities & Knights* as well.

An interesting note is that the 4th edition of *Seafarers* had removed “Greater Catan” from the lineup (similar to the 2003 German release, which was the basis of the 4th edition), as it required that the player owned two copies of the game. (Like various scenarios for other games that required two base sets, such as the Overlord scenarios for *Memoir ’44*, this is a major impediment for game adoption.) Though similar scenarios have tried to fill the void, by popular demand “Greater Catan” was reintroduced, so only one copy of the base game is needed.

The scenarios are presented in the order presented in the *Schätze, Drachen & Entdecker* manual.

The Treasure Islands

(Die Schatzinseln)

This scenario was originally featured in *Catan: Cities & Knights*, a computer implementation of *Settlers*, as well as *Catan* for the Nintendo DS. It was further modified to account for the different-sized game board that is currently in use.

Equipment Notes

- 20 Treasure Tokens are needed for this scenario.

Treasure Token Manifest

Qty	Effect
4	2 free roads or ships
5	1 free resource
4	2 free resources
4	Development Card or Progress Card
3	

Preparation Notes

- Set up the main island as with the base game.
- Place 5 of the Treasure Tokens aside face down, and the other 15 on the intersections marked with ✕.

Setup Notes

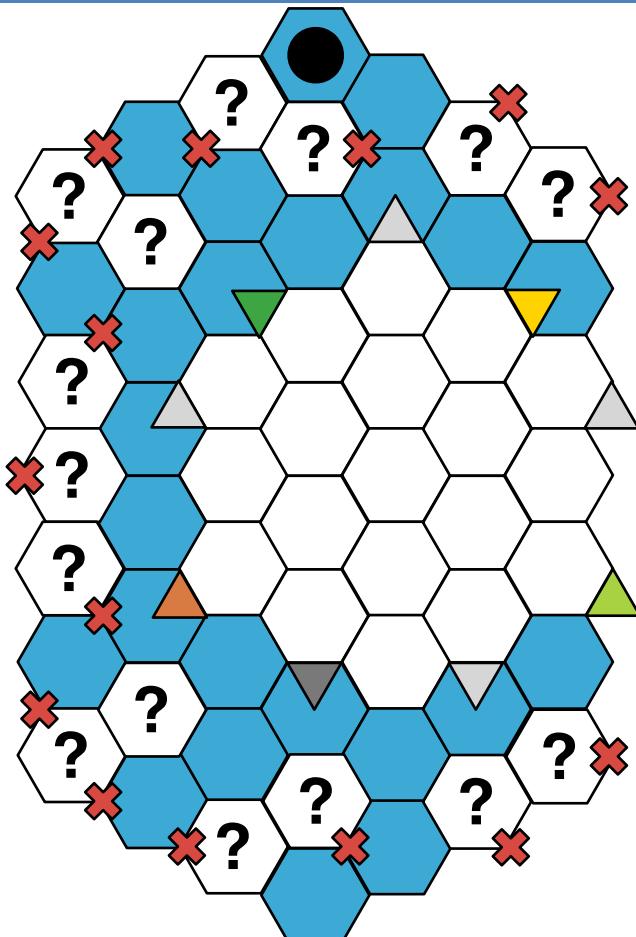
- The Robber begins the game on any desert hex.

Additional Rules

- **Undiscovered Terrain:** If a player expands next to undiscovered terrain, discovery occurs. Place a hex from the reserve into the empty space. If it is a land hex producing resources, a number token is assigned to the hex, and the player takes one resource produced by the terrain as a reward. If a desert or ocean hex is discovered, the player takes a Treasure Token that has been set aside as a reward.
- **Treasure Tokens:** Once a Treasure Token is claimed, it is automatically redeemed.
- The first settlement a player builds on each outlying island is worth 1 additional VP.

Game End

Game is to 14/16 points.



3-4 Player Setup

Terrain

								
Main Island	3	3	4	4	4	1	22	0
Reserve	2	2	1	2	1	2	3	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	2	1
Reserve	1	1	2	1	1	0	1	2	1	0

Harbors

					
1	1	1	1	1	4

Departure Into the Unknown

(Aufbruch ins Ungewisse)

This is the sole “new” scenario to *Schätze, Drachen & Entdecker*. A slightly altered version was also released as the new scenario for the 2009 edition of *Catan-News*, released at roughly the same time.

Equipment Notes

- A number of Treasure Tokens are needed for this scenario. As presented in *Catan-News*, Catan chits with numbers marked on their reverse sides are used instead.

Treasure Token Manifest

No.	Qty (CN)	Qty (SDE)	Effect
1	4	4	2 free resources
2	4	4	Development Card or Progress Card
3	3	5	1 free resource
4	3	4	2 free roads or ships
5	3	3	

Preparation Notes

- The island on the outside of the board is the Main Island. Place the terrain randomly.
- Set aside the 2:1 harbors.
- Place the gold field and desert hexes from the unexplored terrain reserve in the locations stated on the setup chart.
- Place the Treasure Tokens face down in the intersections marked with . As presented in *Schätze, Drachen & Entdecker*, not all Treasure Tokens will be used in all setups.

Setup Notes

- Players begin with **three initial settlements** or **two settlements and a city**, with the city placed **second**, all placed on the main island.
- The Robber begins the game at any desert hex.

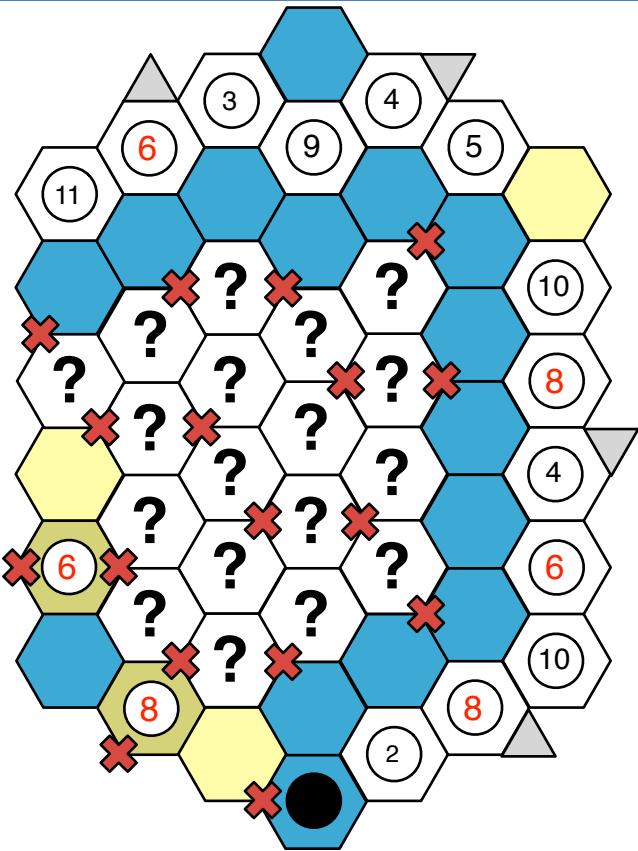
Additional Rules

- **Undiscovered Terrain:** If a player expands next to undiscovered terrain, discovery occurs. Place a hex from the reserve into the empty space. If it is a land hex producing resources, a number token is assigned to the hex, and the player takes one resource produced by the terrain as a reward. If there are adjacent Treasure Tokens, the player also claims them.
- **Treasure Tokens:** If a player expands to an intersection with a Treasure Token, the Treasure Token is taken. Once acquired, the Treasure Token may be exchanged for the prize on the token, or left face down in front of the player. Treasure Tokens left face down may not be exchanged at a later point in time.

Face Down Treasure Token Bonuses	
1	Hand Limit is raised to 9 cards.
2	Take and place a 2:1 harbor.
3	1 VP
4	2 VP
More	No additional bonuses.

Game End

Game is to **15/17** points in a 3-player game and **14/16** points in a 4-player game.



3 Player Setup

Terrain

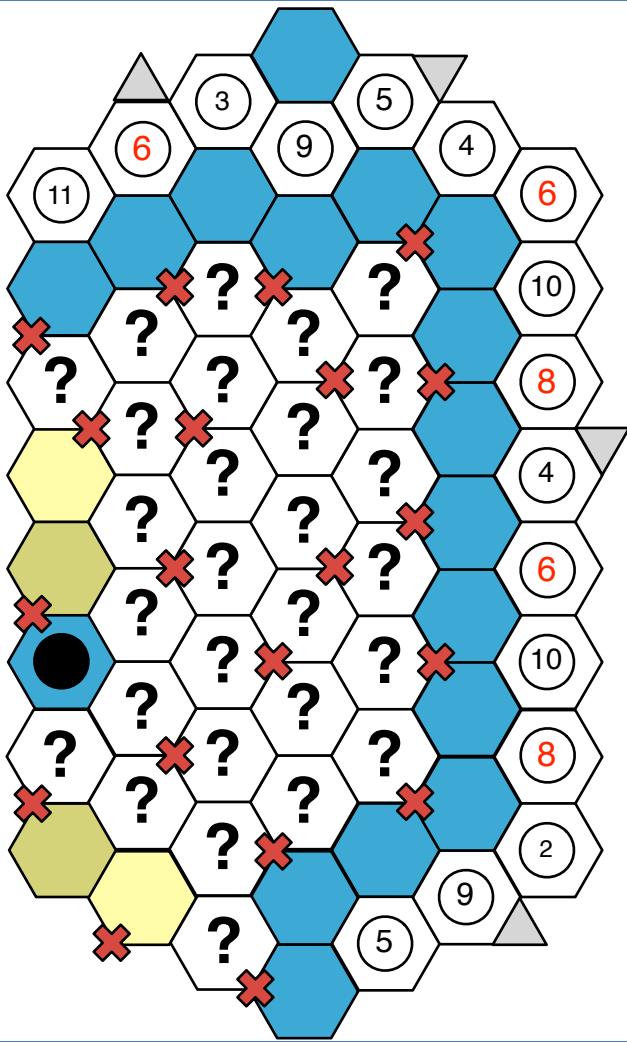
Main Island	2	2	3	2	4	1	13	0
Reserve	3	3	2	3	1	2	6	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	2	1	2	2	1	2	1	0
Reserve	1	2	1	2	1	1	2	1	2	1

Harbors

1	1	1	1	1	4



4 Player Setup

Terrain

Main Island	3	2	4	3	4	0	15
Reserve	4	4	3	4	3	3	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	1	2	2	3	2	2	2	1	0
Reserve	1	3	2	3	1	1	3	2	3	1

Harbors

1	1	1	1	1	4

Preparation Notes

- Place the (6) and the (8) from the reserve on the gold field hexes.

Greater Catan

(Groß Catan)

On its original release [in the 1/1997 issue of *Catan-News*, then known as *Siedler-Zeitung*, months before the release of *Seafarers*], "Greater Catan" was the sole scenario that required two copies of the game to play. Because of this, it was removed from the 4th edition of *Seafarers*. Though "Settlers in Need" was an attempt to have similar rules in a scenario that only required one copy of the base game, popular demand ensured its reintroduction in *Schätze, Drachen & Entdecker*.

Preparation Notes

- Set up the large island according to the rules of the base game. This will be known as the Main Island. Arrange the remainder of the hexes randomly.

Setup Notes

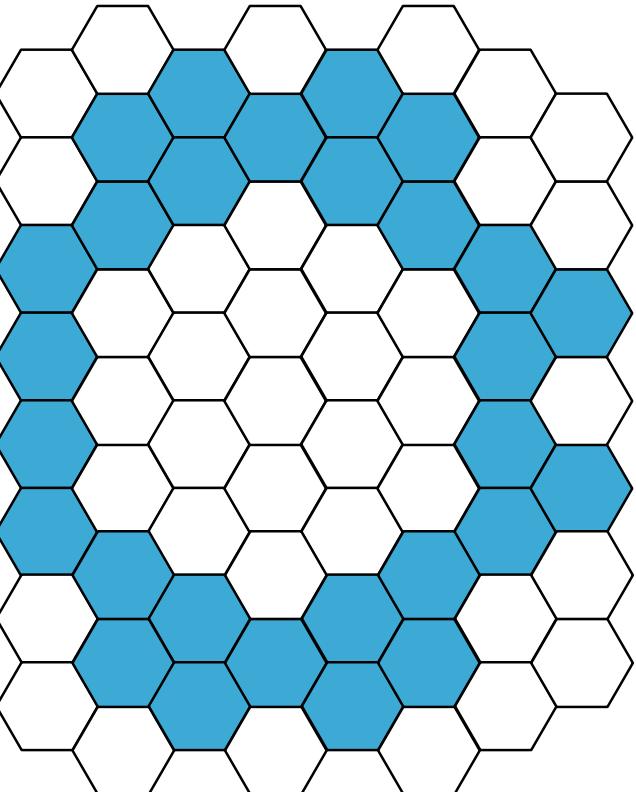
- The Robber begins the game on a desert tile on the Main Island, or off of the board if the setup has no desert hexes.
- The Pirate begins the game off of the board.
- Players may only set up their initial settlements on the Main Island.

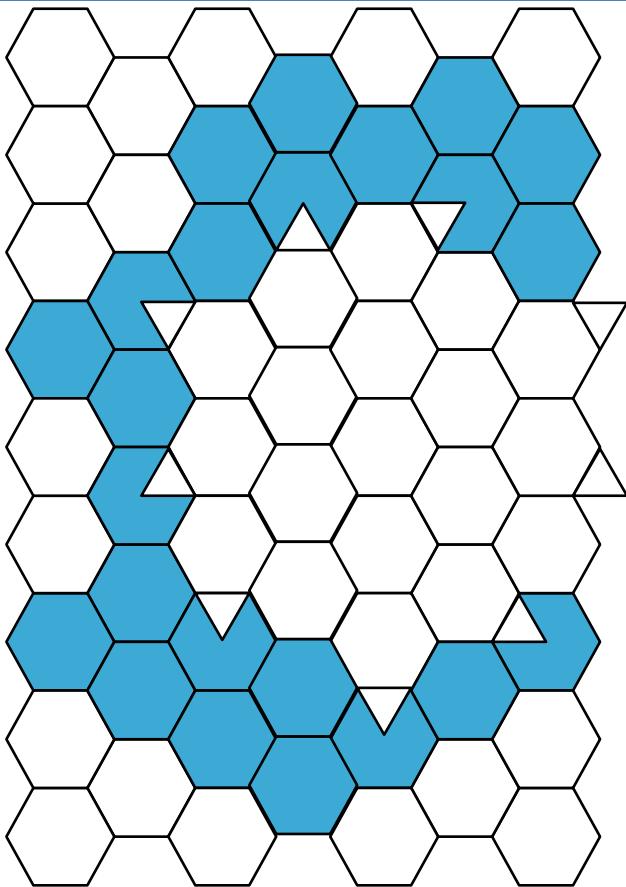
Additional Rules

- **Bridges:** If pre-*Seafarers* rules are used, bridges, represented by roads, are used in place of ships. Bridges may not branch, but players may voluntarily remove their own bridges. Unlike ships, bridges may not be moved.
- **Outlying Islands:** If a ship or road is placed bordering a resource-producing hex on the outlying islands, a number token is assigned at random from the reserve. Should the reserve be empty, a number token is moved from the Main Island, subject to the following: the number token moved must be adjacent to a player's own settlements or cities, all settlements and cities on the Main Island must be adjacent to at least one number token, and ⑥ and ⑧ may not be in adjacent hexes. If it is impossible to satisfy all three conditions, they may be ignored in the order stated.

Game End

Game is to 18/20 points, 17 points if using pre-*Seafarers* rules.

	3-4 Player Setup (pre-Seafarers)											
Terrain												
												
Main Island	3	4	4	3	4	1	28	0				
Outlying Areas	3	4	4	3	4	0	0	0				
Number Tokens												
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)		
On Board	1	2	2	2	2	2	2	2	2	2	1	
Reserve	1	1	1	1	0	0	1	1	1	1	0	
Harbors												
												
	1	1	1	1	1	1	1	1	1	4		
One additional harbor of any type is needed, and must be set up facing an outlying area.												
Player Pieces												
												
	5				8							



4 Player Setup (1997)

Terrain

Main Island	3	4	4	3	4	1	23
Outlying Areas	3	3	4	4	4	0	0

Number Tokens

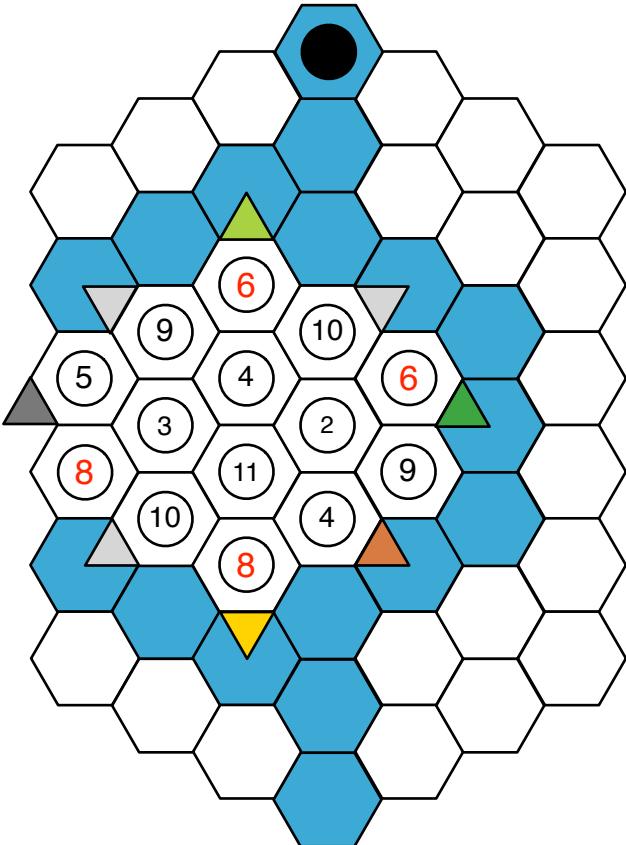
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
On Board	1	2	2	2	2	2	2	2	2	1
Reserve	1	1	1	1	0	0	1	1	1	0

Harbors

1	1	1	1	1	4

Player Pieces

5	8	15	15



3 Player Setup (2009)

Terrain

Main Island	2	3	3	3	3	0	15
Outlying Areas	3	3	3	2	3	0	6

Number Tokens

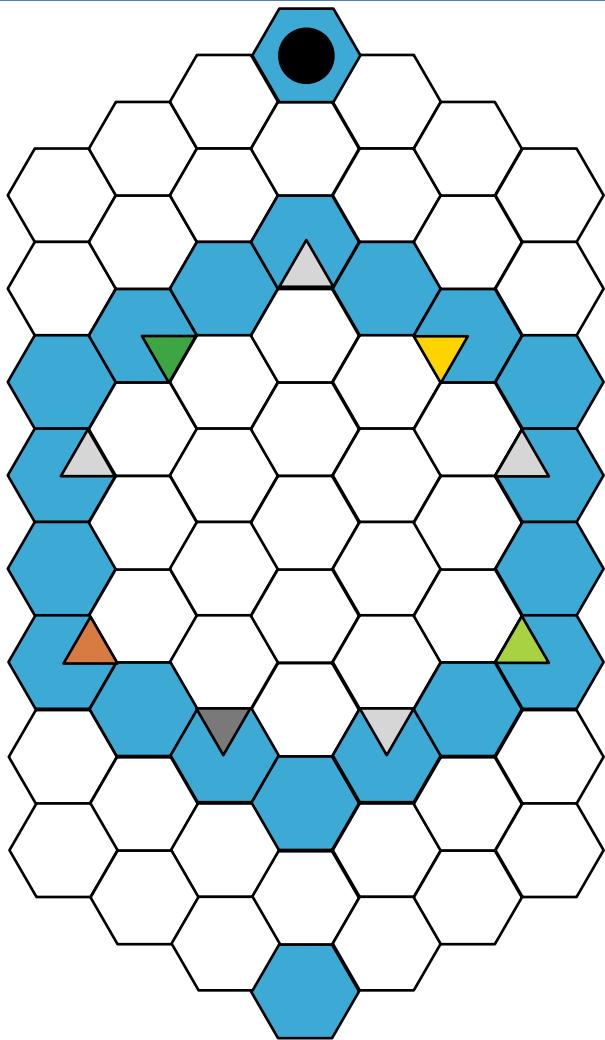
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
On Board	1	1	2	1	2	2	2	2	1	0
Reserve	0	1	0	1	0	0	1	0	1	0

Harbors

1	1	1	1	1	3

Player Pieces

5	8	15	15



4 Player Setup (2009)

Terrain

Main Island	3	4	4	3	4	1	18	0
Outlying Areas	3	3	4	4	4	1	7	0

Number Tokens

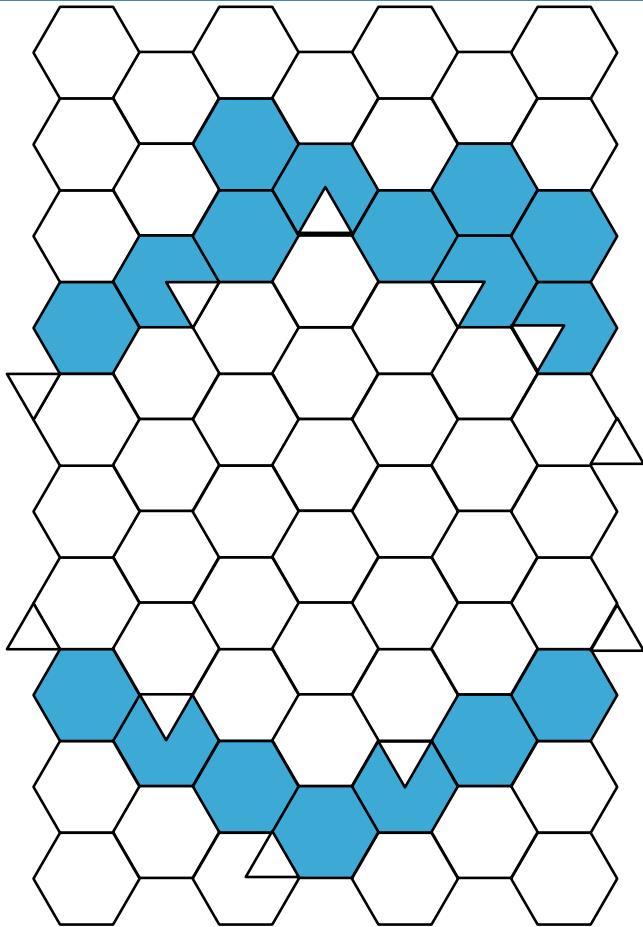
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
On Board	1	2	2	2	2	2	2	2	2	1
Reserve	0	1	1	1	0	0	1	1	0	0

HARBORS

1	1	1	1	1	4

Player Pieces

5	8	15	15



5-6 Player Setup (1997)

Terrain

Main Island	5	6	6	5	6	2	17	0
Outlying Areas	4	4	4	4	4	0	0	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
On Board	2	3	3	3	3	3	3	3	3	2
Reserve	1	1	1	1	0	0	1	1	1	0

Harbors

1	1	1	1	1	6

Player Pieces

5	8	15	15

The Desert Dragons

(Die Wüstendrachen)

Not Compatible with *Catan: Cities & Knights*

This scenario was originally titled "The Desert Riders" (Die Wüstenreiter) when it was first introduced in the 2/1997 issue of *Catan-News* (then *Siedler-Zeitung*), was included in *Das Buch zum Spielen*, and was released as part of the "Six Scenarios" series of expansions as *De Woestijnruiters* by 999 Games. Furthermore, it was uniquely the only scenario of *Das Buch zum Spielen* to have been available for download in the English language on the University of Catan website. The scenario itself was renamed and rethemed as part of *Schätze, Drachen & Entdecker*. Various setups have differed on whether two base sets (or one base set and the hexes from *Schätze, Drachen & Entdecker*), as originally presented (and as presented in *Schätze, Drachen & Entdecker*), or one base set and an array of specialized hexes, as presented in *Das Buch zum Spielen*, are needed.

Equipment Notes

- Jungle hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [3], *De Woestijnruiters* [3], and *Die Kolonien Jubiläums-Szenario* [3].
- Volcano hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [2], *De Woestijnruiters* [2], and *Die Kolonien Jubiläums-Szenario* [2].
- A number of Dragon Tokens are needed for this scenario.
- If Jungle hexes are required for setup, 10 Discovery Tokens are needed for this scenario in a 3-4 player game, and 12 are needed in a 5-6 player game.

Terrain	
	Jungle
	Volcano

Preparation Notes

- The island with the desert hexes is termed the Main Island, while the other islands are termed the New Islands.
- The number of Dragon Tokens needed for this scenario should be enough to cover every resource-producing hex on the Main Island.

The Desert Barbarians

Players with *Traders & Barbarians* should use the barbarians in place of the Dragon Tokens, restoring the original "Desert Riders" theme.

Setup Notes

- Players must place their initial settlements on the Main Island.
- If playing by pre-2009 rules, players must place one of their initial settlements on the cost with a ship; if playing by English language rules, this must be the first settlement.
- The Robber and Pirate are both absent in this scenario.

Card Changes

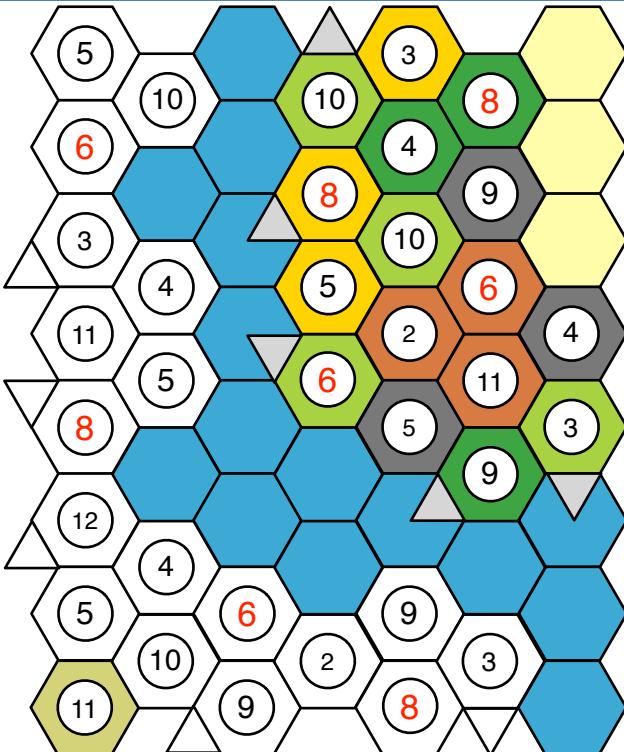
Name	Type	Effect
Knight	Development	Removes a Dragon Token from play, in addition to taking a resource card from any player.

Additional Rules

- The Largest Army is not in this scenario.
- On a roll of 7, the player on move may take a resource card from any other player.
- Desert Dragons:** Every time a settlement or city is built, 3 Dragon Tokens (2 in a 4- or 6-player game) are placed in the desert hexes, with the tokens being as evenly distributed among them as possible. Once all Dragon Tokens are in place, the Desert Assault begins.
- Desert Assault:** If a hex producing resources is adjacent to a hex containing a Dragon Token, a Dragon Token is placed on the hex after resources are collected. Dragon Tokens prevent resource production on subsequent turns. Roads lying between two hexes with Dragon Tokens do not contribute to the Longest Road, and settlements and cities for which all adjacent land hexes have Dragon Tokens do not contribute VP.
- If playing by pre-2009 rules, harbors adjacent to disabled settlements and cities may not be used.
- If playing by pre-2009 rules, the first player to remove two Dragon Tokens gains one Catan chit, worth 1 VP; this rule was not present in the English release.
- Jungle:** Jungles produce Discovery Tokens, which may be used as a substitute for any resource in purchasing a Development Card. Settlements adjacent to a jungle produce one token, while cities produce two. Discovery Tokens are not resources, and may not be stolen or traded.
- Volcano:** Whenever a volcano produces, roll a die. Any settlement in the direction indicated on the volcano hex is removed, while any city in the direction is reduced to a settlement (or removed if the player has placed all of their settlements). Volcanoes act as fields hexes for all other purposes.

Game End

Game is to 13 points.

**3-4 Player Setup (1997)****Terrain**

	●	○	●	○	●	○	●	○	●	○	●	○
Main Island	3	3	3	3	3	4	3	15	0			
New Island	3	4	4	3	4	0	0	0	1			

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	1	2	2	2	2	2	2	2	1	0	
New Island	1	2	2	3	2	2	2	2	2	1	

Harbors

●	○	●	○	●	○	●	○	●	○	●	○
1	1	1	1	1	1	1	1	1	1	1	5

3-4 Player Setup (2000)**Terrain**

	●	○	●	○	●	○	●	○	●	○	●	○
Main Island	2	3	3	3	3	4	3	17	0	0	0	0
New Island	3	2	2	2	1	1	0	2	3	2	1	

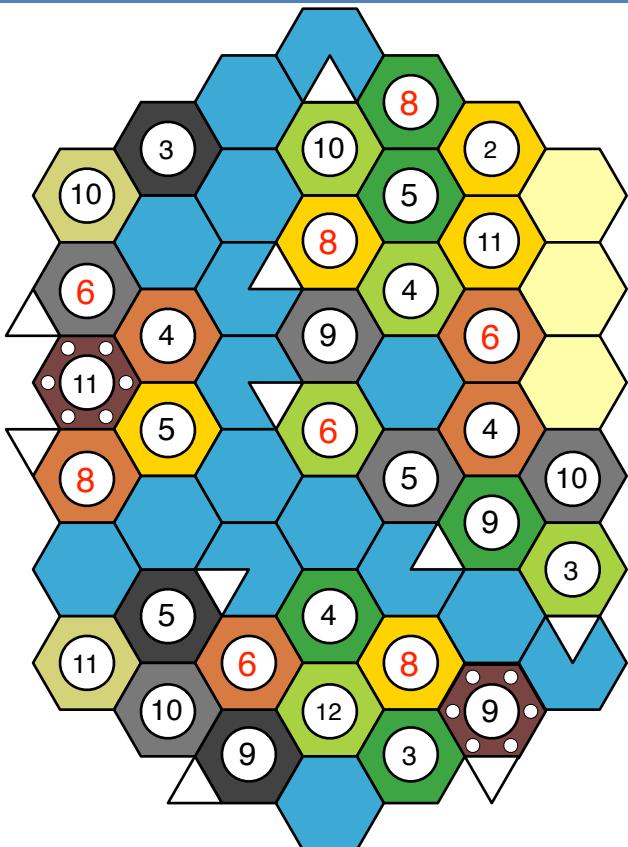
Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)	
Main Island	1	1	2	2	2	2	2	2	2	1	0
New Island	0	2	2	2	2	2	2	2	2	2	1

Harbors

●	○	●	○	●	○	●	○	●	○	●	○
1	1	1	1	1	1	1	1	1	1	1	5





3-4 Player Setup (2003)

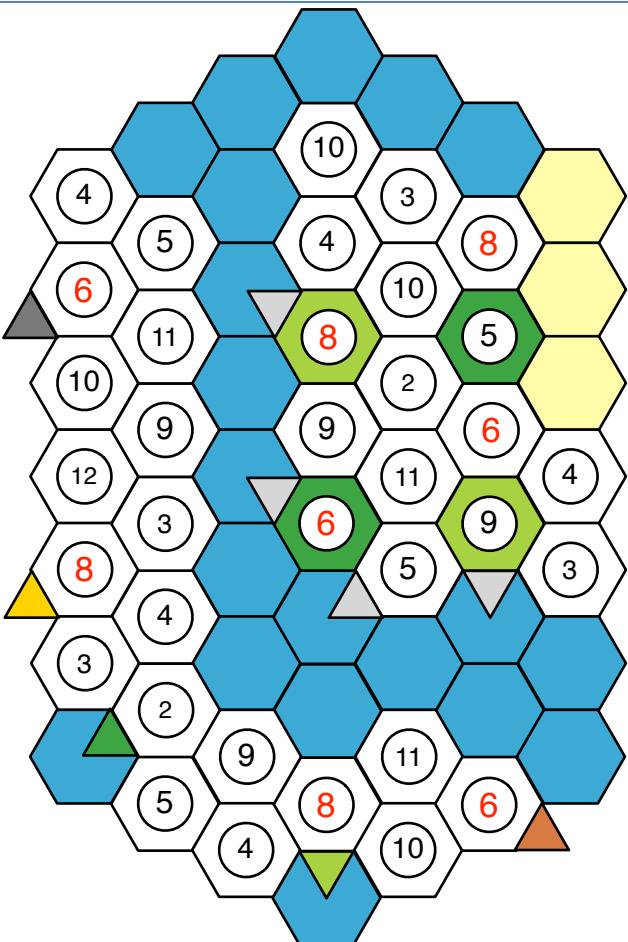
Terrain

Main Island	2	3	3	3	4	3	14	0	0	0
New Island	3	2	2	2	1	0	0	2	3	2

Number Tokens

Harbors

					
1	1	1	1	1	5



3 Player Setup (2009)

Terrain

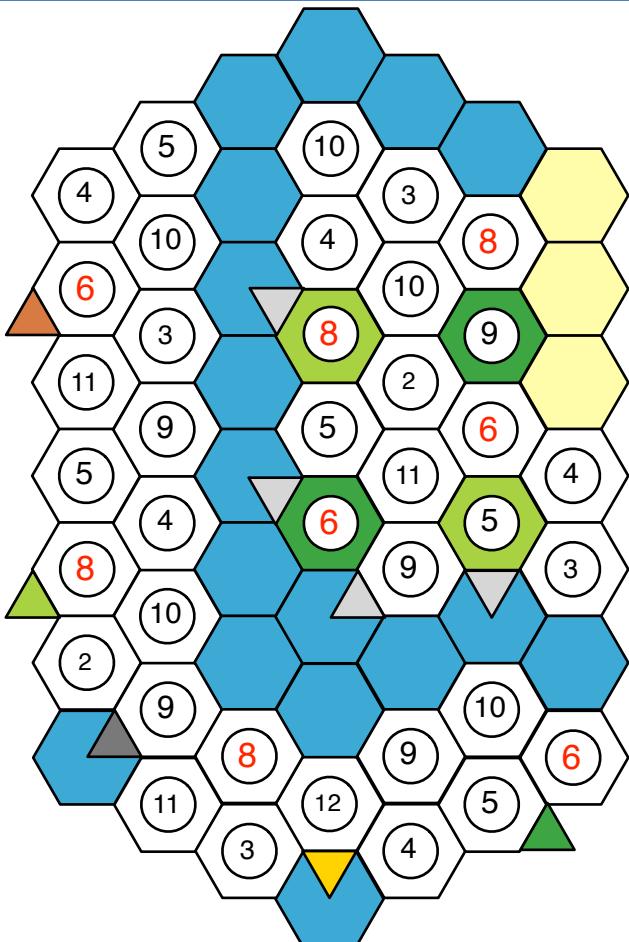
Main Island	3	3	3	3	4	3	18	0
New Island	3	4	4	3	4	0	0	1

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	1	0
New Island	1	2	2	3	2	2	2	2	2	1

Harbors

					
1	1	1	1	1	4



4 Player Setup (2009)

Terrain

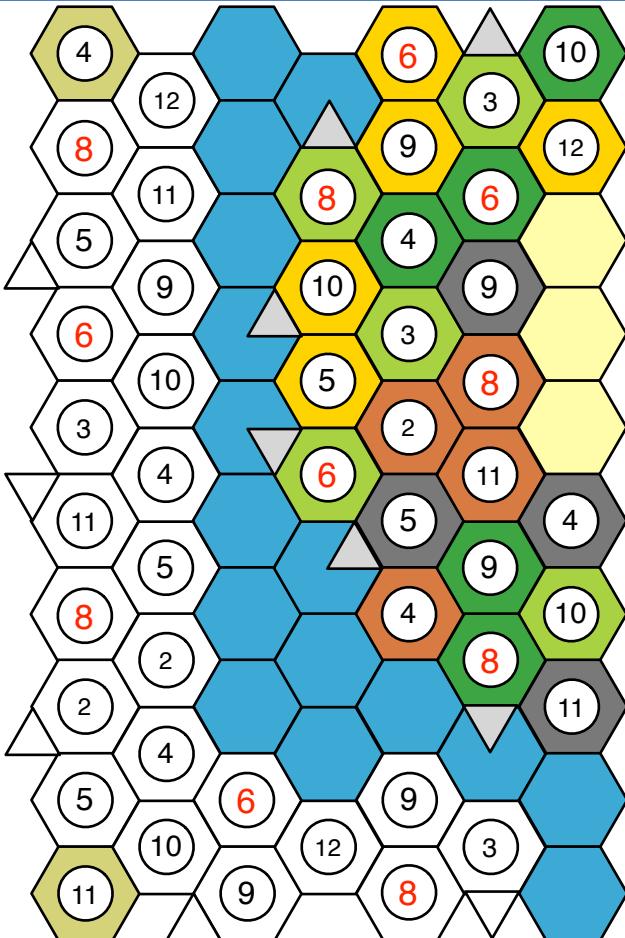
Main Island	3	3	3	3	4	3	15	0
New Island	4	4	4	4	4	0	0	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	1	0
New Island	1	2	3	3	2	2	3	3	2	1

HARBORS

1	1	1	1	1	4



5-6 Player Setup (1997)

Terrain

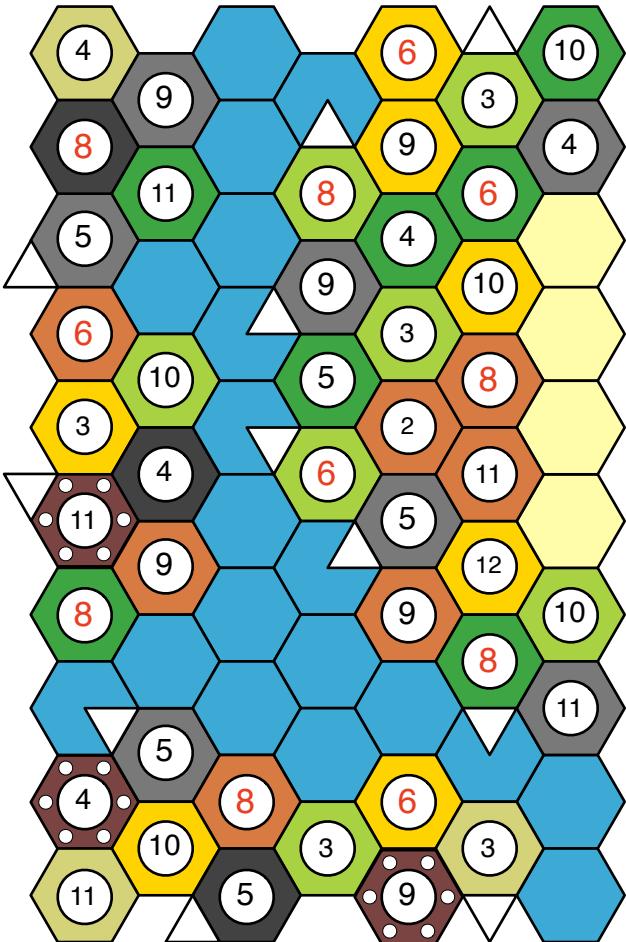
Main Island	4	5	5	4	5	3	16
New Island	5	4	4	5	5	0	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	3	2	3	3	3	3	2	1
New Island	1	3	3	3	2	3	3	2	3	2

HARBORS

1	1	1	1	1	6



5-6 Player Setup (2000)

Terrain

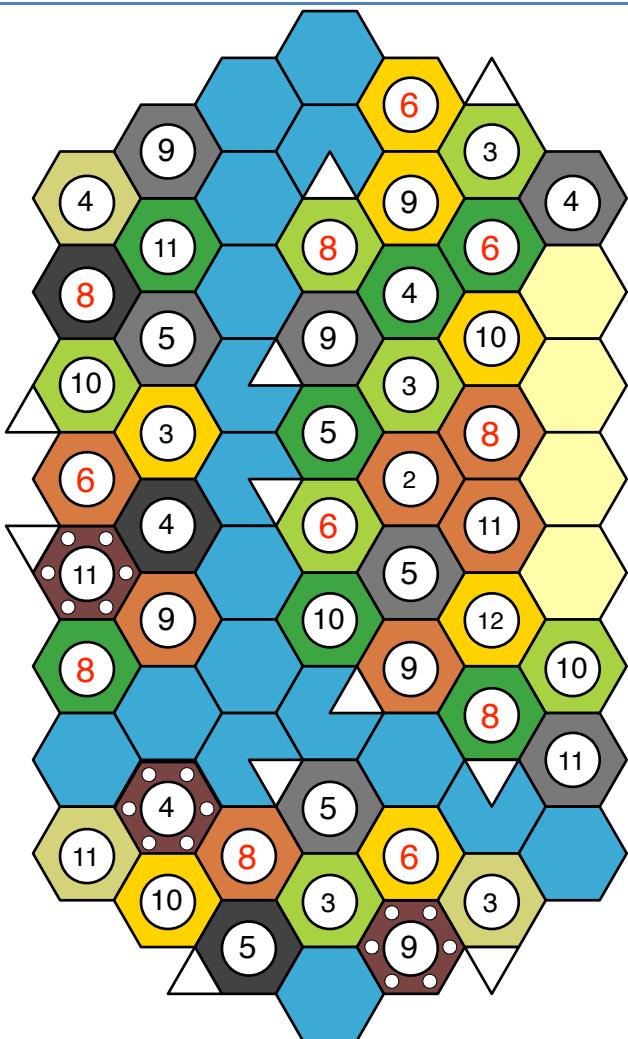
	Orange	Yellow	Green	Grey	Light Green	Light Yellow	Blue	Light Blue	Dark Blue	Black	Dark Grey
Main Island	4	4	5	4	5	4	19	0	0	0	0
New Island	3	3	2	3	2	0	0	3	3	3	3

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	3	3	3	3	2	0
New Island	0	3	3	3	2	3	3	2	3	1

HARBORS

Orange	Yellow	Green	Grey	Light Green	Light Blue
1	1	1	1	1	6



5-6 Player Setup (2003)

Terrain

Main Island	4	4	5	4	5	4	15	0	0	0
New Island	3	3	2	3	2	0	0	3	3	3

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	3	3	3	3	2	0
New Island	0	3	3	3	2	3	3	2	3	1

Harbors



The Great Canal

(Der Große Kanal)

This scenario was originally presented in the 2003 issue of *Catan-News*, which did not require *Cities & Knights* in order to play. It was also released as part of the "Six Scenarios" series of expansions by 999 Games, titled *Het Grote Kanaal*. However, every subsequent release, including on Catan Online World and in *Schätze, Drachen & Entdecker*, has since required *Cities & Knights*.

Equipment Notes

- Knights were provided as cardboard pieces in *Het Grote Kanaal*.
- Het Grote Kanaal* also provided 1 pirate ship per player, though it is not used in this scenario.
- 9 Canal Pieces are provided with *Schätze, Drachen & Entdecker* to physically represent the canal on the board.

Preparation Notes

- Place two Catan chits on the edges marked with and one Catan chit on edges marked with . Traditionally, they are placed on the opposite sides of the edge so that each hex has two Catan chits. This forms the route of the canal.

Setup Notes

- Players begin with **three settlements** or **two settlements and a city**, with the city being placed second. At least one settlement must be built on the coast, and every coastal settlement must have a ship instead of a road.
- The Pirate is absent in this scenario.

Card Changes

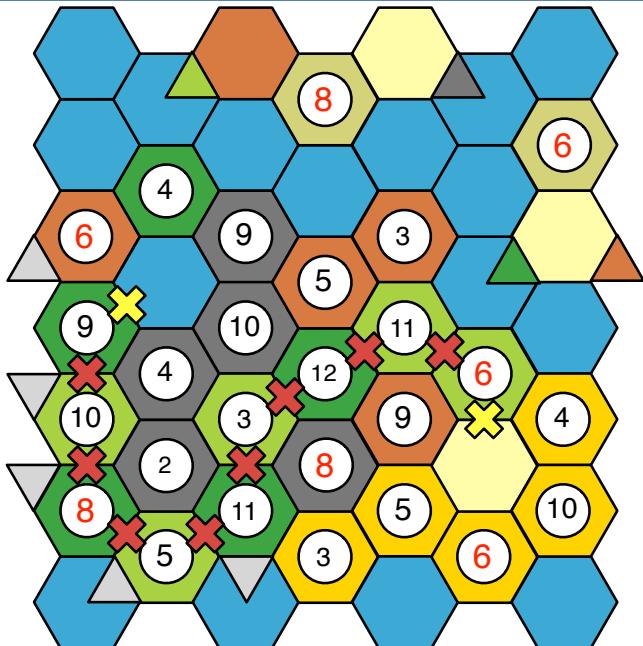
Name	Type	Effect
Irrigation	Progress - Science	This card has effect even if the canal is incomplete.

Additional Rules

- Field hexes do not produce grain until the canal is completed.
- Shipping lines may not branch.
- Knights on the smaller islands do not contribute to the defense of Catan.**
- Knights:** Knights, when built, are placed on intersections in the middle of the player's road network on the large island. **Knights can be moved along roads using a Knight card**, and may offer benefits depending on location. Knights, like settlements, block opposing roads.
- Building Canals:** Two Knights are needed to build a portion of the canal. Under 2003 rules, the canal is built one edge at a time, while under 2009 rules, the canal is built one hex at a time. Under 2003 rules, a portion of the canal is built when the edge has Knights on both adjacent intersections. When this is done, the owners of the two Knights each take one Catan chit from the affected edge. If the edge only has one Catan chit, the Knight there the earliest claims the chit. Under 2009 rules, a portion of the canal is built if there are two adjacent Knights adjacent to the hex, one at an intersection adjacent to each of the hex's two canal edges. When this is done, the owners of the two Knights each take one Catan chit from the hex. Each Catan chit is worth 1 VP. **Only activated Knights may build canals.**
- Gold Miner:** If a Knight is positioned at a gold field and the canal is incomplete, then the Knight will produce resources: when a gold field produces, every player with an adjacent Knight gains one resource of their choosing. Deploying multiple Knights at the same gold field does not increase resource yield. **Knights do not have to be activated to mine gold under 2003 rules, but under 2009 rules, they must be deactivated in order to do so.**
- Trader:** If a Knight is positioned at a 2:1 harbor, and, under 2009 rules, if the canal is incomplete, the player may make use of it. **Knights do not have to be activated for the harbor to be used under 2003 rules, but under 2009 rules, they must be deactivated in order to do so.**
- Completing the Canal:** If, on a player's turn, one or fewer portions remain to be built, the canal is considered complete at the end of the turn. All remaining Catan chits on the board are removed. The desert hex is replaced by an ocean hex, and the number tokens for the gold field hexes are removed.

Game End

Game is to **19/21** points in a 3-player game, and to **16/18** points in a 4-player game.



3-4 Player Setup (2003 Square Frame)

Terrain

5	5	5	5	5	3	16	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	4	3	3	3	2	1

Harbors

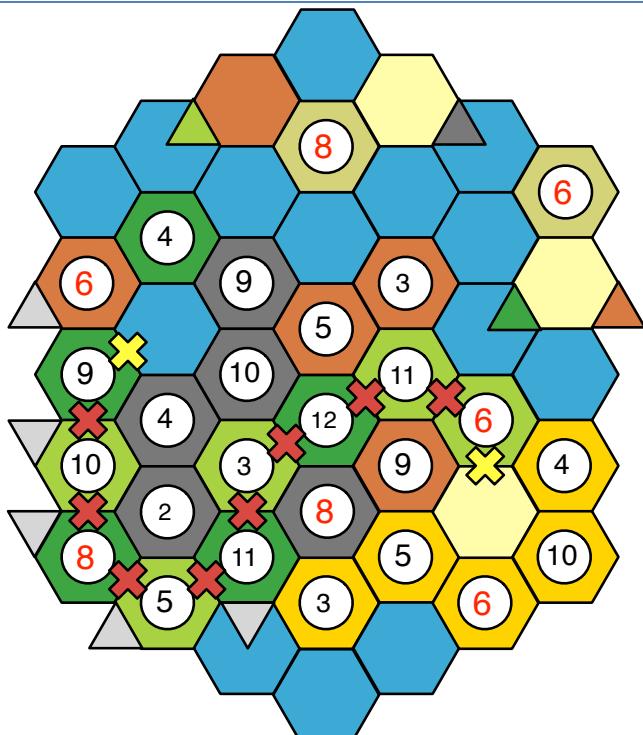
1	0	1	1	1	5

Player Pieces

5	8	15	15	4	2	2	2	3

Additional Build Options

Knight		
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3-4 Player Setup (2003 Sea Frame)

Terrain

5	5	5	5	5	3	12	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	4	3	3	3	2	1

Harbors

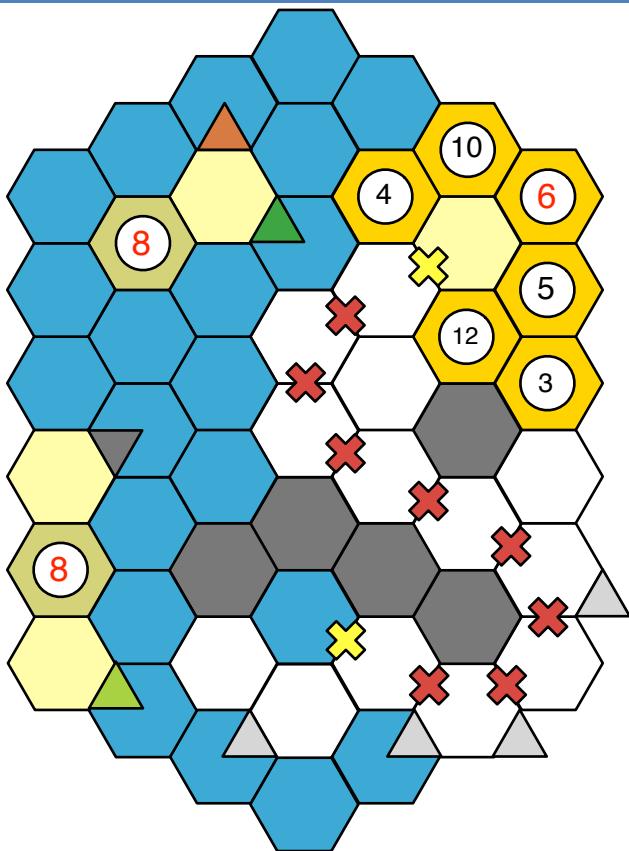
1	0	1	1	1	5

Player Pieces

5	8	15	15	4	2	2	2	3

Additional Build Options

Knight		
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3-4 Player Setup (2009)

Terrain

4	6	4	5	5	4	19	2

Number Tokens

2	3	4	5	6	8	9	10	11	12		

HARBORS

1	0	1	1	1	4

Player Pieces

5	8	15	15	4	2	2	2

Additional Build Options

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Enchanted Land

(Verwunschenes Land)

This scenario was originally published in the 1/2001 issue of *Catan-News*, which did not require *Cities & Knights*. However, every implementation since (on Catan Online World and in *Schätze, Drachen & Entdecker*) has required it. Beyond the *Cities & Knights* requirement, the sole difference in presentation was thematic: as originally presented, the treasures of the Enchanted Land were guarded by pirate spirits, while dragons of various degrees of difficulty were guarding treasures in *Schätze, Drachen & Entdecker*.

Equipment Notes

- 19 Dragon Tokens are needed for this scenario. 6 are marked with 1 on the reverse, 7 with 2 on the reverse, and 6 with 3 on the reverse.

Preparation Notes

- Place a Dragon Token on each intersection marked with .
- The island on the outside of the board is known as the Main Island, while the island with the Dragon Tokens is termed the Enchanted Land.

Setup Notes

- Players begin as normal under 2001 rules, but with **three settlements** or **two settlements and a city**, with the city being placed **second** under 2009 rules. All initial settlements and cities must be placed on the Main Island, with at least one of them being on the coast (under 2001 rules, they must be placed on the coast facing the Enchanted Land between the two ). Every coastal settlement or city must have a ship instead of a road.
- The Robber and Pirate begin the game off of the board if absent from the setup charts.

Card Changes

Name	Type	Effect
Deserter	Progress – Politics	May not be used against Knights on the Enchanted Land.
Intrigue	Progress – Politics	May not be used against Knights on the Enchanted Land under 2009 rules. Under 2001 rules, Knights on the Enchanted Land targeted by this card are moved to a coastal intersection.
Inventor	Progress – Science	May not exchange number tokens on the Enchanted Land.

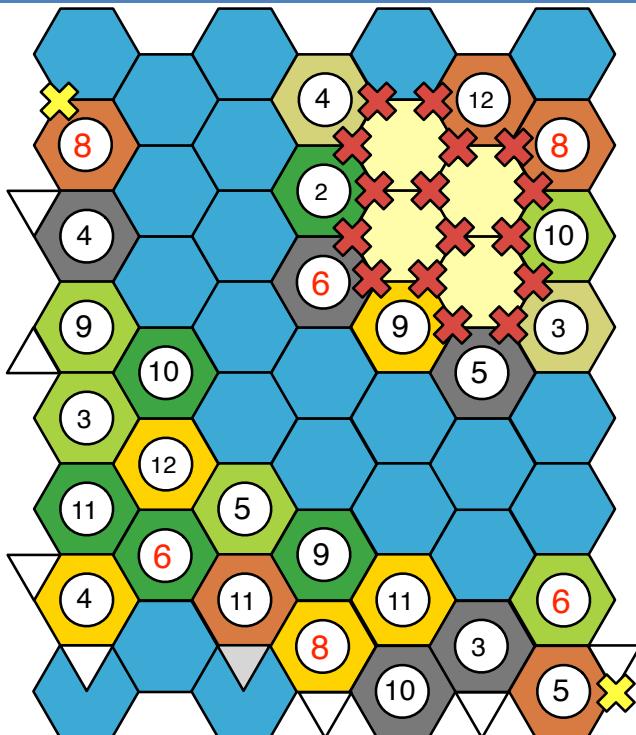
Additional Rules

- The Largest Army is not in use.
- The Robber may only be placed on the Main Island.
- Barbarians only attack the main island. Knights on the Enchanted Land do not contribute to the defense of Catan. Knights on a shipping line do not contribute to the defense of Catan under 2009 rules, but do under 2001 rules.
- Settlements on the Enchanted Land may only be built on the coast, and may not be upgraded into cities. Roads may only be built along the coast of the Enchanted Land under 2001 rules, and may not be built at all under 2009 rules.
- **Knight Placement:** If a shipping line reaches the Enchanted Land from the Main Island, the player must **place their Knight (as long as one Knight card was previously played)** or **move an existing Knight onto the coastal intersection** (or on a neighboring intersection if there is a settlement there). If there is an opposing Knight at the intersection, the Knight must be displaced. **Players may have only one Knight on the Enchanted Land, and the Knight may not return to the Main Island.**
- **Knight Movement:** Knights may move one intersection per  paid. Knights move as normal on the Main Island, and up to three intersections on the Enchanted Island, which deactivates the Knight. Knights may move over coastal intersections, but may not end their movement there. Knights may move over other Knights. If a Knight is displaced on the Enchanted Land, it is moved to a coastal intersection of the opposing owner's choosing.
- **Claiming Treasures:** If a Knight (activated) is on an intersection with a Dragon Token, the Knight may attempt to battle the Dragon. (**Note:** As Knights may only take one action per turn, this means that Knights may not attempt to claim treasures after moving to the intersection and reactivating.) The value on the reverse side of the Dragon Token is compared to the **number of Knight cards played** or the **strength of the Knight**: if the Knight's value is higher, the Dragon Token is claimed; otherwise the token is returned and the Knight deactivated. Each Dragon Token successfully claimed is worth 1 VP. Under 2001 rules, deactivated Knights may check the strength of the Dragon Token, but may not claim them unless reactivated.

Game End

Players win by either collecting the required number of VP or possessing the required number of Dragon Tokens. Consult with the following table for the VP and Dragon Tokens required.

Players	VP (2001)	VP (2009)	Dragon Tokens (2001)	Dragon Tokens (2009)
3	17 / 19	19 / 21	4	6
4	15 / 17	16 / 18	6	6



3-4 Player Setup (2001)

Terrain

	○	○	○	○	○	○	○	○
Main Island	3	4	4	3	4	0	21	0
Enchanted Land	2	1	1	2	1	4	0	2

Number Tokens

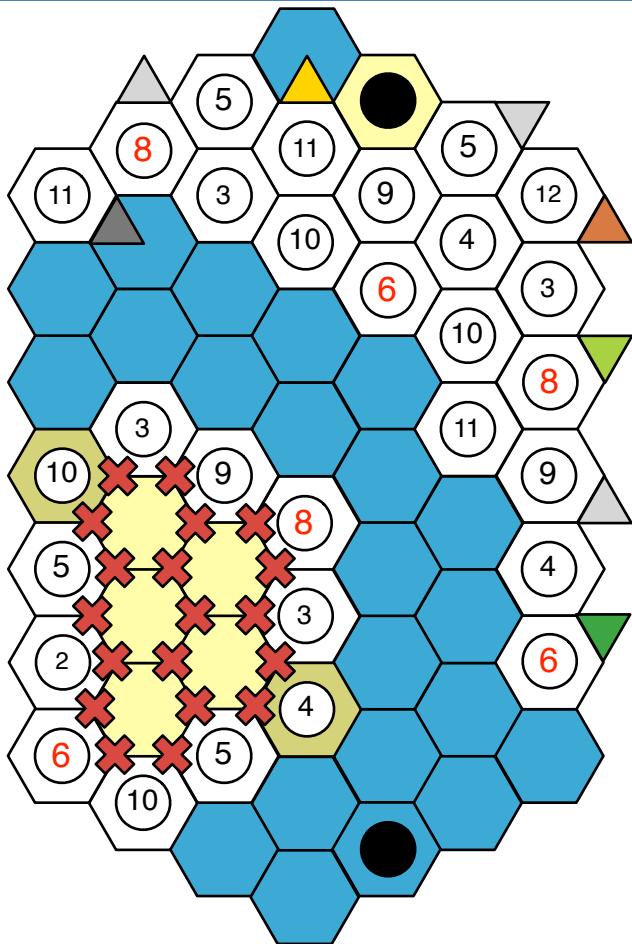
	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	0	2	2	2	2	2	2	2	3	1
Enchanted Land	1	1	1	1	1	1	1	1	0	1

HARBORS

△	▽	▽	▽	▽	▽	▽
1	1	1	1	1	1	3

Player Pieces

◆	◆	-	◆	◆	◆	◆	◆	◆
5	8	15	15	1	2	2	2	3



3-4 Player Setup (2009)

Terrain

	○	○	○	○	○	○	○	○
Main Island	3	4	4	3	4	1	21	0
Enchanted Land	2	2	2	2	1	5	0	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	0	2	2	2	2	2	2	2	3	1
Enchanted Land	1	2	1	2	1	1	1	2	0	0

HARBORS

△	▽	▽	▽	▽	▽	▽
1	1	1	1	1	1	3

Player Pieces

◆	◆	-	◆	◆	◆	◆	◆
5	8	15	15	1	2	2	3

Promotional Scenarios

Scenarios don't have to be in the form of specialized grids of hexes with number tokens. In various years, entirely self-contained scenarios have been published, with a paper gameboard and required parts from the *Settlers* base set to play. These often have limited release, and are often impossible to obtain after sufficient time has passed. These scenarios are thus truly for the *Settlers* collector.

Saggsen-Gadan

Not Compatible with *Catan: Cities & Knights*

Equipment Notes

- 21 Crown Tokens are needed for this scenario.
- 5 Manufacturing Plants are needed for this scenario, one each per resource.
- A special Development Card Deck is needed for this scenario. It consists of 16 identical cards.
- 1 King of Saxony scoring card is needed for this scenario.

Preparation Notes

- The seven hexes with the thick-bordered number tokens represent, from left to right, Plauen, Leipzig, Torgau, Annaberg Buchholz, Chemnitz, Dresden, and Görlitz.

Setup Notes

- Players may not place their initial settlement on any edges in blue.

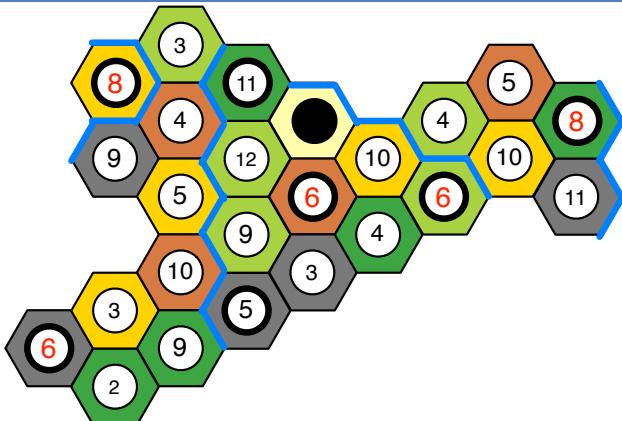
Additional Rules

- The Largest Army is not used in this scenario.
- The Robber may be moved to the desert hex by any player adjacent to the Robber's position by paying any three resources.
- **Rivers:** Rivers are denoted by edges in blue. Players with settlements on the river (**Note:** the cost of a river settlement is different from regular settlements) may trade resources at 3:1. The distance rule is not in effect along rivers.
- **Roads on Rivers:** Roads may be built on "either side" of river edges, meaning that up to two roads may share the same river edge. Roads may not be extended to the opposite side of a river unless a settlement or city is present. Settlements and cities on rivers block opposing roads on both sides of the river.
- **Manufacturing Plants:** A player may choose to return two Development Cards to build a Manufacturing Plant. Manufacturing Plants, when built, must be placed on a hex adjacent to the player's own cities. Each Manufacturing Plant may only be built on the corresponding type of hex. Each settlement or city may only have one adjacent Manufacturing Plant. Manufacturing Plants are considered upgrades to cities, allowing a player to trade in three of the Manufacturing Plant's resource for a Catan chit, worth 1 VP, once per turn. Manufacturing Plants may not be immediately used once played; they only take effect at the start of the player's next turn. Similarly, players may not purchase the second Development Card and trade for a Manufacturing Plant in the same turn.
- The Robber blocks the use of Manufacturing Plants.
- **The King of Saxony:** The first settlement a player builds at each of the hexes with thick-bordered number tokens awards one Crown Token. The player with the most Crown Tokens (at least 3) is awarded the King of Saxony, worth 1 VP.

Game End

Game is to 10 points.

Manufacturing Plants	
Brick Factory	Brick
Foundry	Ore
Grain Mill	Grain
Sawmill	Lumber
Woolen Mill	Wool



3-4 Player Setup

Additional Build Options

River Settlement



Offensive in Chemnitz

This scenario was presented on the reverse side of the *Saggsen-Gadan* promotional scenario.

Equipment Notes

- A special Development Card deck is needed for this scenario. It consists of 4 green cards (representing museums), 5 red cards (representing museums), 5 yellow cards (representing historical buildings), and 3 Nischel (Karl Marx monument) cards.

Preparation Notes

- The intersections marked with  are, clockwise from the top: Zwickau, Grimma, Freiberg, and Stollberg.
- The regular Development Card deck is not used.

Setup Notes

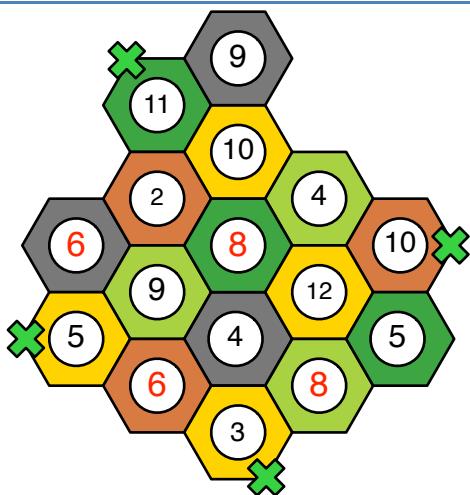
- The first settlement a player places is replaced with a city.
- The Robber begins the game off of the board.

Additional Rules

- The Largest Army is not present this scenario.
- The Robber may be moved by any player with a settlement or city adjacent to the Robber's position by paying any three resources.
- Players with settlements at intersections marked with  may trade resources at 3:1.
- **Development Cards:** Development Cards are traded for Catan chits, worth 1 VP each. Players may trade in Development cards of two colors for one Catan chits, or Development Cards of all three colors for 2 Catan chits. The Nischel card may be treated as a Development Card of any color. Development Cards may be traded in once purchased.

Game End

Game is to 10 points.



2-3 Player Setup

The Building of Chaffenberch Castle

(Burgbau auf Chaffenberch)

Not Compatible with *Catan: Cities & Knights*

by Heike Risthaus

This promotional scenario was released by the Österreichische Spiele Museum in 2007.

Equipment Notes

- 2 Coat of Arms Markers per player are needed for this scenario.
- 1 Travelling Trader Token per player is needed for this scenario.
- 10 1-point Castle Tokens, 8 2-point Castle Tokens, and 6 3-point Castle Tokens are needed for this scenario.
- 1 Feudal Lord's Favor scoring card is needed for this scenario.

Setup Notes

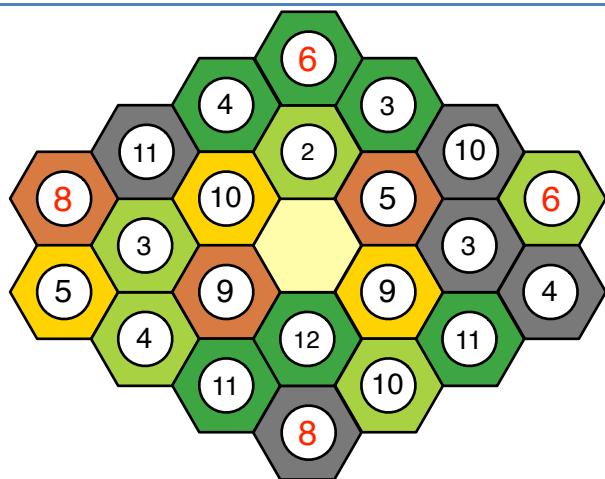
- The Robber begins the game off-board.
- Each player begins the game with 2 Coat of Arms Markers.

Additional Rules

- The Largest Army is not used in this scenario.
- **The Castle:** Players building a part of the castle receive a Castle Token. All 1-point Castle Tokens must be taken before any 2-point Castle Tokens may be taken, and all 2-point tokens must be taken before any 3-point tokens may be taken. Every 3 points from Castle Tokens is worth 1 VP. A 1-point Castle Token costs one "materials resource" (brick, lumber, or ore) and one "food resource" (grain or wool), while 2-point Castle Tokens cost two materials resources and one food resource, and 3-point Castle Tokens cost two materials and food resources.
- **Feudal Lord's Favor:** The player with the most Castle Tokens (at least 3) receives the Feudal Lord's Favor, worth 1 VP.
- **The Travelling Trader:** If a player does not have a Travelling Trader Token and builds a road, the player may take the token. It allows the player to trade at a 2:1 ratio the turn it is used.
- **Declaring Tournaments:** Whenever a Knight card is played, the player may declare a Tournament. Players with at least one Knight card or one Coat of Arms marker may choose to enter the tournament by paying the declaring player either or or . The player declaring the tournament is automatically entered. Tournaments may only be declared a total of 10 times per game.
- **Tournaments:** All players participating in a Tournament must roll the dice, and the player with the highest total of played Knight Cards, Coat of Arms Markers, and dice roll, wins a Catan chit, but must remove a played Knight card and a Coat of Arms Marker from play. Each Catan chit is worth 1 VP. Ties are broken by rerolls if necessary.

Game End

Game is to 13 points.



2-3 Player Setup

Renaissance in Styria

(Renaissance in der Steiermark)

Not Compatible with *Catan: Cities & Knights*

by Stefan Risthaus

This scenario was included on the reverse side of the *Building of Chaffenberg Castle* game board.

Equipment Notes

- A Resource Market Board is needed for this scenario. It contains a track of 20 spaces for 5 tokens (one per resource), with the first space labeled "8", the second space "7", and so on down to "4". It also contains a track for players to keep track of the number of ducats held per player.
- 1 City Improvement Chart per player is needed for this scenario.
- 1 Starting Player marker is needed for this scenario.

City Improvement Chart

Level	Cost	Trade	Science	Politics
1	8	Marketplace	Mission	Town Hall
2	12	Trading Post	Cloister	Courthouse
3	16	Guild	Library	Church
4	20	Bank	University	Castle

Preparation Notes

- The intersections marked with represent, clockwise from the top left: Augsburg, Oberkapfenberg, Vienna, Budapest, and Venice.
- Place one of each resource card in the Resource Market Board, and place the resource markers on the resource track on the spaces matching the resource market's values. This prices one of the resources at 8 ducats, another at 7, etc. down to 4.

Setup Notes

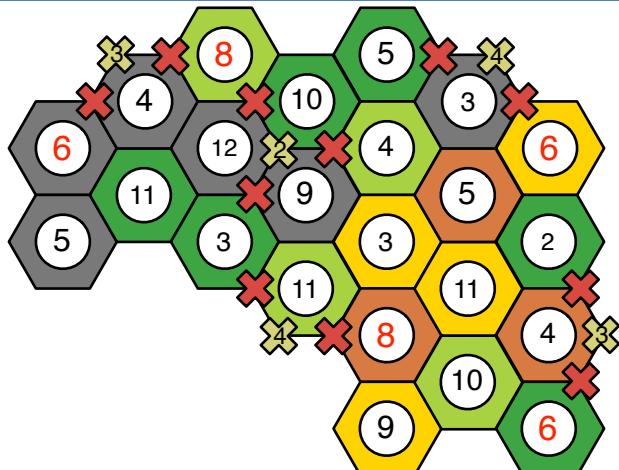
- Each player is given 8 ducats.
- The player placing the first player on the board is given the Starting Player marker.
- Players must place one settlement and one city, in any order. Players may not place them on intersections marked or .
- The Robber begins the game off of the board.

Additional Rules

- There is no hand limit for this scenario.
- Play proceeds in rounds, with the Starting Player marker being passed between rounds. Each round consists of four phases: Income, Resources, Trade, and Build.
- Knight cards may only be played during the Resource phase. All other cards may only be played during the Build phase. Players may play a Development Card in the Build phase if they have played a Knight card in the Resource phase, but players are otherwise limited to playing one Development Card per turn.
- **Income Phase:** Players with cities on intersections marked with gain ducats equal to the number stated therein. Players also gain 2 ducats per city during this phase if they have a Guild.
- **Resource Phase:** Starting with the starting player, each player rolls for resources. Each resource collected moves the resource marker on the resource track down one space. After each roll of the dice, the resource track is reset, with the resource marker closest to the start of the track set to the space with "8", the resource marker second closest placed on the "7" and so on.
- **Taxes:** If a 7 is rolled on the resource phase, the player in the lead and the second-place player pays a number of ducats equal to the higher of the two dice, while everyone else must pay the lower number of the two dice; if there is a tie for second place, all tied players pay the lower number. Players unable to pay the ducats must sell their resources at the price listed on the Resource Market. Change may be given in ducats. In the event that players do not have the resources and ducats, the remainder outstanding is waived.
- **Trade Phase:** Players may freely trade resources during this phase. Players may also elect to trade resources at 4:1. Players with Libraries may choose to trade in any three resources for a single resource. Players may also choose to purchase up to two resource cards for 12 ducats each. Ducats may be traded as with resources.
- **Build Phase:** Each player, starting with the starting player, may build. Players may also choose to trade resources at 4:1. At the end of the build phase, players must keep at most 7 hand cards, with the rest discarded.
- **City Improvements:** City Improvements cost ducats to build. Players may sell resources towards the price of a city improvement at the price listed on the Resource Market. Change is given in ducats for any excess of what is needed for the city improvement; however, players may not intentionally sell resources for ducats. The first player to build the final building in a category receives 2 VP, while every subsequent player building the final building in a category receives 1 VP.
- **Advance Building:** Players do not have to build their city improvements in order. Players may pay an additional 4 ducats per level skipped. However, players must have all three previous levels of an improvement in order to build a fourth level of improvement.
- **Churches:** Churches allow players to purchase Development Cards for any three resources.

Game End

Game is to 13 points.



3-4 Player Setup

Catan-Austria

by Brigitte and Wolfgang Ditt

This was a limited edition release for the Austrian gamefest in 2004.

Equipment Notes

- A Region Card deck is needed for this scenario.

Player Pieces	
	Hotel

Region Card Manifest

Region	VP	Effect
Vorarlberg	1	3:1 Harbor
Tyrol	2	2:1 Ore Harbor
Salzburg	1	3:1 Harbor
Upper Austria	1	3:1 Harbor
Carinthia	1	2:1 Wool Harbor
Styria	2	2:1 Brick Harbor
Lower Austria	2	2:1 Lumber Harbor
Vienna	1	3:1 Harbor
Burgenland	1	2:1 Grain Harbor

Preparation Notes

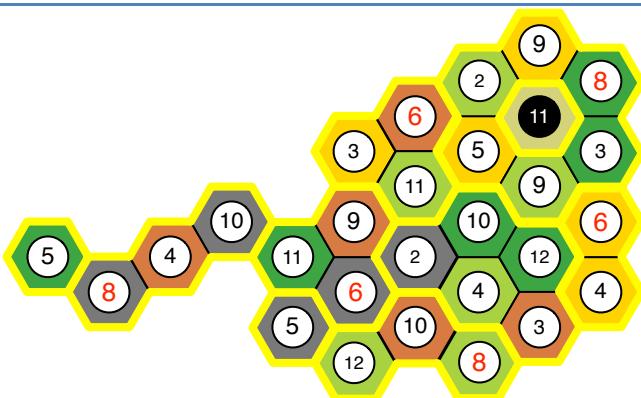
- The yellow lines separate the map into regions. From left to right, they are Vorarlberg, Tyrol [two pieces, the three-hex strip and the single hex], Salzburg, Upper Austria, Carinthia, Styria, Lower Austria, Vienna [enclaved], and Burgenland.

Additional Rules

- **Hotels:** Hotels may be built on any resource-producing hex. If no hotel is present on the hex, the cost of a hotel is 1 resource produced by the hex if there is at least one adjacent settlement or city, or 2 resources of the type produced by the hex if there are no adjacent settlements. If there is an opposing hotel on the hex, the cost to replace it with a player's own is 3 resources of the type produced by the hex. In the case of a gold field hex, the resources paid must all be of the same type.
 - **Regions:** The board is divided into regions. A player may only replace hotels in a region if all hexes in a region have hotels. The player with the majority of hotels in a region claims its Region Card, worth the VP indicated on the card. Possession of a Region Card allows player to make use of the harbor listed on the card.
 - Settlements may only be upgraded to cities if the player controls a region adjacent to the site.

Game End

Game is to 15 points. The game may also end if there is a hotel on every hex; in which case the player with the most VP wins. If there is a tie, the tied player with the most hotels wins.



3-4 Player Setup

Player Pieces			
			

Vienna Meets Catan

(Wien meets Catan)

Not Compatible with *Catan: Cities & Knights*

by Brigitte and Wolfgang Ditt

This scenario is found on the reverse side of the *Catan-Austria* promotional game board.

Equipment Notes

- 48 District Cards are needed with this scenario.
- The exterior of the board contains a track.

District Card Manifest

District	Color	Type	Effect
1 - Innere Stadt	Red	Building Cost	City: 10 Settlement:
3 - Landstraße	Red	Resources	
7 - Neubau	Red	Building Cost	
9 - Alsergrund	Red	Victory Point	½ VP
10 - Favoriten	Red	Building Cost	City: Ore 2:1
12 - Meidling	Red	Harbor	
13 - Hietzing	Red	Victory Point	½ VP
15 - Rudolfsheim-Fünfhaus	Red	Harbor	Wool 2:1
17 - Hernals	Red	Building Cost	Development Card:
19 - Döbling	Red	Resources	4 3:1
20 - Brigittenau	Red	Harbor	
22 - Donaustadt	Red	Harbor	Grain 2:1
1 - Innere Stadt	Green	Building Cost	City: Lumber 2:1
2 - Leopoldstadt	Green	Harbor	
4 - Wieden	Green	Building Cost	Settlement:
4 - Wieden	Green	Victory Point	½ VP
5 - Margareten	Green	Resources	9
6 - Mariahilf	Green	Victory Point	½ VP
8 - Josefstadt	Green	Victory Point	½ VP
10 - Favoriten	Green	Victory Point	½ VP
16 - Ottakring	Green	Hand Limit	8 Cards
18 - Währing	Green	Resources	5 Any 4
21 - Floridsdorf	Green	Harbor	
23 - Liesing	Green	Building Cost	Development Card:
1 - Innere Stadt	Blue	Building Cost	Settlement:
3 - Landstraße	Blue	Resources	6
5 - Margareten	Blue	Victory Point	1 VP
6 - Mariahilf	Blue	Building Cost	City:
7 - Neubau	Blue	Hand Limit	9 Cards
8 - Josefstadt	Blue	Harbor	Brick 2:1
9 - Alsergrund	Blue	Building Cost	Development Card:
10 - Favoriten	Blue	Victory Point	½ VP
11 - Simmering	Blue	Victory Point	½ VP
14 - Penzing	Blue	Resources	8
15 - Rudolfsheim-Fünfhaus	Blue	Victory Point	½ VP
20 - Brigittenau	Blue	Harbor	Any 3
2 - Leopoldstadt	Yellow	Building Cost	Settlement:
4 - Wieden	Yellow	Victory Point	½ VP
12 - Meidling	Yellow	Building Cost	City: 1 VP
13 - Hietzing	Yellow	Victory Point	Any 2
16 - Ottakring	Yellow	Harbor	10 Cards
17 - Hernals	Yellow	Hand Limit	1 VP
18 - Währing	Yellow	Victory Point	Development Card:
19 - Döbling	Yellow	Building Cost	1 VP
21 - Floridsdorf	Yellow	Victory Point	½ VP
22 - Donaustadt	Yellow	Victory Point	1 VP
23 - Liesing	Yellow	Victory Point	
	Yellow	Game End	

Track Layout

Space	Zone	Type
Stephansdom	Red	Non-VP
Katakomben	Red	Non-VP
Hass-Haus	Red	Non-VP
Pestsäule	Red	Non-VP
Uhrenmuseum	Red	VP
Maria am Gestade	Red	Non-VP
Reprechtskirche	Red	Non-VP
Ankeruhr	Red	Non-VP
Donnerbrunnen	Red	VP
Kapuzine-Gruft	Red	Non-VP

Promotional Scenarios		Vienna Meets Catan	
Space	Zone	Type	
Albertina	Red	Non-VP	
Oper	Red	Non-VP	
Hofburg	Green	Non-VP	
Schatzkammer	Green	Non-VP	
Spanische Hofreitschule	Green	VP	
Kunsthistorisches Museum	Green	Non-VP	
Naturhistorisches Museum	Green	Non-VP	
Museumsquartier	Green	VP	
Parlament	Green	Non-VP	
Burgtheater	Green	Non-VP	
Rathaus	Green	VP	
Universität	Green	Non-VP	
Votivkirche	Green	Non-VP	
Strudlhofstiege	Green	VP	
Arsenal	Blue	Non-VP	
Urania	Blue	Non-VP	
Hauptpostamt	Blue	VP	
Johann Strauß Denkmal	Blue	Non-VP	
Karlskirche	Blue	Non-VP	
Sezession	Blue	VP	
Naschmarkt	Blue	Non-VP	
Belvedere	Blue	Non-VP	
Hundertwasserhaus	Blue	VP	
Riesenrad	Blue	Non-VP	
Wurstelprater	Blue	VP	
Lusthaus	Blue	Non-VP	
Ernst Happel Stadion	Yellow	VP	
Donauturm	Yellow	Non-VP	
Gasometer	Yellow	VP	
Milleniumstower	Yellow	Non-VP	
VIC Uno City	Yellow	VP	
Austria Center Vienna	Yellow	Non-VP	
Schloß Schönbrunn	Yellow	VP	
Palmenhaus	Yellow	Non-VP	
Glorietto	Yellow	VP	
Tiergarten Schönbrunn	Yellow	Non-VP	
Hermesvilla	Yellow	VP	
Spinnerin am Kreuz	Yellow	Non-VP	

Preparation Notes

- Separate the District Cards based on color and whether they award VP. This creates 8 piles.
- Though the game is played with an accurate reproduction of the district map of Vienna, Meidling (12) and Penzing (14) are considered adjacent for the purpose of this game, but Hietzing (13) and Rudolfsheim-Fünfhaus (15) is not. Rudolfsheim-Fünfhaus is not considered to be adjacent to Margareten (5), nor is Mariahilf (6) with Meidling. Donaustadt (22) is considered to be adjacent to Brigittenau (20), but Floridsdorf (21) is not considered to be adjacent to Leopoldstadt (2).

Setup Notes

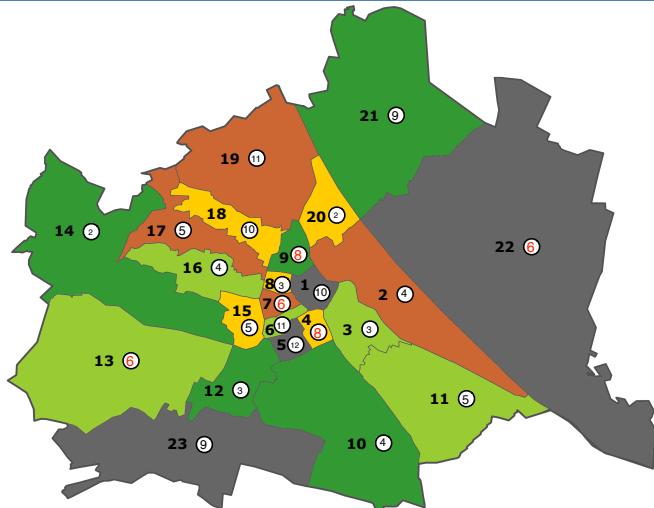
- The robber begins the game off the board.
- No roads are placed with the initial settlements, as roads serve a different purpose in this scenario.
- In a 3-player game, set up a fourth neutral player.

Additional Rules

- In a 3-player game, a road is built for the neutral player whenever a 6 or 8 is rolled, unless the neutral player is out of roads.
- Roads:** Roads are not used to connect settlements; instead, roads are placed on the track. When a road is built, a District Card from one of the eight piles is drawn, depending on the next space on the track. In a 3-player game, the neutral player may also receive District Cards.
- The player who has built the most roads (except the neutral player in a 3-player game) is awarded the Longest Road.
- Settlements:** Each settlement costs one District Card in addition to its regular cost. Settlements may only be built on a location adjacent to the District Card, with the distance rule applied whenever possible. District Cards that alter building costs may not be used as payment if the altered building cost is used.

Game End

The game ends when either the Game End District Card is drawn, or when a player is out of settlements, roads, and cities. The player with the most VP wins. In the event of a tie, the tied player who most recently built a road wins.



3-4 Player Setup

The Guilds of Ankh-Morpork

(Die Guilden von Ankh-Morpork)

Not Compatible with *Catan: Cities & Knights*

by Stefan Risthaus

This scenario is a *Catan* tribute to Terry Pratchett's *Discworld* universe. It was available in limited release in Essen 2008.

Equipment Notes

- An Assassin Track is needed for this scenario. The Assassin Track contains the number tokens in the following order: ②, ⑫, ③, ⑪, ④, ⑩, ⑤, ⑨, ⑥, and ⑧.
- 32 Scrolls are needed for this scenario.
- 16 Assassin Tokens are needed for this scenario.
- A number of Receipt Tokens are needed for this scenario.
- A special Development Card deck is needed for this scenario, replacing the regular Development Cards.

Player Pieces

Foundation

Development Card Deck Manifest

Name	Qty	Effect
Handshake	4	1 VP
Watch	20	Earns Ranks, captures Assassins, or move the Robber (in lieu of or after rolling the dice).

Setup Notes

- Roads are not used in this scenario.
- The Robber begins the game off-board.
- Place 4 Assassin Tokens on the first four spaces of the Assassin Track.
- Players place three initial settlements.
- Each player begins the game with two Receipt Tokens.

Additional Rules

- The Largest Army is not used in this scenario.
- The Longest Road is not used in this scenario.
- The distance rule is not in effect.
- The Robber may only be moved off-board if the player does not have a settlement or city adjacent to the Thieves' Guild hex. The Robber blocks only one number token, but may not block the Laboratory. The Robber may not take resources from anyone with a Receipt Token.
- Receipt Tokens:** Receipt Tokens protect players against the Robber. Each player loses a Receipt Token at the end of each turn, though players without Receipt Tokens may purchase two Receipt Tokens for one of any resource.
- Guilds:** There are five Guilds [Architects, Brickworks, Haberdasher, Locksmith, and Merchants], represented by the five Guild hexes. Players may earn Guild Points in each guild. Guild Points may be earned by building settlements or cities next to the guild hex. Each guild is also associated with a resource, and players may spend resources to earn a Guild Point in the corresponding Guild. The first two Guild Points in each Guild cost one of the associated resource, while additional Guild Points cost two resources. All players with at least three Guild Points may trade the Guild's resource at 3:1. Players may not invest more than 9 Guild Points in any guild.
- Guild Leadership:** The player with the most Guild Points in a guild is considered the Leader of the Guild, which is worth 1 VP. The Leader of the Guild may trade its associated resource at 2:1.
- Special Buildings:** There are also special buildings whose abilities are activated on the roll of the dice and after the resources are collected. Each settlement and city allows one use of the special building whenever they are activated. The Beggars' Guild allows players to take a card from an opponent and show it to everyone. The card is returned, and the player gains one resource of the type taken. The Library (⑤ at the Alchemists' Guild) allows players to trade in one resource for two Scrolls. The Laboratory (⑩ at the Alchemists' Guild) allows players to take a resource of their choosing. The Patrician's Palace allows players to add one Guild Point to any Guild of their choosing, though no player may allocate more than two Guild Points to any Guild in this manner. The Unseen University produces scrolls.
- Laboratory Explosion:** If the Laboratory activates, it also explodes, disabling the use of the Laboratory until the next 5 or 10 is rolled.
- Scrolls:** Scrolls act as another type of currency. They may be traded, but are not resources and do not contribute to the hand limit.
- Scroll Actions:** Scrolls may be spent for various scroll actions, though a player may only use two scroll actions per turn.
- Assassins:** Assassins may only be commissioned on a roll of 7 if the player has at least one unbuilt settlement. To commission an assassin, two different resources (no ore) must be paid. An Assassin Token is placed on the first available space on the Assassin track, and one die is rolled. Depending on the outcome of the die, a settlement may be placed anywhere on the board: a 5 or 6 always succeeds, and a roll of 1 always fails. A roll of 4 succeeds if the player has at least one settlement or city adjacent to the Thieves' Guild, while a roll of 3 succeeds if the player has two adjacent settlements or cities. A roll of 2 succeeds if the player has three adjacent settlements or cities.
- Capturing Assassins:** Watch Cards may be used to catch assassins. On the roll of the dice, if the player to move has played a Watch Card and there is an Assassin Token on the Assassin Track corresponding to the number rolled, the assassin is captured. The player takes the Assassin Token, and the Watch Card is discarded. Captured Assassin Tokens are worth 1 VP.
- Foundations:** Settlements are considered upgrades to foundations. When built, foundations must be placed in a vacant intersection adjacent to an existing settlement or city. Having three or more Guild Points in any guild allows foundations to be placed an additional intersection away from existing settlements or cities.
- Ranks:** A player with at least three Watch Cards may discard them for a rank. The first player to do so earns Captain rank, worth 2 VP, while subsequent players earn Sergeant rank, worth 1 VP. Players may not hold more than one rank.

Guilds and Resources

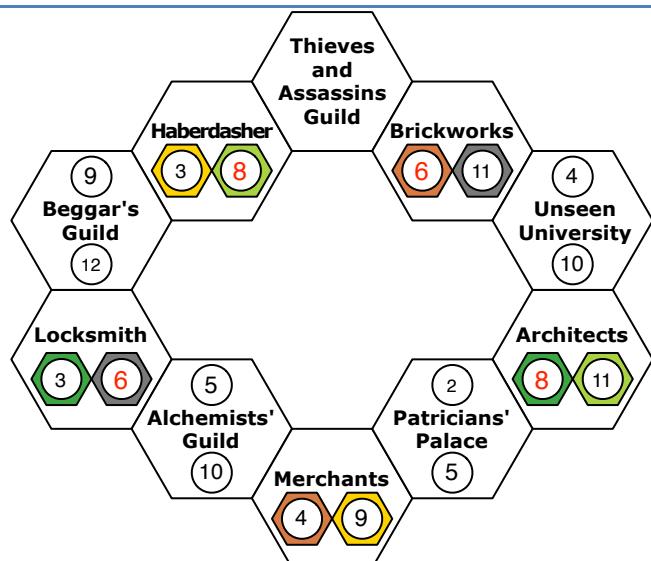
Architects	Lumber
Brickworks	Brick
Haberdasher	Wool
Locksmith	Ore
Merchants	Grain

Scroll Actions

Resource	2
Development Card	4
Production Roll Fix	5
Settlement	6
City	7

Promotional Scenarios
Game End
Game is to 12 points.

The Guilds of Ankh-Morpork



3-4 Player Setup

Player Pieces

5	4	2

Additional Build Options

Foundation		
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Rincewind and the Tourist

(Rincewind und der Tourist)

by Heike and Stefan Risthaus

This scenario is found on the reverse side of the "Guilds of Ankh-Morpork" game board.

Equipment Notes

- 1 Great Dragon Summoner and 1 Lesser Dragon Summoner scoring cards are needed for this scenario. A second Lesser Dragon Summoner scoring card is needed in a 5-6-player game.

Preparation Notes

- The ocean hex marked with represents the port of Ankh-Morpork, while the ocean hex marked with represents the Krull. The gold field hex represents the Agatean Empire.
 - The Development Card deck is not used in this scenario.

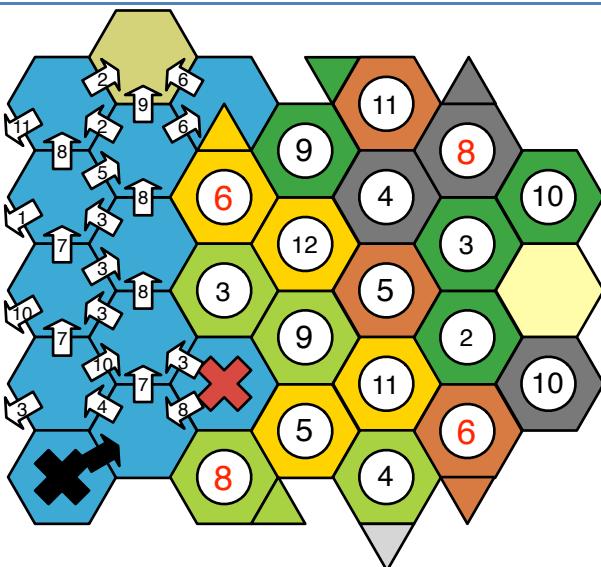
Additional Rules

- The Largest Army is not used in this scenario.
 - Players moving the Robber do not steal resources; instead they gain a resource of their choice.
 - The Robber may also be moved by paying one resource produced by the hex at its location.
 - Dragons:** Players earn Dragon Points by paying at least 3 resources produced by the hex at the Robber's location. Each resource paid earns one Dragon Point. Players may not have more than 20 Dragon Points.
 - Great Dragon Summoner:** The player with the most Dragon Points is named the Great Dragon Summoner, worth 2 VP. The player with the second most (also third most in a 5-6-player game) is named the Lesser Dragon Summoner, worth 1 VP.
 - Ships:** Only one ship may be built per turn, though a player may have more than one ship on the board. When built, ships are placed in the center of Ankh-Morpork hex. Ships move according to the roll of the dice each turn, in the direction of the arrows; if no arrows exist for the number rolled the ship does not move. If the ship is moved off the board, it is moved to the Krull hex. Ships on the Krull hex may only be moved via the outbound arrow by paying  or . Players may also pay the Move Ship cost once per turn to move their ship through any arrow. Ships reaching the Agatean Empire hex are worth 1 VP.
 - Ships may not be built or moved in the Special Build Phase, except from the Krull hex.

No.	Number Tokens
1	(2 3 4)
2	(2 3 4 5)
3	(2 3 4 5 6)
4	(2 3 4 5 6 10 11 12)
5	(5 6)
6	(6 8)
7	(8 9)
8	(8 9 10 11 12)
9	(9 10 11 12)
10	(10 11 12)
11	(11 12)

Game End

Game End



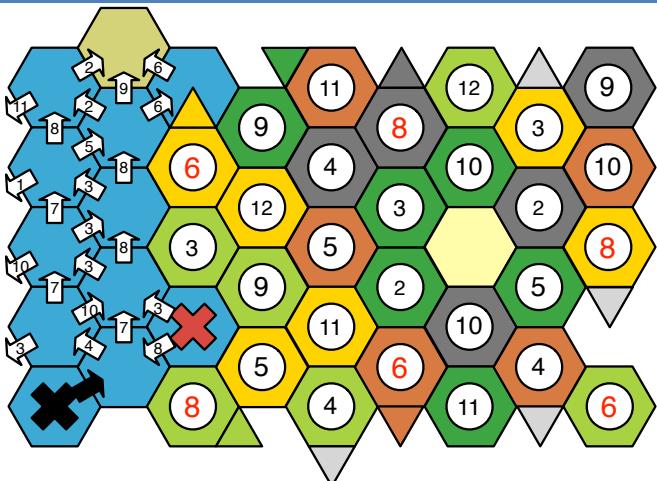
3-4 Player Setup

Player Pieces

			
5	4	15	4

Additional Build Options

Move Ship
Ship

Promotional Scenarios**Rincewind and the Tourist****5-6 Player Setup****Player Pieces**

5	4	15	4

Additional Build Options

Move Ship	or
Ship	or

Settlers of Luxembourg

(Die Siedler von Luxemburg)

by Alain Miltgen and Tom Mulheims

This scenario was presented in a *Settlers of Catan* tournament in Luxembourg in 2008.

Equipment Notes

- A Customs House Board is needed for this scenario. This board contains spaces for four resource piles, for each of brick, grain, lumber, and wool.
- A Production Table is needed for this scenario. This table contains six rows, with the bottom row having numbers from 2-12, the next row 3-11, and so on up to the top row, which contains only a 7.
- A Privilege Card Deck is needed for this scenario.
- A Melusina's Savior scoring card is needed for this scenario.

Privilege Card Manifest

No.	Effect
1	Two production tokens are placed instead of one this turn.
2	The player may collect one resource from a hex adjacent to the player's starting city this turn.
3	The Robber may not move to the hexes adjacent to the player's starting city.
4	The player's hand limit is increased to 9 cards.
5	The player may build a city without sacrificing a Knight card this turn. A player must still have a played Knight card to build a city.
6	The player may put a production token anywhere on the production table this turn.
7	The player may exchange any resource (except ore) in their hand with one resource from the Customs House this turn.
8	The player may copy the function of any already played Privilege Card.

Preparation Notes

- The dice are not used in this scenario.
- Place two each of brick, grain, lumber, and wool in the Customs House.

Setup Notes

- Each player must first place a city on an intersection adjacent to a mountain hex. Only one player may have a city adjacent to any given mountain hex.
- Players must then place a settlement on an intersection adjacent to any of the hexes adjacent to their chosen mountain hex. This settlement may not be placed next to an opponent's mountain hex.

Additional Rules

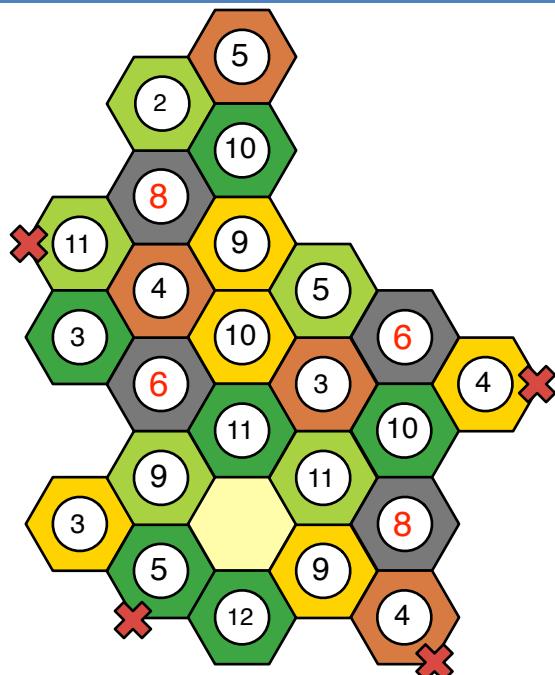
- The Largest Army is not used in this scenario.
- Players may not expand into intersections adjacent to an opponent's chosen mountain hex.
- Once played, the Road Building and Year of Plenty Development Cards are returned to the bottom of the Development Card deck.
- **Production:** The Production Table replaces the dice in this scenario. The player on move must place a marker in the row in or above the highest row for which a marker is already present. Markers may not be placed in spaces where a marker is already present. Players need not fill an entire row with markers before moving the next row. The chosen space represents the production roll for the turn.
- **Production Reset:** If the 7 in the top row is selected, and after the 7 itself is resolved, the Production Table is cleared of all markers, the Development Card deck is shuffled, and all players must return their Privilege Cards to the Privilege Card Deck, whether they have been used or not. Afterwards, the Privilege Card deck is shuffled, and players with at least one settlement or city at the intersections marked with may draw two Privilege Cards, returning one to the bottom of the Privilege Card Deck; one player at random is permitted to draw three Privilege Cards instead of two. After these players have chosen their Privilege Cards, the Privilege Card Deck is shuffled again.
- **Cities:** In addition to their regular cost, the players must return one played Knight Card to the bottom of the Development Card Deck.
- **The Customs House:** Players may choose to trade with the Customs House once per turn. For any resource, the number of resources in the corresponding pile in the Customs House determines the trade rate: if there are three or more of the resource, the rate is 2:1, and if there are one or two resources, the rate is 3:1. The rate is 1:1 applies if there are no resources. To trade with the Customs House, one card being traded in is placed on the appropriate pile in the Customs House, and the rest goes to the bank as normal. The player may then take any resource in the Customs House piles. As there is no pile for ore, ore may not be traded at the Customs House.
- **Privilege Cards:** If a player builds their first settlement on the intersections marked with , they may draw two Privilege Cards and return one to the bottom of the Privilege Card deck. Privilege Cards may be played once, and may only be played on a player's own turn.
- **Melusina's Savior:** The player with the most Knight cards played (at least 3) wins the Melusina's Savior, worth 3 VP.

Game End

Game is to 12 points.

Variants

- Dice may be used instead of the production table; the 1 and 6 Privilege Cards change their functions to rolling the dice twice and selecting the dice roll, respectively. Production resets when the first player reaches 6, 8, and 10 VP.



3-4 Player Setup

Catan Geographies: Settlers of Hesse

(Siedler von Hessen)

This was a promotional scenario released in 2007. Proceeds of this scenario went towards the charity "People for People. It is the first in a line of scenario maps focused on making a *Settlers* map out of each state in Germany, with additional maps being released twice a year (later reduced to once per year). The graphics for mountain hexes were altered to better reflect the lack of mountainous terrain in Hesse.

Preparation Notes

- Edges in white are not considered part of the game board. Intersections marked with  correspond to cities in Hesse.

Setup Notes

- Players must place their initial settlements on intersections marked with .

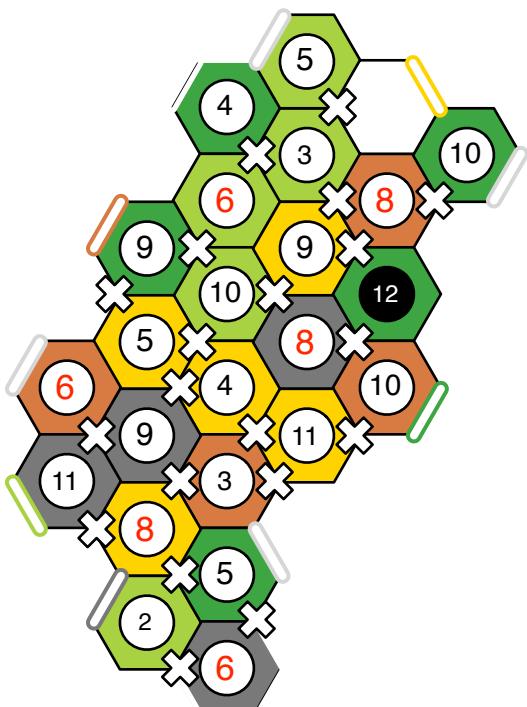
Additional Rules

- Settlements may only be built on city sites. The distance rule is not in effect.
- Roads may not expand past unoccupied city sites.
- **Harbors:** The player to build a road on the outlined edges may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor that may be used.

Game End

Game is to 10 points.

3-4 Player Setup



Catan Geographies: North Rhine-Westphalia

(Siedler von Nordrhein-Westfalen)

This was a promotional scenario released in 2008. Proceeds from the sale of this scenario went towards children's cancer research in Germany. It is the second in the line of *Catan Geographies* scenarios representing a state in Germany. Like *Settlers of Hesse* before it, the art for mountain hexes is altered to better reflect the lack of mountainous terrain in North Rhine-Westphalia.

Preparation Notes

- Edges in white are not considered part of the game board. Intersections marked with represent cities in North Rhine-Westphalia.
- Place Catan chits on the intersections marked with .

Setup Notes

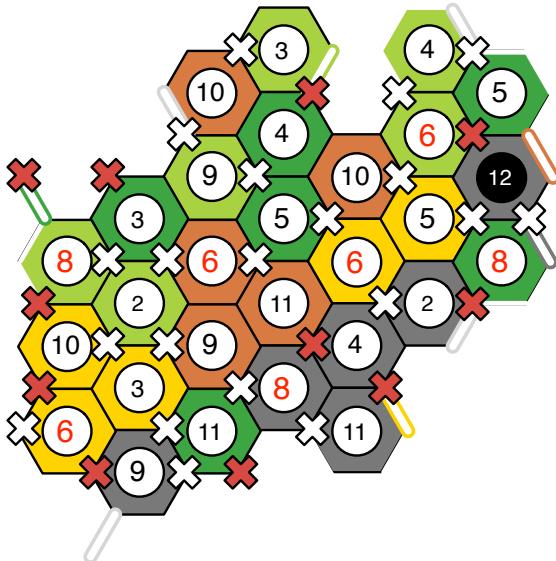
- Players must place their initial settlements on city sites.

Additional Rules

- Settlements may only be built on city sites. The distance rule is not in effect.
- Roads may not expand past unoccupied sites.
- The first player to expand to an intersection with a Catan chit claims the Catan chit, worth 1 VP.
- **Harbors:** The player building a road on the outlined edges may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor can be used.

Game End

Game is to 13 points in 3-player game and 12 points in a 4-player game.



3-4 Player Setup

Catan Geographies: Indiana & Ohio

This was a promotional scenario released in 2009 by Mayfair games. Like the previous *Catan Geographies* scenarios (which had also been released in English by Mayfair games despite the scenario being published by Kosmos), this scenario is a *Catan* version of a real-world location. Similar to Kosmos' effort to “*Catan-ify*” Germany state by state, this is the first in a series of maps that “*Catan-ifies*” the United States. As with previous *Catan Geographies* scenarios, the art for mountain hexes is altered to account for the lack of mountainous hexes near Indiana and Ohio.

Equipment Notes

A supply of gold pieces is needed for this scenario.

Preparation Notes

- Edges in white are not considered part of the game board. The intersections marked with and represent cities in Indiana and Ohio, the latter of which being represented by local universities.
- Place Catan chits on intersections marked with .

Setup Notes

- Players must place their initial settlements on city site intersections.
- The Robber begins the game off of the board.

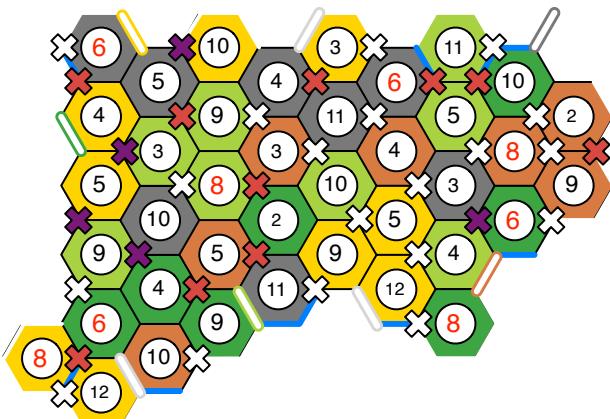
Additional Rules

- In a 3-player game, settlements may only be built on city site intersections. In a 4-player game, settlements may be built in any intersection except for those marked with . However, only settlements on city sites may be upgraded to cities. The distance rule is in effect, except in the two adjacent city sites on the right end of the board.
- Edges marked in blue may not be built by any player, but are considered part of a player's road network if a player builds to them.
- Roads may not expand past unoccupied city sites.
- The first player to expand to an intersection with a Catan chit claims it, which is worth 1 VP.
- **Harbors:** A player who builds a road on the outlined edges may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor that can be used.
- **Universities:** Cities on university sites do not collect two resources when adjacent hexes produce. Instead, one resource and one gold piece are collected.
- **Gold Pieces:** Twice during a player's turn, a player may trade in two gold pieces for one resource. Gold pieces are not resources, do not count against the hand limit, but may be traded between players.
- Players with settlements along the Great Lakes (the upper right edge of the game board) or the Ohio River (the bottom edge of the game board) may trade in one gold piece for one resource twice per turn.

Game End

Game is to 13 points in a 3-player game and to 12 points in a 4-player games.

3-4 Player Setup



Catan Geographies: Settlers of Bavaria

[Siedler von Bayern]

This was the German *Catan Geographies* scenario released in 2009. As part of the promotion, a contest was commissioned, asking contestants to identify three sites that were not part of this scenario from this list of 9: Nuremburg, Altötting, Passau, Willow, Lilm, Regensburg, Fürth, Aschaffenburg, and Berchtesgaden, with the following three hints: the cities must be in Bavaria, must have a population of at least 10000, and must not be within 10km of a larger city satisfying the criteria. Five winners received an autographed copy of this scenario and *Catan Geographies: Germany*, while another five winners received an autographed copy of this scenario. For the record, the answers were Ulm (not in Bavaria), Fürth (too close to Nuremberg), and Berchtesgaden (8000 people).

As with previous years, proceeds from sales of this scenario were donated to children's cancer research in Germany. As with previous *Catan Geographies* scenarios, the graphics for mountain hexes were altered to better reflect the lack of mountainous areas there.

Preparation Notes

- Edges in white are not considered part of the game board. The intersections marked with represent cities in Bavaria.
- Place Catan chits on intersections marked with .

Setup Notes

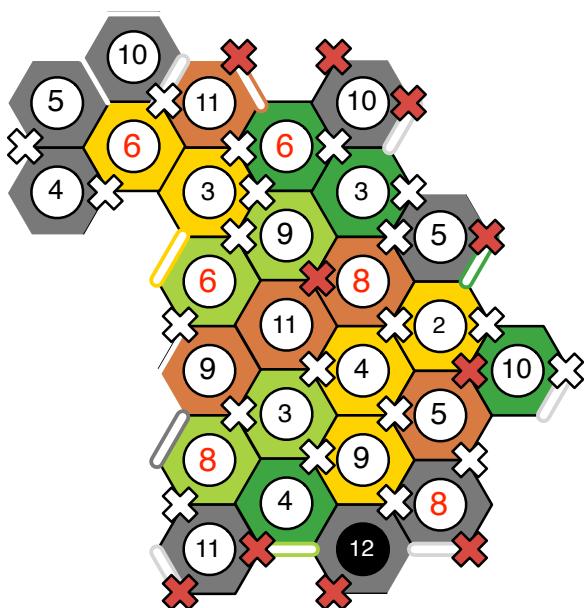
- Players must place their initial settlements on city site intersections.

Additional Rules

- Settlements may only be built on city site intersections. The distance rules are not in effect.
- Roads may not expand past unoccupied city sites.
- The first player to expand to an intersection with a Catan chit claims it, which is worth 1 VP.
- **Harbors:** A player who builds a road on an outlined edge may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor that can be used.

Game End

Game is to 10 points.



3-4 Player Setup

Catan Geographies: Delmarva

This scenario was released in 2010 at around the same time as *Settlers of America*, the first English-exclusive *Catan* game. "Delmarva" is a portmanteau of Delaware, Maryland, and Virginia (including West Virginia, which was a state that splintered from Virginia), and describes the area in and around Washington DC.

Equipment Notes

- Two additional sets of commodity tokens are needed for this scenario: Crab Tokens and Coal Tokens.

Preparation Notes

- Edges in white are not considered part of the game board. The intersections marked with and represent cities in Delmarva.
- Edges in blue are termed Ferry Edges.
- Place Catan chits on the intersections marked with .

Setup Notes

- Players must place their initial settlements on city site intersections.
- The Robber begins the game off of the board.

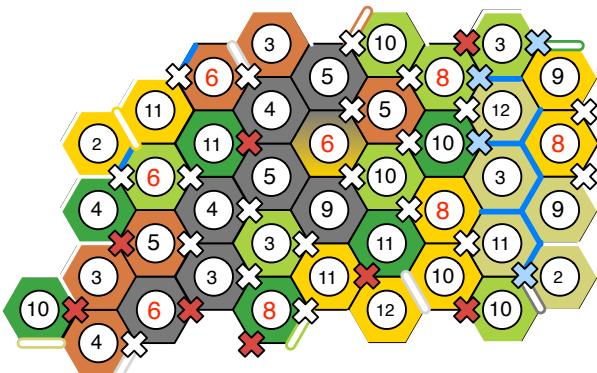
Additional Rules

- Settlements may always be built on city site intersections, ignoring the distance rule. Settlements may be built off of them, but must observe the distance rule. For this purpose, all city sites are considered to be occupied.
- Settlements may only be upgraded to cities if they are on a city site.
- Roads may not expand past unoccupied city sites.
- The first player to expand to an intersection with a Catan chit claims it, which is worth 1 VP.
- Ferries:** Roads may not be built on Ferry Edges. Instead, any player who has expanded to a Ferry Edge may use these edges as part of their own road network. Ferry Edges do not contribute to the Longest Road.
- The two-tone hex produces either of the two specified resources of a player's choosing. If a player may collect more than one resource from this hex, they may collect them in any combination of the two resources.
- Commodities:** Commodities are not resources, may not be stolen, but may be traded.
- Crabs:** When a 7 is rolled, each player collects one Crab Token for each gold field for which the player has an adjacent settlement or city.
- Coal:** When a 7 is rolled, each player collects one Coal Token for each hill hex to the left of the mountain hexes for which the player has an adjacent settlement or city.
- Harbors:** The player who builds a road on the outlined edges may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor that can be used. The "gold harbor" denotes a generic 2:1 harbor.
- Players with a 3:1 harbor (not the 2:1 harbor) may trade in three identical commodity tokens for a resource. Players with a settlement or city on an intersection marked with may trade commodities at 2:1.

Game End

Game is to 13 points in a 3-player game, 12 points in a 4-player game, and 10 points in a 5-player game.

3-5 Player Setup



Catan Geographies: Austria

(Siedler von Österreich)

This is the fourth scenario in the *Catan Geographies* line by Kosmos and the sixth overall. It was released in 2010, and was considered a break from the individual regions of Germany found in previous Kosmos scenarios. More notably, the art for this scenario matched that of *Catan Geographies: Germany* and the *Catan* computer games, rather than that of the board games. As with previous years, proceeds from the sale of this promotional scenario went towards children's cancer research in Germany.

Preparation Notes

- Edges in white are not considered part of the game board. The intersections marked with represent cities in Austria.
- In a 3-4 player game, place Catan chits on the intersections marked with .

Setup Notes

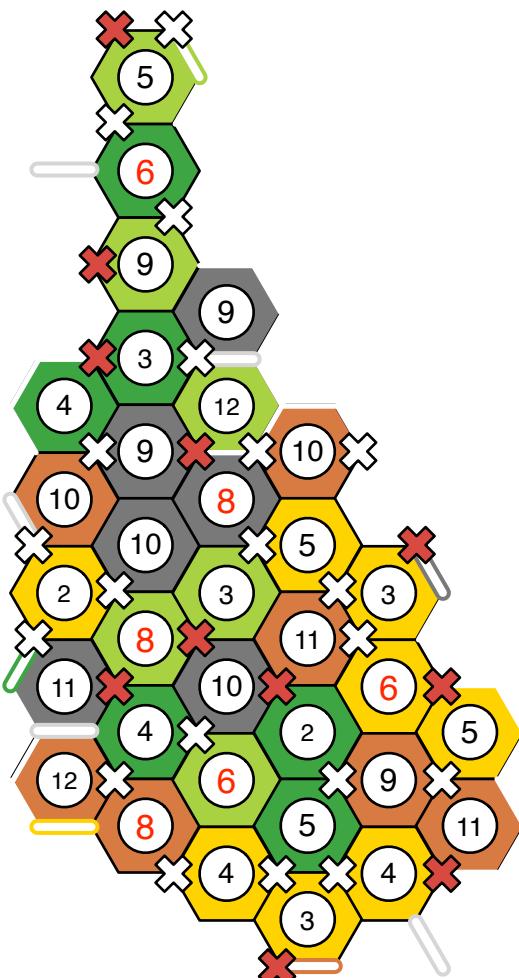
- Players must place their initial settlements on city site intersections.

Additional Rules

- Players must always say "milk" when referring to wool, as a reference to Austria's milk production. Anyone caught in violation must discard one resource card.
- Settlements may only be built on city sites, and, in 5-6 player games, intersections marked with . The distance rule is not in effect.
- Roads may not expand past unoccupied settlement intersections.
- The first player to expand to an intersection with a Catan chit claims it, which is worth 1 VP.
- **Harbors:** The player who builds a road on an outlined edge may thereafter trade resources as if the player had a harbor. The color of the outlined edge corresponds to the harbor that can be used.

Game End

Game is to 10 points in a 5-6 player game, 13 points in a 4-player game, and 14 points in a 3-player game.



3-6 Player Setup

Miscellaneous Scenarios

Finally, there are scenarios that don't fit anywhere else. The majority of these were published in *Catan-News*, a yearly German language newsletter with *Catan* news from Kosmos. Each issue presents a new scenario for a game in the *Catan* family (and often has a review of a game not in the *Catan* family), often to promote a new *Catan* family release.

Atlantis

by Stefan Röse

This scenario was originally presented as a variant in *Das Buch zum Spielen*, but was re-presented as a scenario in *Atlantis*.

Equipment Notes

- 60 Flood Markers are needed for this scenario.

Preparation Notes

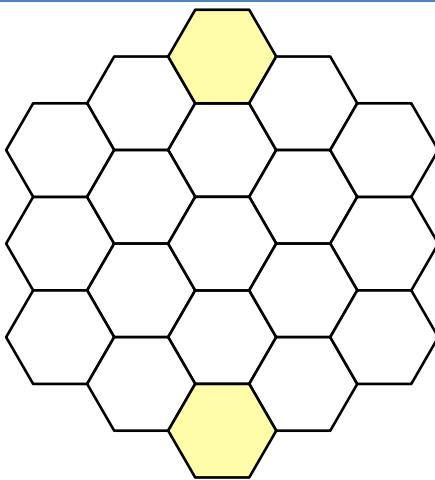
- Set up the harbors as in the base game.

Additional Rules

- The Robber may not be placed on a coastal hex with four Flood Markers or an interior hex with two Flood Markers. If the Robber is at a location which later meets this requirement, it is moved to either desert hex.
- **The Flood:** After resources are rolled, one Flood Marker is placed on any hex adjacent to water with a number token matching the number rolled. If a coastal hex contains five Flood Markers or an interior hex contains three Flood Markers, the hex is considered flooded. The number token is removed and the hex is replaced with an ocean hex. If settlements, cities, or roads are entirely surrounded by ocean hexes due to flooding, they are removed from the board.

Game End

Game is to 10 points. The game may also end if 7 hexes are flooded in a 3-player game and 8 hexes are flooded in a 4-player game; the player with the most VP at this point wins.



3-4 Player Setup

Terrain

3	4	4	3	3	2

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	1	1	1	1	1	1	1	1	1	1
Interior	0	0	1	1	1	1	1	1	1	0

Harbors

1	1	1	1	1	4

Catlantis in Winter

(Catlantis im Winter)

by Dr. Reiner Düren

This was a bonus scenario for the 2009 issue of *Catan-News*, based on "Atlantis", which included directions for making edible hexes. As hexes are flooded in this game, they are eaten by the player causing the hex to be flooded; the winner would get to eat any hexes that remain at the end of the game. The recipe for the edible hexes will not be reproduced here, but is included with the *Catan-News* issue.

Equipment Notes

- Volcano hexes are provided with *Atlantis* (1), *Das Buch zum Spielen* (3), *De Koloniën* (2), *De Woestijnruiters* (2), and *Die Kolonien Jubiläums-Szenario* (2).
- 60 Flood Markers are needed for this scenario.
- A supply of gold pieces are needed for this scenario.

Terrain	
	Volcano

Preparation Notes

- Neither the gold field nor volcano hexes are assigned number tokens. Ensure that the interior (6) and (8) are not adjacent to the gold field or volcano hexes, and that (2), (3), (11), and (12) are the four number tokens assigned to the four coastal hexes adjacent to the gold field and volcano hexes.
- Set up the harbors as in the base game.

Setup Notes

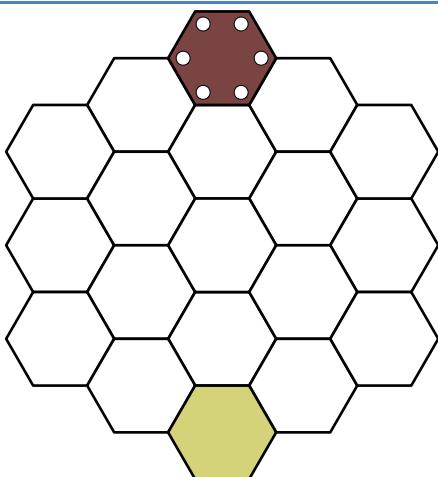
- The Robber begins the game off of the board.

Additional Rules

- All grain cards that are paid as costs do not return to the general supply. Instead, they are paid to a discard pile. Players may trade for the grain from either the general supply or the discard pile.
- Coins:** Both the gold field and volcano hexes produce gold pieces whenever doubles are rolled. Each adjacent settlement produces one gold piece, while each city produces two.
- All harbor and 4:1 trades require  as payment.
- Volcano:** If a 2 or 12 is rolled, the volcano erupts after resources are produced. All adjacent settlements are removed from the board, and all adjacent cities are reduced to settlements.
- The Robber may not be placed on a coastal hex with four Flood Markers or an interior hex with two Flood Markers. If the Robber is at a location that later meets this requirement, it is removed from the board.
- The Flood:** After resources are rolled, one Flood Marker is placed on any hex adjacent to water with a number token matching the number rolled. If a coastal hex contains five Flood Markers or an interior hex contains three Flood Markers, the hex is considered flooded. The number token is removed and the hex is replaced with an ocean hex. If settlements, cities, or roads are entirely surrounded by ocean hexes due to flooding, they are removed from the board.

Game End

Game is to 10 points. The game may also end if 7 hexes are flooded in a 3-player game and 8 hexes are flooded in a 4-player game; the player with the most VP at this point wins.



3-4 Player Setup

Terrain	
	
3	4

Number Tokens	
(2)	(3)
(4)	(5)
(6)	(8)
(9)	(10)
(11)	(12)

Coastal	
1	1
0	1

Interior	
1	1
1	1

Harbors	
	
1	1

	4

The Great River

(Der große Fluss)

This was presented as a standalone scenario in both English and German languages, and was also included as part of the *Atlantis* expansion in Germany that celebrated the 10th anniversary of *Settlers*. The first English language release of this scenario was in issue 10 of *Games Quarterly*, in a new effort to transition to paid issues (previous issues were downloadable online at their now-defunct website) and introduce new expansions to popular board games (initially alternating between games from Mayfair Games and Rio Grande Games) with each new issue; the magazine would fold after two more issues, one of which included "The Fishermen of Catan" and the other an expansion for *Carcassonne*. This scenario would later be expanded upon in *Traders & Barbarians* as "The Rivers".

Preparation Notes

- The desert colored portions of the river hexes are referred to as the swampland hexes.
- Place the Great River with the swampland hex facing the outside of the board. The component tiles of the river hex are replaced with the river hexes themselves. Place the number tokens as in the base game, skipping over the swampland hex.

Setup Notes

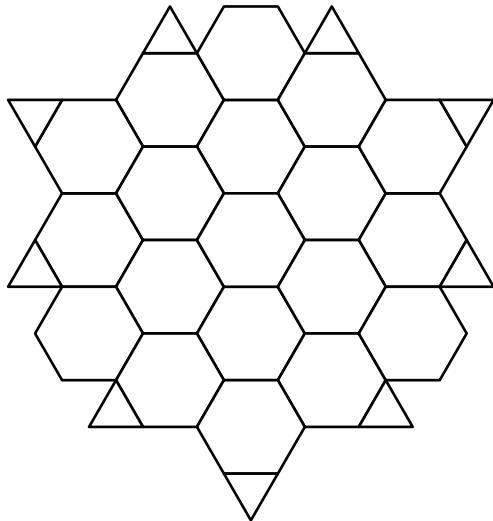
- Players may not place their initial settlements adjacent to the swampland hex.
- The Robber begins the game on the swampland hex.

Additional Rules

- **Gold Points:** Each road on the edge of the river or through it grants one Gold Point to its owner. Each settlement or city at the intersections of the river is worth two Gold Points to its owner. Every three Gold Points is worth 1 VP.

Game End

Game is to 12/14 points.



3-4 Player Setup

Terrain

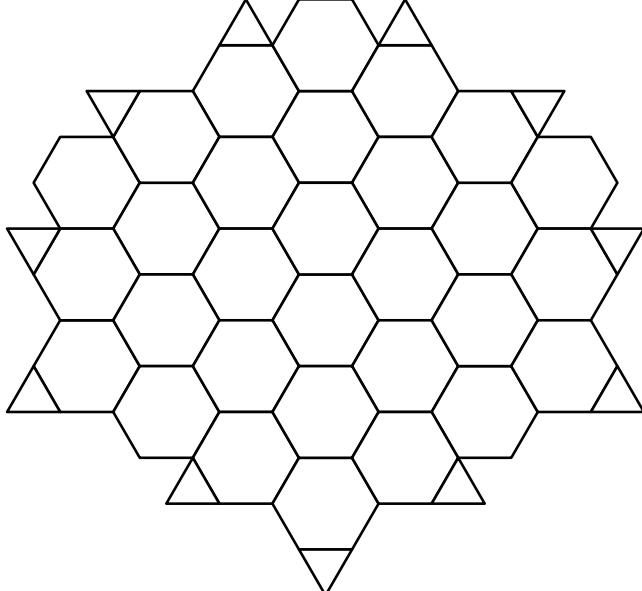
2	4	4	2	4	0	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4



5-6 Player Setup

Terrain

4	6	6	4	6	1	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	2	5

The Great Caravan

(Die große Karawane)

This was originally given as a free mini-expansion in Germany. A revised version of this is found in *Traders & Barbarians* as "The Caravans".

Preparation Notes

- The orientation of the oasis hex is arbitrary.
- Set up the island as per the base game. The oasis hex replaces the desert hex.

Setup Notes

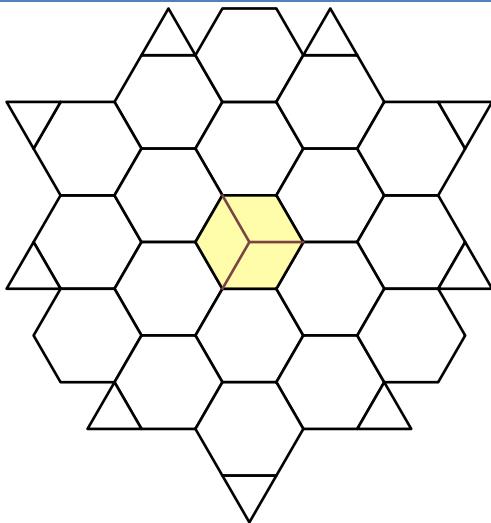
The Robber begins the game off of the board.

Additional Rules

- **Camels:** Whenever a settlement is built or upgraded to a city, a camel is placed after the turn (or Special Building Phase in 5-6 player games) ends. Camels are placed on edges, and have a specific orientation. Roads on edges with camels are treated as two roads for the purposes of Longest Road, while settlements and cities in the path of camels are worth 1 additional VP.
- **Camel Placement:** Camels are placed using voting rounds. Camels may only be placed either outbound from the oasis tile (with the front away from the oasis) or in an edge adjacent to the frontmost camel in a camel path. Camel paths may not branch, but may merge. A camel path may not begin on an edge adjacent to the oasis hex, but may be extended there.
- **Voting Round:** Each player, starting with the player whose turn has finished, place votes by placing **wool and grain** or **brick and lumber** face up in front of themselves. Each player is allotted a number of votes equal to the number of cards bid, and the camel is placed in the location agreed upon by the majority of votes. If two or more locations are preferred, the player who has the most votes places the camel. If two or more players tie for the most votes, the player whose turn has ended places the camel.

Game End

Game is to 13 points.



3-4 Player Setup

Terrain

					
3	4	4	3	4	1

Number Tokens

									
1	2	2	2	2	2	2	2	2	1

Harbors

					
1	1	1	1	1	4

Regatta

by Brigitte and Wolfgang Ditt

This scenario was first presented in the 2/1998 issue of *Catan-News* (then *Siedler-Zeitung*).

Preparation Notes

- Harbor hexes are used instead of Harbor Tokens for this scenario.
- The Development Card deck is not used in this scenario.

Setup Notes

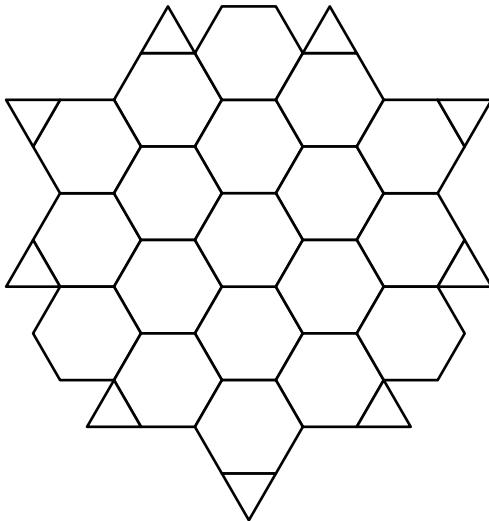
- After the initial settlements are placed, each player selects an ocean hex without a harbor, places one of their ships in the middle of the hex. Place another ship on its side at the same location.

Additional Rules

- The Robber is moved to the desert hex if the number rolled matches the number token under the Robber.
- **Buoys:** Buoys, denoted by ships placed on its side, denotes the number of laps the ship has made around the island. Every time the ship returns to its starting location, another buoy is placed with the others.
- **Sails:** Sails allow the ship to move around the island. The cost of the sail is determined by the next harbor clockwise from the ship's current position. If the next harbor is a 2:1 harbor, then the cost of sailing past it is 2 of the specified resource; otherwise the cost is any three resources.

Game End

The first player to make a full lap around the island after all buoys have been placed is the winner.



3-4 Player Setup

Terrain

Hexagon	3	4	4	3	4	1
	3	4	4	3	4	1

Number Tokens

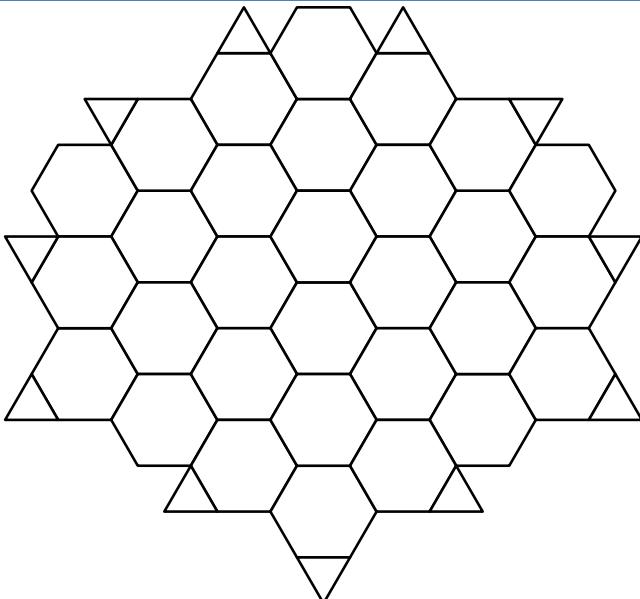
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

Triangle	1	1	1	1	1	4
	1	1	1	1	1	4

Player Pieces

Red Ship	5	4	15	3
	5	4	15	3



5-6 Player Setup

Terrain

Hexagon	5	6	6	5	6	2
	5	6	6	5	6	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

Triangle	1	1	1	1	2	5
	1	1	1	1	2	5

Player Pieces

Red Ship	5	4	15	3
	5	4	15	3

Trade Feud

(Handelsfehde)

This scenario was originally presented in the 2/1999 issue of *Catan-News* (then *Siedler-Zeitung*), and available separately as a free download in the German language.

Setup Notes

- Players begin with three initial settlements, which must all be placed on the coast of an island. All settlements must have ships instead of roads.
- Each player receives three Catan chits.

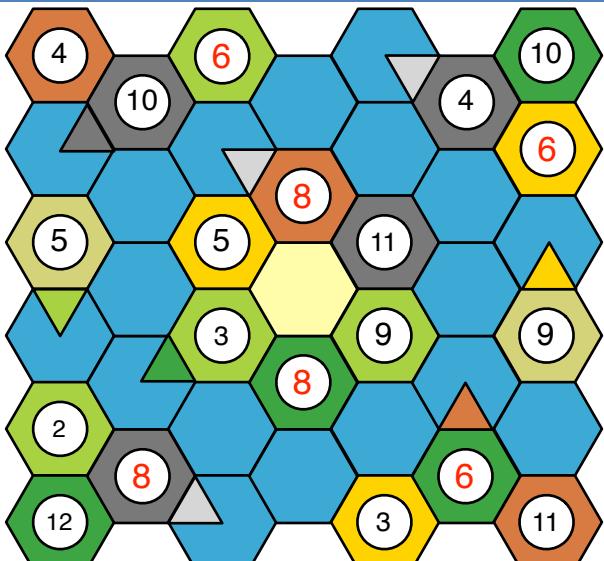
Additional Rules

- Settlements and cities are not worth any VP. However, players receive one Catan chit when a settlement is built or upgraded to a city.
- Roads and shipping lines may not branch, except at settlement and cities.
- **Trade Links:** A trade link is established if a player's open trade routes (road/ship routes where only one end is anchored to a settlement or city) connects with another player's open trade routes. When this happens, one Catan chit is taken from the player with fewer parts in the combined route and given to the player with more parts to the route. If they are equal, the player completing the route takes a Catan chit from the other player. **Note:** as road and ship networks may not branch except at a settlement or city (not even across routes by different players), this may cause the removal of portions that are not part of the combined route (e.g. when a player connects to the middle of another player's open trade route).
- Settlements may not be established at intersections where trade links are made.
- Ships may not move if they are part of a trade link.

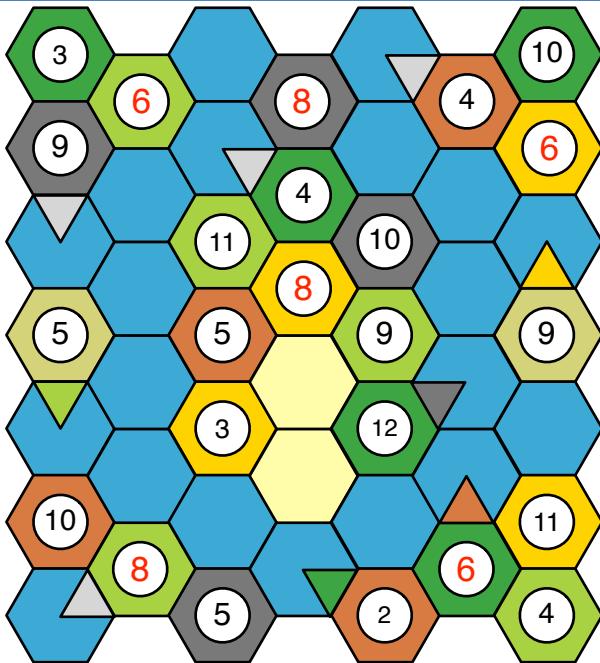
Game End

Game is to 10 points.

3 Player Setup									
Terrain									
3	3	4	4	4	1	18	2		
Number Tokens									
(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	3	3	2	2	2	1
HARBORS									
1	1	1	1	1	1				3



Miscellaneous Scenarios



Trade Feud

4 Player Setup

Terrain

4	4	5	4	5	2	20	2	

Number Tokens

1	2	3	3	3	3	3	3	2	1

Harbors

1	1	1	1	1	4

The Marine Researchers

(Die Meeresforscher)

Not Compatible with "Catan for Two"

by Brigitte and Wolfgang Ditt

This scenario was first presented in the 2/2001 issue of *Catan-News*.

Equipment Notes

- 1 die or other six-sided indicator is needed per player.
- 1 Most Successful Researcher scoring card is needed for this scenario.

Preparation Notes

- Separate the ocean hexes from the land hexes in the reserve.
- Separate the (6) and (8) from the other number tokens in the reserve. The separated tokens form the "special reserve".
- Separate the 3:1 harbors from the other harbors.

Setup Notes

- The Robber begins the game off the board.
- The Pirate is not used in this scenario.
- Note that the distance rule is not observed during setup. This is the sole exception.
- Each player sets their die so that 2 is shown.

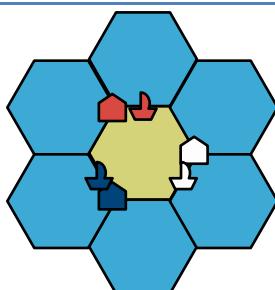
Additional Rules

- The robber only enters play once the first desert is discovered.
- The robber may not be placed on the initial gold field.
- In a 5- or 6-player game, there is no Special Building Phase during the first set of turns.
- Settlements may not be upgraded to cities on the initial island.
- The initial gold field produces on any number (other than 7) for which no other hex produces resources.
- The first settlement for a player on any new island is worth an extra VP. Note that if two separate islands are later joined together (from discovery of land hexes), one of the extra VP is lost.
- **Discovery:** If a road or ship is built such that it faces unexplored territory (the edge of the board), discovery occurs. If the player's die shows a 1, an ocean hex is placed. If the player's die shows a 6, then a land hex is placed. Otherwise, the player may choose whether a land or ocean hex is placed. If the supply of the appropriate hex runs out, no hexes are placed.
- **Placing New Land:** If an ocean hex is placed, the player's die is turned so that the next higher number is showing, while if a land hex is placed, the player's die is turned so that the next lower number is showing. If the land hex does not produce resources (i.e. it is the desert hex), the player receives two of one type of resource of their choosing. If the land hex produces resources, a number token is assigned from the ordinary reserve. Depending on the number token assigned, there may be a discovery bonus. Harbors and number tokens received may be placed in any future turn. [Number tokens received from the special reserve, or from another player's reserve if the special reserve is exhausted, may be placed in lieu of drawing a number token.]
- **Most Successful Researcher:** The Most Successful Researcher is given to the player with the highest number showing on their die (at least 3) and is relinquished when another player has a strictly higher number; if the highest number is a 6, it is relinquished when the next player has a 6 on their die.

Discovery Bonuses	
(5)	No Bonus
(4)	3:1 Harbor
(3)	2:1 Harbor
(2)	Redraw. If redrawn, use special reserve.
(12)	

Game End

Game is to 12 points.



3 Player Setup

Terrain

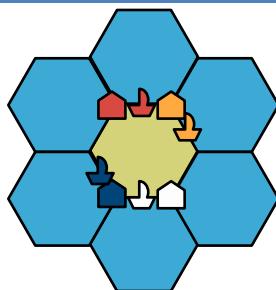
Start Island	0	0	0	0	0	0	6	1
Reserve	3	3	3	3	3	3	2	21

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	2	2	2	2	1	1	1	1	1

Harbors

1	1	1	1	1	4

**4 Player Setup****Terrain**

	Hexagon	Yellow	Green	Grey	Light Green	Light Yellow	Blue	Yellow
Start Island	0	0	0	0	0	0	6	1
Reserve	4	4	4	4	4	2	21	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	2	2	2	2	2	2	2	2	2

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	4

5 Player Setup**Terrain**

	Hexagon	Yellow	Green	Grey	Light Green	Light Yellow	Blue	Yellow
Start Island	0	0	0	0	0	0	6	1
Reserve	5	5	5	5	5	3	31	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	3	3	3	3	2	2	2	2	2

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	1	5

6 Player Setup**Terrain**

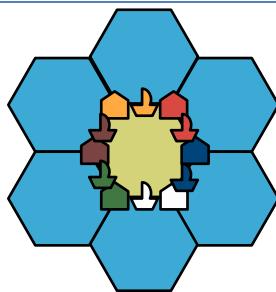
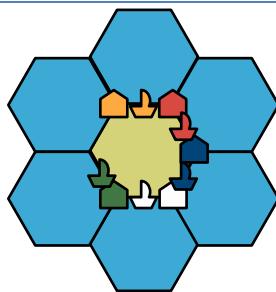
	Hexagon	Yellow	Green	Grey	Light Green	Light Yellow	Blue	Yellow
Start Island	0	0	0	0	0	0	6	1
Reserve	6	6	6	6	6	3	31	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
3	3	3	3	3	3	3	3	3	3

Harbors

Orange	Yellow	Green	Grey	Light Green	White
1	1	1	1	2	6



Settlers in Need

(Siedler in Not)

This scenario was originally presented in the 2004 issue of *Catan-News*. It was an attempt to bring back the mechanics of "Greater Catan", but using only one copy of the base game.

Setup Notes

- Players must place their initial settlements on the central island.
- Players must build roads instead of ships for their coastal settlements.
- The Robber begins the game on any desert hex.
- The Pirate begins the game off of the board.

Additional Rules

- **The Outlying Islands:** If a player expands to a hex on an outlying island that produces resources but does not have a number token, one is taken from the central island. The number token must be adjacent to a player's own settlements or cities, and all settlements and cities on the central island must be adjacent to at least one hex with a number token. If it is impossible to satisfy both conditions, they may be ignored in the order stated.
- **Desertification:** If a player expands to a desert hex on an outlying island, then the desert hex is exchanged with any hex on the central island. The hex must be adjacent to a player's own settlements and cities, and all settlements and cities on the central island must be adjacent to at least one hex with a number token. If it is impossible to satisfy both conditions, they may be ignored in the order stated. In all cases, only hexes with number tokens may be swapped for the desert hex.
- The Robber does not prevent the removal of a number token, and remains in place if the terrain under it is swapped.

Game End

Game is to 10/13 points.



3 Player Setup (Square Frame)

Terrain

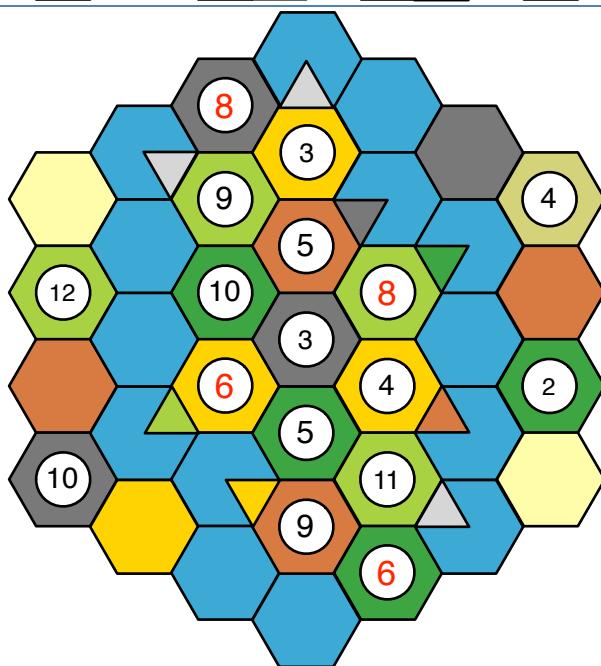
○	○	○	○	○	○	○	○	○
4	4	4	4	4	4	2	9	1

Number Tokens

○	○	○	○	○	○	○	○	○
1	2	2	2	2	2	2	2	1

Harbors

△	△	△	△	△	△	△	△	△
1	1	1	1	1	1	1	2	



3 Player Setup (Sea Frame)

Terrain

○	○	○	○	○	○	○	○	○
4	4	4	4	4	4	2	12	1

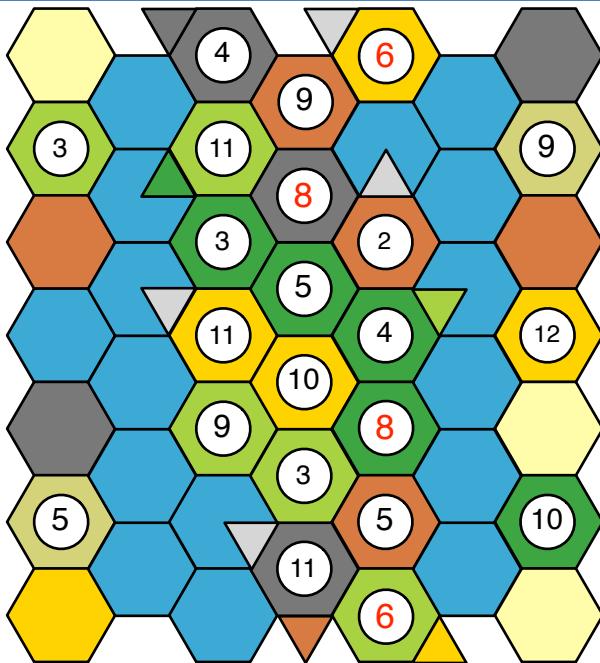
Number Tokens

○	○	○	○	○	○	○	○	○
1	2	2	2	2	2	2	2	1

Harbors

△	△	△	△	△	△	△	△	△
1	1	1	1	1	1	1	3	

Miscellaneous Scenarios



Settlers in Need

4 Player Setup (Square Frame)

Terrain

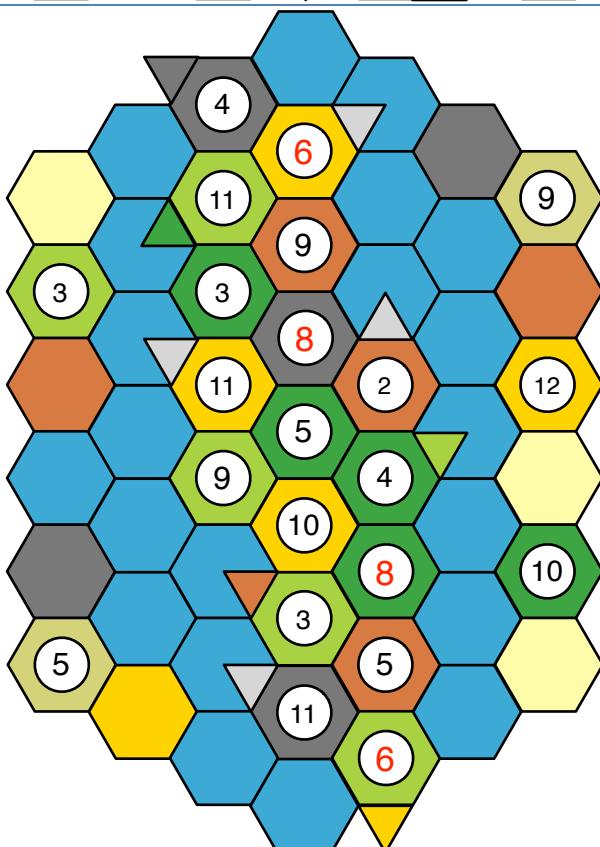
5	5	5	5	5	5	3	16	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	2	3	2	2	3	2	3	1

Harbors

1	1	1	1	1	1	4



4 Player Setup (Sea Frame)

Terrain

5	5	5	5	5	5	3	19	2

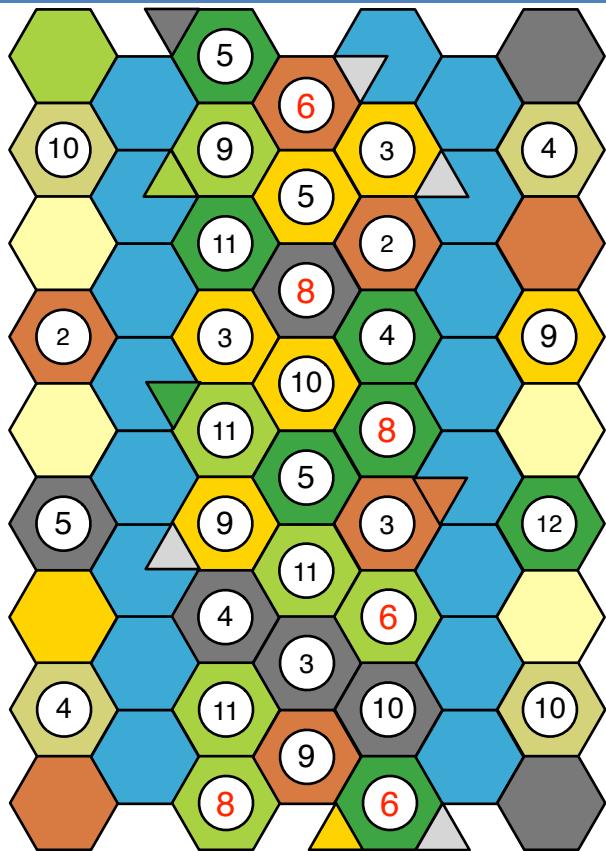
Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	2	3	2	2	3	2	3	1

Harbors

1	1	1	1	1	1	4

Miscellaneous Scenarios



Settlers in Need

5-6 Player Setup (Square Frame)

Terrain

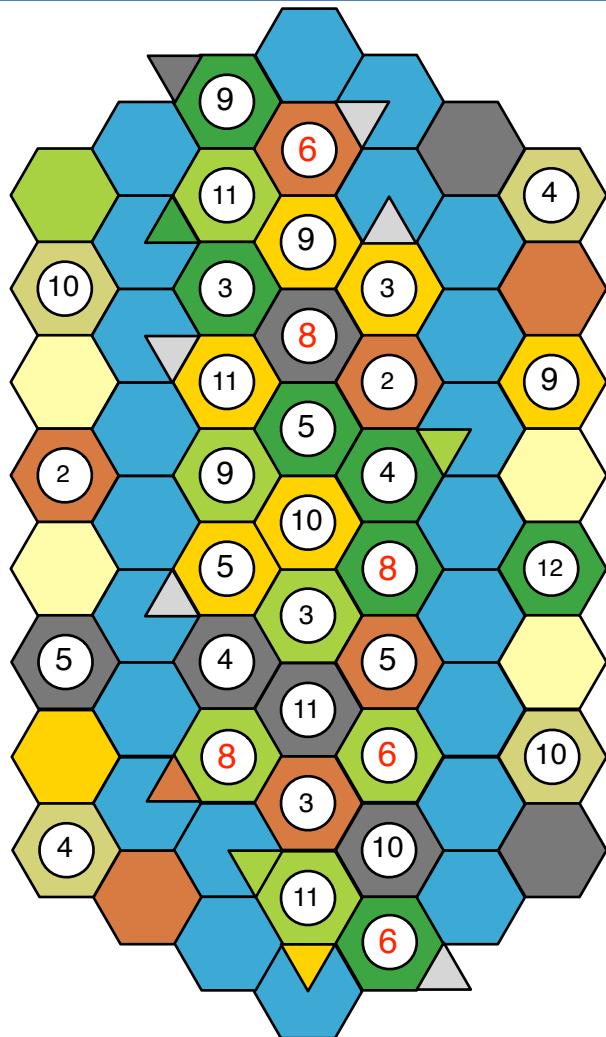
7	7	7	7	7	7	4	17	4

Number Tokens

2	3	4	5	6	8	9	10	11	12	
2	4	4	4	3	3	4	4	4	1	

Harbors

1	1	1	1	1	1	4



5-6 Player Setup (Square Frame)

Terrain

7	7	7	7	7	4	20	4

Number Tokens

2	4	4	4	3	3	4	4	4	1

Harbors

1	1	1	1	2	5

Multicatan on the Board

(Multicatan am Brett)

This scenario was originally presented in the 1/2005 issue of *Catan-News*. As the name implies, it is a board game adaptation of Multicatan, the massively multiplayer adaptation of *Settlers*. In Multicatan, each player begins on a private island, and may expand to neighboring islands on three of the four sides, all of which are occupied by other players (players may not expand past the neighboring islands). Every player is situated in either the top- or bottom-half of the board (though which end they are situated cannot be determined until further exploration is done). To simulate the turn-based structure, each player receives resources at a particular time (independent of the other players). The scenario setup is to simulate the Multicatan while being limited by a physical board (such as the lack of exploration).

Equipment Notes

- 12 Treasure Tokens are needed for this scenario.

Treasure Token Manifest

Qty	Type	Effect
4	Development Card	1 Development Card / Progress Card
3	Question Mark	2 resources [not commodities]
5	Resources	Either , or

Preparation Notes

- Place a Treasure Token on the intersections marked with .
 - Set aside the 2:1 harbors.

Setup Notes

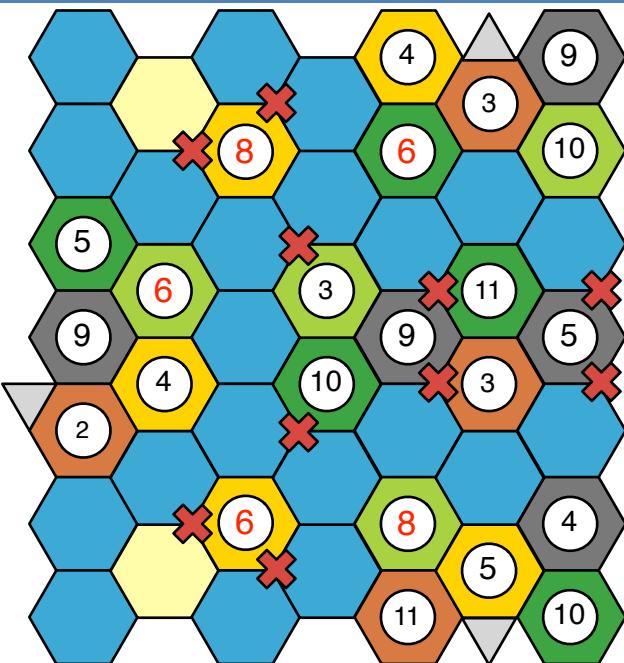
- Players begin with one initial settlement and one initial city, which may be placed in any order. Each player must place their initial settlement and city on the same island, and players must claim an island not claimed by any other player. The island that a player places their initial settlement and city is known as the player's Home Island.
 - If a player has a settlement or city on a coast, they must build a ship instead of a road.
 - The Robber begins the game on any hex in the central island.
 - The Pirate is absent in this scenario.

Additional Rules

- The Robber may only take resources from players with at least 4 VP.
 - The first settlement built on each island of a player's Home Island is worth 1 extra VP.
 - When a player builds their first settlement on the central island, they may claim a 2:1 harbor from those placed aside and place it. The harbor may then be immediately used.
 - **Treasures:** If a player builds a ship or road leading to an intersection with a Treasure Token, the Treasure Token is claimed and redeemed.

Game End

Game is to 13/15 points.



3 Player Setup (Square Frame)

Terrain

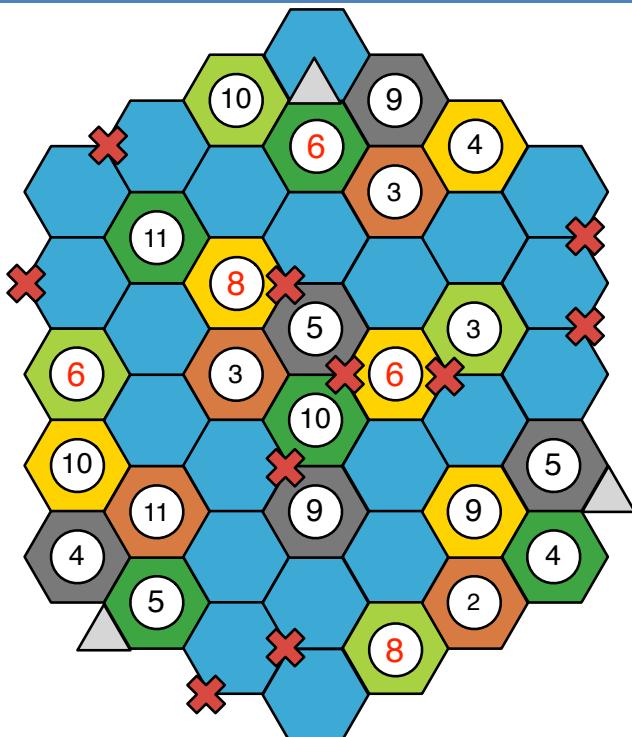
							
4	5	5	5	4	2	21	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	3	2	3	3	2	0

Harbors

Harbors						
	1	1	1	1	1	3



3 Player Setup (Sea Frame)

Terrain

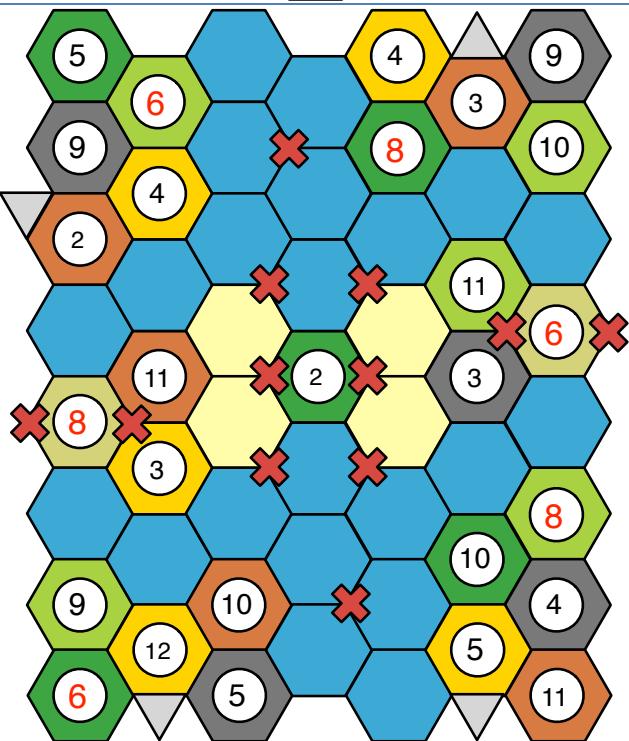
4	5	5	4	5	0	19	0

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	3	2	3	3	2	0

Harbors

1	1	1	1	1	3



4 Player Setup (Square Frame)

Terrain

5	5	5	5	5	4	22	2

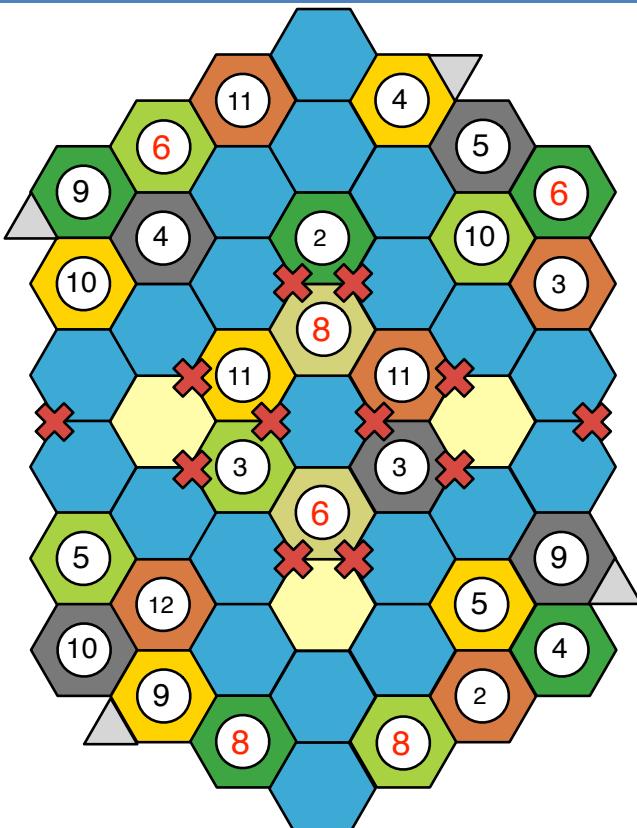
Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

Miscellaneous Scenarios



Multicatan on the Board

4 Player Setup (Sea Frame)

Terrain

5	5	5	5	5	3	19	2	

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	1

Harbors

1	1	1	1	1	4

The Small Islands

(Die kleinen Inseln)

This scenario was originally presented in the 2/2005 issue of *Catan-News*.

Preparation Notes

- The central island is divided into the large mainland and the smaller land areas beyond the desert belt.

Setup Notes

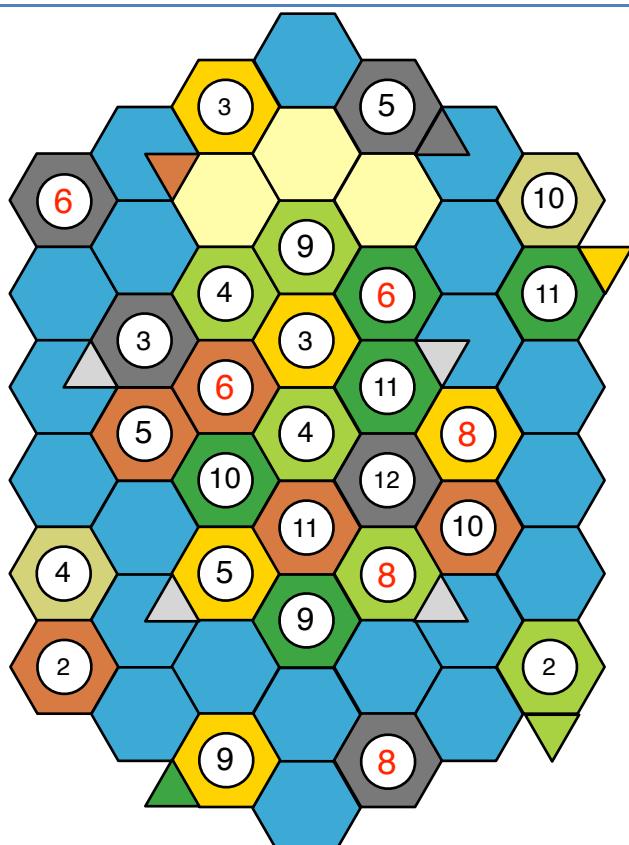
- Players must place their initial settlements on the mainland.
- The Robber begins the game on any desert hex.
- The Pirate begins the game on any ocean hex.

Additional Rules

- The first settlement on an outlying island or the land beyond the desert belt is worth 1 extra VP. The next three settlements on different outlying areas are worth 2 additional VPs each.

Game End

Game is to 13/16 points.



3-4 Player Setup

Terrain

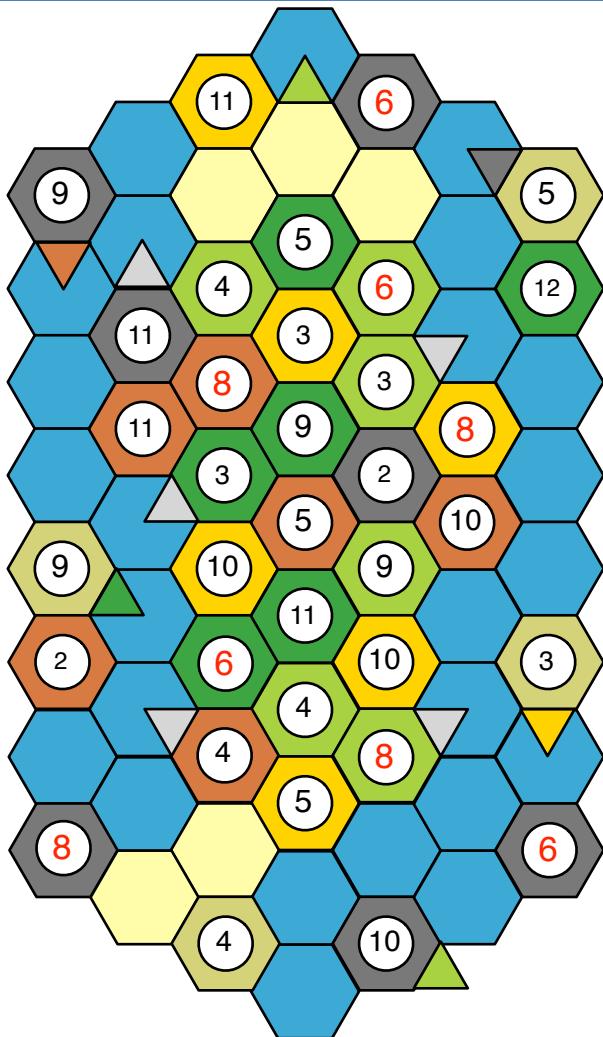
○	○	○	○	○	○	○	○	○
5	5	5	5	5	5	3	19	2

Number Tokens

○	○	○	○	○	○	○	○	○	○
2	3	3	3	3	3	3	3	3	1

Harbors

○	○	○	○	○	○	○
1	1	1	1	1	1	4



5-6 Player Setup

Terrain

							
6	6	6	7	6	5	23	4

Number Tokens

NUMBER	CIRCLE	BOX
2	2	2
3	3	4
4	4	4
5	5	4
6	6	4
8	8	4
9	9	4
10	10	4
11	11	4
12	12	1

Harbors

					
1	1	1	1	2	5

The Unexplored Land

(Das unentdeckte Land)

Not Compatible with "Catan for Two"

by Bernhard Schmitte and Jacqueline Henjes, with Ina and Stefan Reineck, Kirsten Menne, Karin Troß, Claudia Fischer, and Joe Breidenstein

Equipment Notes

- Harbor hexes, rather than harbor tokens, are used in this scenario.

Preparation Notes

- Sort all the terrain into different piles according to land type.

Setup Notes

- Players first take turns taking terrain hexes. If a land hex producing resources is taken, a number token is also taken. Players may take only one ⑥ or ⑧, and must take at least one ③ or ⑪. Additionally, players may only take one harbor hex.
- After each player has taken 5 hexes, they may build their island. Each player claims one of the white hexes on the board, and places one of their land hexes (and number tokens) there. The rest of the hexes must be placed adjacent to their starting land hex. Land hexes must be connected, and hexes belonging to different players may not touch. Harbors must be placed facing land. Any portion of the board that remains vacant is considered to be part of the unexplored terrain.
- Players may only build their initial settlements on their own starting areas. Players may place their initial settlements facing the unexplored area, in which discovery occurs.
- Players may take their initial resources from any of their initial settlements.
- The Robber and Pirate both start the game off of the board.

Additional Rules

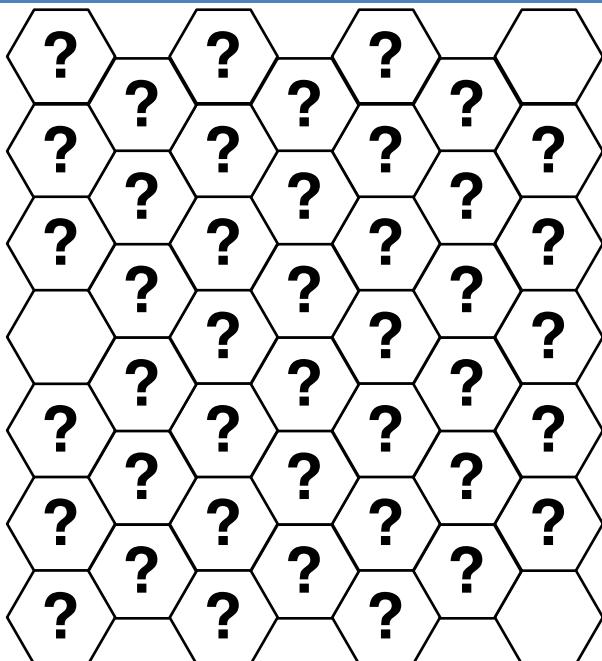
- The Robber may only be placed on hexes outside of the players' starting hexes.
- The Pirate may take resources from owners of adjacent settlements as well as adjacent ships.
- The Pirate blocks the use of harbors.
- **Discovery:** If a road or ship is built facing unexplored territory, discovery occurs. A hex is randomly drawn and placed on the empty space. If it is a resource-producing land hex, a number token is assigned to the hex, ensuring that ⑥ and ⑧ are not placed in adjacent hexes. Except during initial setup, the player receives a resource of the type produced by the hex as a reward. If a harbor is discovered, it must be rotated so that it faces land whenever possible; if at any point a harbor hex is entirely surrounded by water, the harbor hex is replaced by an ocean hex.

Game End

Game is to 13 points.

Variants

- Instead of selecting number tokens, half of the players are given ③, ④, ⑤, and ⑥, and the other half is given ⑧, ⑨, ⑩, and ⑪.
- Harbor tokens are used instead of harbor hexes. During initial setup claim a harbor when they claim an ocean hex, and harbors must be placed on the ocean hex facing land. Any remaining harbors are available for purchase. Players must place their harbors when purchased, on ocean hexes where harbors are not already present, so that they face land. Harbors cost ⑩ ⑨ ⑧, plus one additional resource of the harbor type for a 2:1 harbor and any two different resources for a 3:1 harbor.



3 Player Setup

Terrain

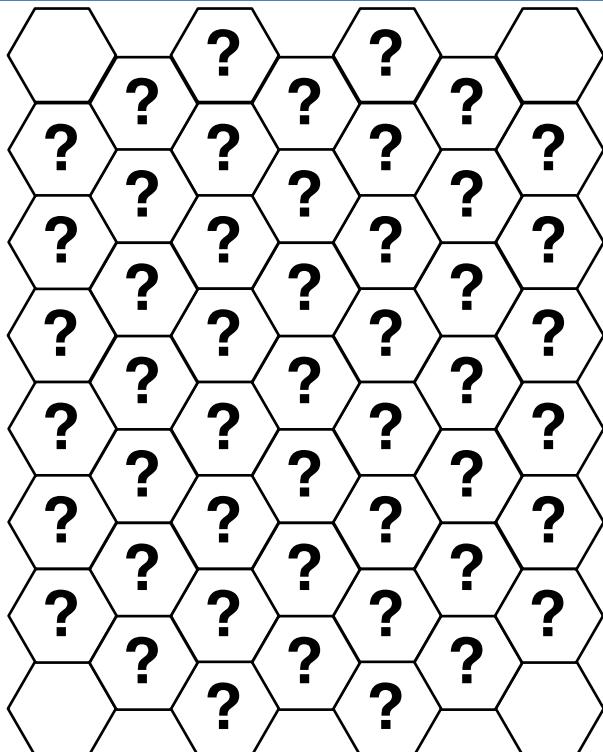
①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
3	3	3	3	3	3	3	1	15			1

Number Tokens

②	③	④	⑤	⑥	⑧	⑨	⑩	⑪	⑫
1	2	2	2	2	2	2	2	2	1

Harbors

⑩	⑨	⑧	⑦	⑥	⑤	④
1	1	1	1	1	1	2

**4 Player Setup**

Terrain

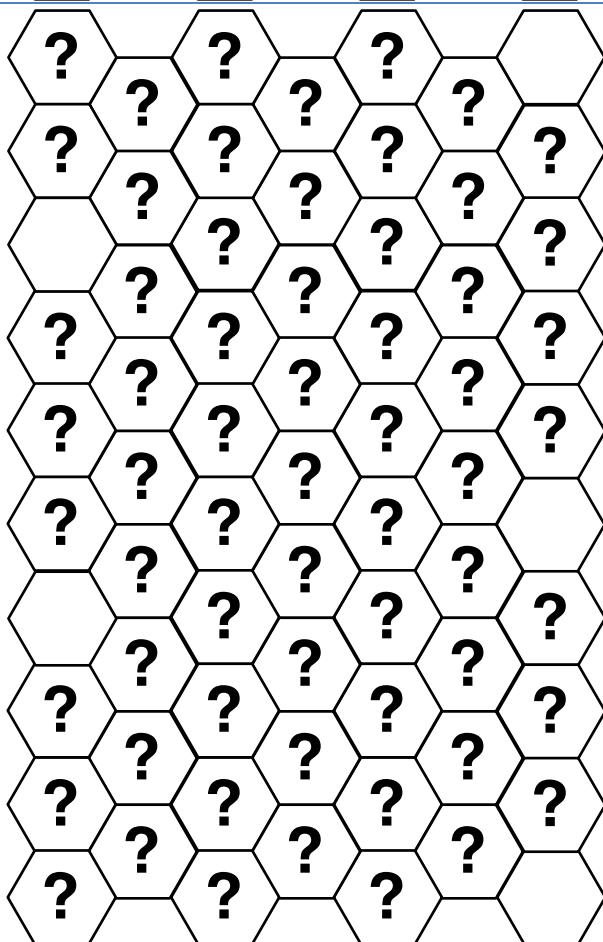
5	5	5	5	5	3	23	2

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	3	3	3	3	3	3	3	3	2

Harbors

1	1	1	1	1	4

**5 Player Setup**

Terrain

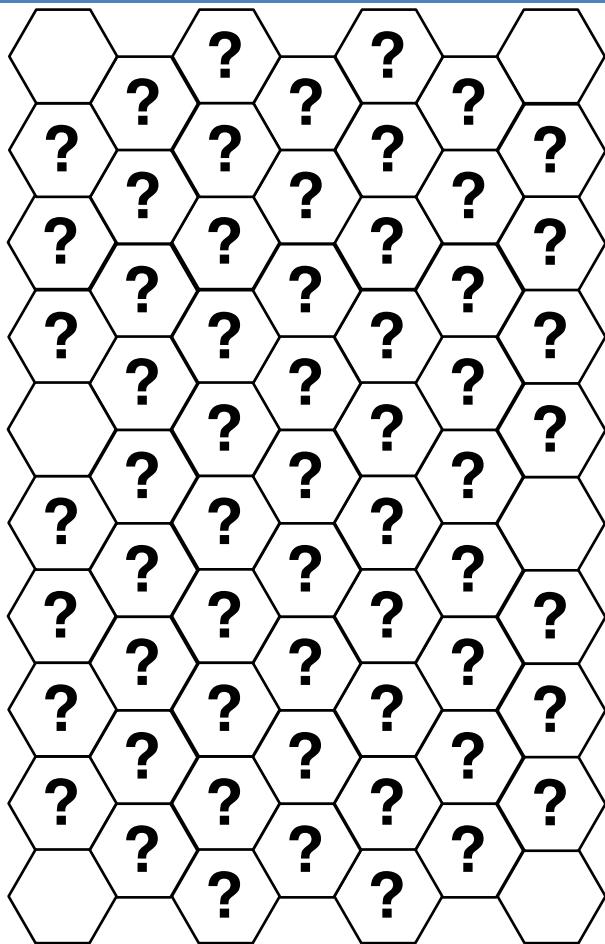
6	6	6	6	6	4	30	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	4	3	4	4	4	4	3	4	2

Harbors

1	1	1	1	1	5

**6 Player Setup****Terrain**

6	6	6	6	6	4	30	3

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	4	3	4	4	4	4	3	4	2

Harbors

1	1	1	1	1	5

No Ore on Catan

[Es gibt kein Erz auf Catan]

by Brigitte and Wolfgang Ditt

Setup Notes

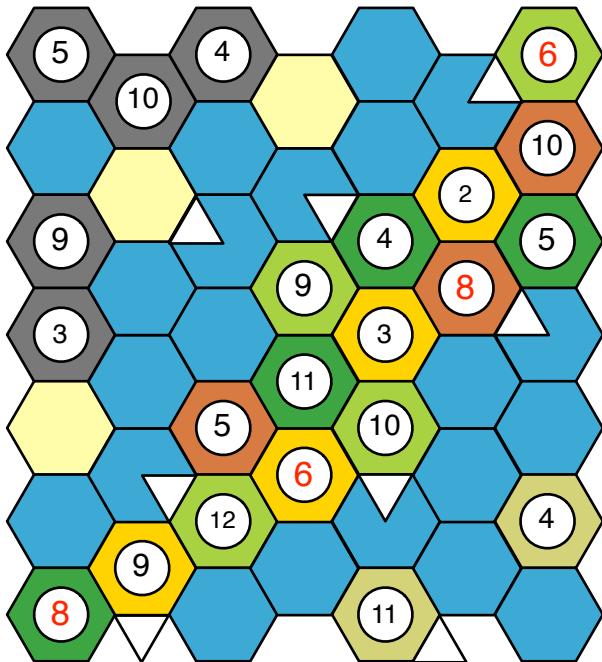
- Players may only set up their initial settlements on the central island.
- The Robber and Pirate both begin the game off of the board.

Additional Rules

- Resources may not be traded for ore and gold fields may not produce ore until the first settlement is built next to a mountain hex.
- The Robber does not move until the first settlement is built next to a mountain hex.
- The first settlement a player builds on any island containing a mountain hex is worth 1 additional VP.

Game End

Game is to 12 points.



3-4 Player Setup

Terrain

3	4	4	5	4	3	21	2
---	---	---	---	---	---	----	---

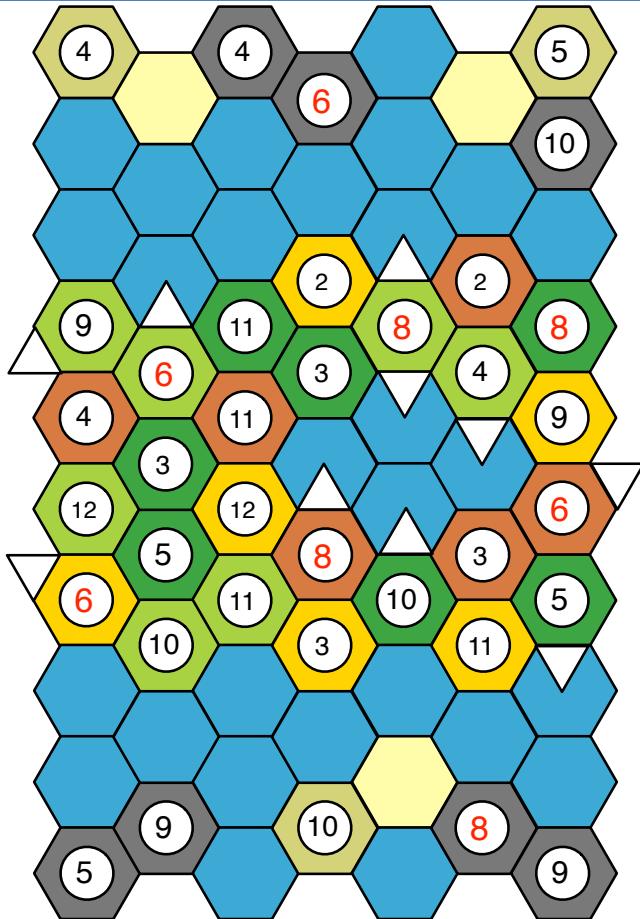
Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	3	3	2	2	3	3	2	1

Harbors

1	1	1	1	1	1	5
---	---	---	---	---	---	---

Miscellaneous Scenarios



No Ore on Catan

5-6 Player Setup

Terrain

6	6	7	7	7	3	28	3	

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	4	4	4	4	4	4	4	4	2

Harbors

1	1	1	1	1	5

Catan-Plus

Not Compatible with *Catan: Cities & Knights*

by Finno and Gero Goroncy

Equipment Notes

- Harbor hexes are used in this scenario instead of harbor tokens.
- 10 city walls are needed for this scenario. Unlike *Cities & Knights*, they are a common supply.
- 1 Most Bridges scoring card is needed for this scenario.

Preparation Notes

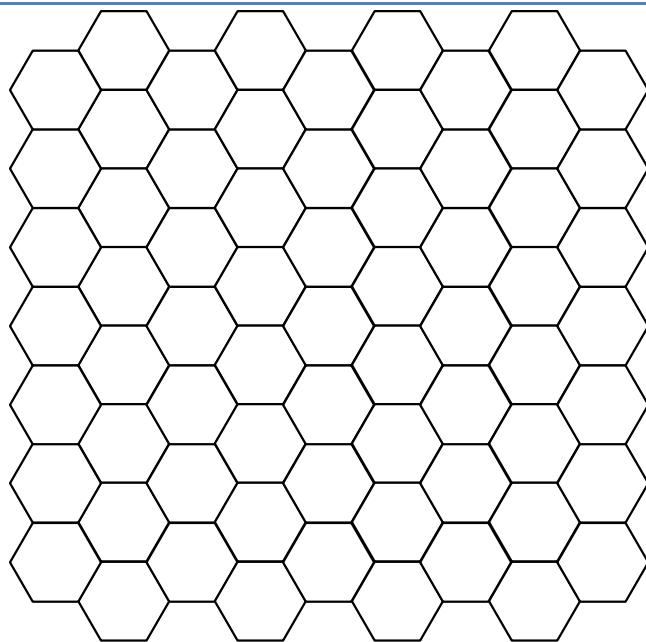
- Ensure that all harbor hexes have at least one end touching land. Note that only 67 of the 74 hexes will be used.
- Distribute the number tokens so that ⑥ and ⑧ are not on adjacent hexes.

Additional Rules

- **City Walls:** A player may add city walls to their cities. In addition to the costs stated, a player return a played Knight Development Card to the bottom of the Development Card deck. Cities with city walls are unaffected by the Robber, and are worth 3 VP.
- **Bridges:** To cross robber, bridges, represented by roads, must be built. The distance rule is not in effect for bridges: players may build settlements on both ends of a bridge.
- **Most Bridges:** The player with the most bridges built (at least 2) gain the Most Bridges, worth 2 VP.

Game End

Game is to 20 points.



3-4 Player Setup

Terrain

6	8	8	6	8	2	36
---	---	---	---	---	---	----

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
2	4	4	4	4	4	4	4	4	2

Harbors

2	2	2	2	2	2	8
---	---	---	---	---	---	---

Player Pieces

10	8	30
----	---	----

Additional Build Options

Bridge	
City Walls	

Seas for the Poor

(Seefahrt für Arme)

by Gerald Siek

Equipment Notes

- Harbor hexes are used in this scenario instead of harbor tokens.

Preparation Notes

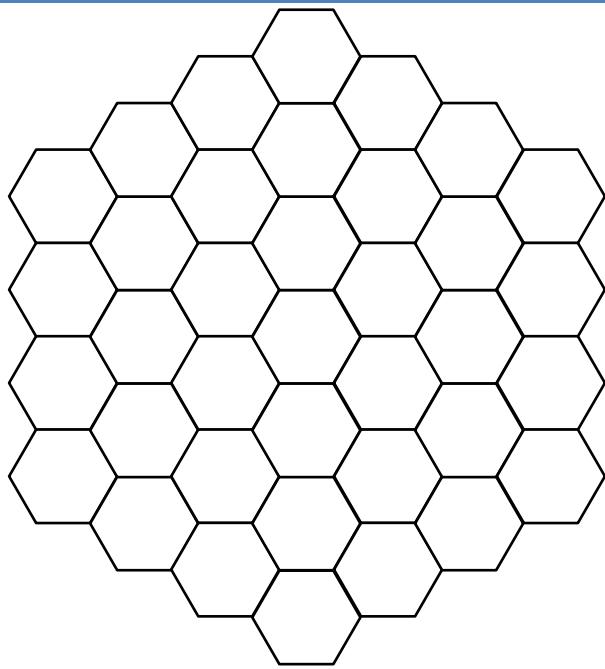
- Ensure that all harbor hexes have at least one end touching land.
- Distribute the number tokens so that ⑥ and ⑧ are not on adjacent hexes.

Additional Rules

- **Bridges:** To cross robber, bridges, represented by roads, must be built. The distance rule is not in effect for bridges: players may build settlements on both ends of a bridge.

Game End

Game is to 10 points.



3-4 Player Setup

Terrain

3	4	4	3	4	1	18

Number Tokens

1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4

Additional Build Options

Bridge		
--------	--	--

Mini-Catan

(Klein Catan)

by Leonard Orgler

Preparation Notes

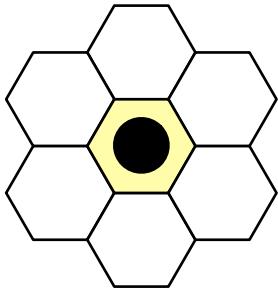
- Place the harbors at random.
- Place the number tokens at random, ensuring that the ② is paired with the ⑧, the ③ with the ⑨, the ④ with the ⑩, the ⑤ with the ⑪, and the ⑥ with the ⑫.

Additional Rules

- The Robber only blocks one of the two production numbers of the hex.
- The distance rule is not in effect.

Game End

Game is to 10 points.



3-4 Player Setup

Terrain

1	1	1	1	2	1

Number Tokens

1	1	2	1	1	1	1	2	1	1

Harbors

1	1	1	1	1	1

Catakatoa

This scenario was a sample contest entry for Mayfair Games' scenario design contest in 2007, in which the winning scenario would win the 10th anniversary *Catan 3D Collector's Edition* set. For this contest, contestants were required to make a scenario that only needed the base game, possibly with custom parts, with the scenario set up as in the base game (that is, a First Island scenario such as those found in *Traders & Barbarians*). The winning scenario, "The Winds of Change", was slated to be published in *Games Quarterly* magazine as part of its initiative to have one new expansion for an existing board game per issue, but the magazine had stopped publishing before this could occur.

This scenario should not be confused for a different scenario with the same name, released in March 2005 in *Game Trade Magazine* #61.

Equipment Notes

- Volcano hexes are provided with *Atlantis* (1), *Das Buch zum Spielen* (3), *De Koloniën* (2), *De Woestijnruiters* (2), and *Die Kolonien Jubiläums-Szenario* (2).

Terrain	
	Volcano

Preparation Notes

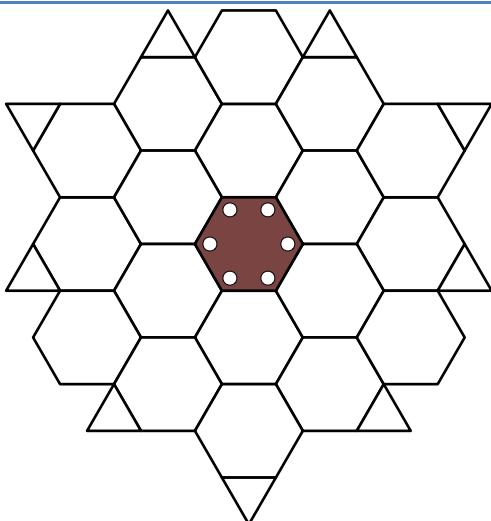
- Arrange the reserve tokens in numerical order on top of the volcano hex. Arrange all other number tokens as in the base game.
- Set aside the desert hex.

Additional Rules

- The Robber does not affect the volcano hex.
- Volcano:** The volcano produces any resource on a roll matching the topmost number token in the volcano reserve pile. If the volcano produces resources, it also erupts. Roll one die. Any settlement in the intersection indicated on the volcano tile is destroyed, and any city there is reduced to a settlement; if the player has no remaining settlements then the city is destroyed. The topmost number token from the volcano reserve pile is then removed.
- Volcano Explosion:** If, after a volcano eruption, no number tokens remain, the volcano explodes. All settlements, cities, and roads adjacent to the volcano hex are destroyed, and the volcano hex is replaced with the desert hex. The Robber is no longer in play once the volcano explodes; if a 7 is rolled **or a Knight card is played**, the player may take a resource from any other player.

Game End

Game is to 10 points.



3-4 Player Setup

Terrain

							
3	4	4	3	4	1	1	

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Main Island	1	2	2	2	2	2	2	2	2	1
Reserve	1	1	1	1	1	1	1	1	1	1

Harbors

					
1	1	1	1	1	4

The Lost Tribes of Catan

Not Compatible with *Catan: Cities & Knights*

Equipment Notes

- 2 Development Card decks are needed for this scenario.
- 2 Robbers are needed for this scenario.

Preparation Notes

- Divide the players into teams of two. Each team will use the same player color. One player from each team must take their turn before the second player from any team makes their turn.
- Place the number tokens allotted to each island randomly, ensuring that ⑥ and ⑧ are not placed in adjacent hexes.

Setup Notes

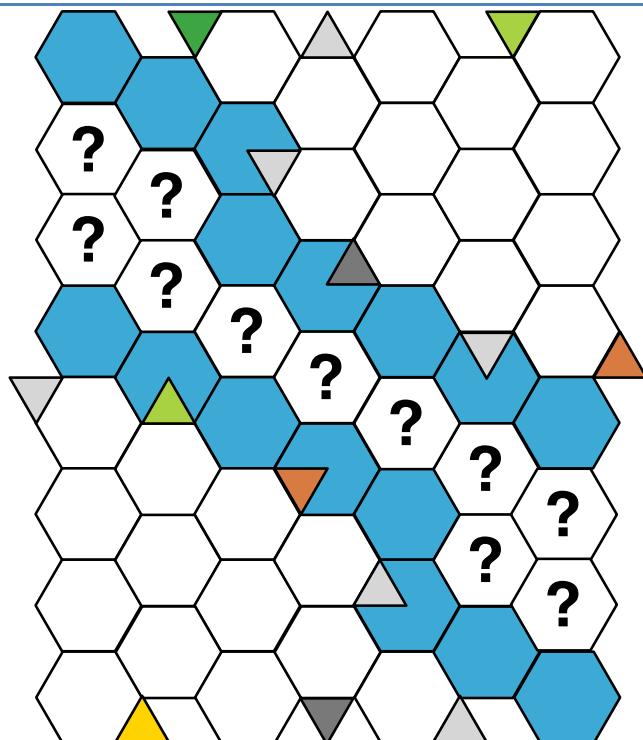
- One player from each team must set up their initial settlements on the top island, while the other must set up their initial settlements on the bottom island.
- The two Robbers begin the game for this scenario off of the board.
- The Pirate begins the game off of the board.

Additional Rules

- Only one Robber may occupy any island.
- The first settlement a player places outside of their starting island is worth 1 additional VP.
- Players may only trade with the players on their starting island, and use only the harbors on their starting island, unless their player color is unified.
- **Unity:** If both members of one team connect their road networks together, they are considered unified, and thereafter considered as one player with a common supply and double the hand limit. A unified team is worth 1 extra VP, which counts towards both players' individual scores.
- **Undiscovered Terrain:** If a player builds next to the unexplored terrain, discovery occurs. Place a hex from the reserve and place it in the empty space. If it is a land hex producing resources, a number token is also drawn, ensuring that ⑥ and ⑧ are not placed in adjacent hexes.

Game End

Game is to 13 points. A unified team may also win if both players amass 22 VP between them.



4-8 Player Setup

Terrain

	Orange	Yellow	Green	Grey	Light Green	Light Blue	Dark Green
Upper Island	2	3	3	2	3	0	8
Lower Island	2	3	3	2	3	0	8
Reserve	2	2	1	2	1	1	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Upper Island	1	1	2	2	1	1	1	2	1	1
Lower Island	1	1	2	2	1	1	1	2	1	1
Reserve	1	1	1	1	1	1	1	1	1	1

Harbors

Orange	Yellow	Green	Grey	Light Green	Light Blue
1	1	1	2	2	6

Rally Paris-Catan

(Rallye Paris-Catan)

by Ronald Hoekstra

Preparation Notes

- Place the Rally Cars on the frame on one end of the island. Each Rally Car should occupy a different part of the frame, either on a harbor or between harbors.

Player Pieces

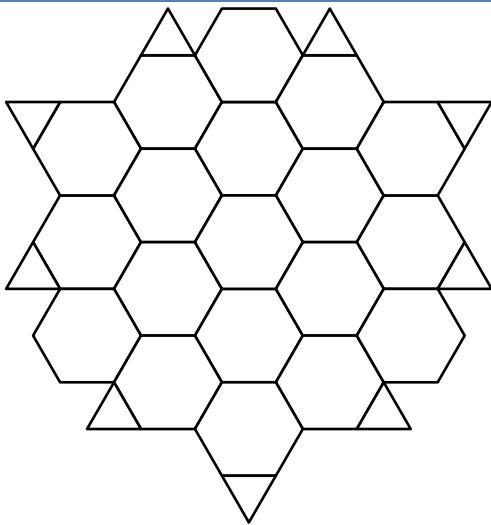
	Rally Car
--	-----------

Additional Rules

- The Rally:** Players may choose to contribute resources for the rally. Any resources contributed to the rally are placed face down in a reserve. Cards in the reserve are not counted as part of the hand limit, but are vulnerable to the Robber if the Robber moves to the location of a player's Rally Car. Cards may not be removed from the reserve unless it is to move the Rally Car.
- Rally Cars:** Rally Cars move from hex to adjacent hex. In order to move the Rally Car, a number of resources equal to the number on the hex's number token of the type produced by the hex must be paid from the reserve. However, if the hex is separated from the Rally Car's position by a player's own roads, only half of the resources (rounded up) are needed. Entering the desert hex is free, but exiting requires a roll in addition to payment: if the dice rolled is less than or equal to that of the destination's number token, then the move is successful. If not, the Rally Car does not move, and no resources are spent.

Game End

Game is to 12 points. The game may also be won if the Rally Car reaches the opposite end of the island from where it started.



3-4 Player Setup

Terrain

3	4	4	3	4	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4

Player Pieces

5	4	15	1

The Indians of Catan

(Indianer von Catan)

by Ronald Hoekstra

Equipment Notes

- 2 Bisons are needed for this scenario.
- 1 Spinner hex is needed for this scenario.

Preparation Notes

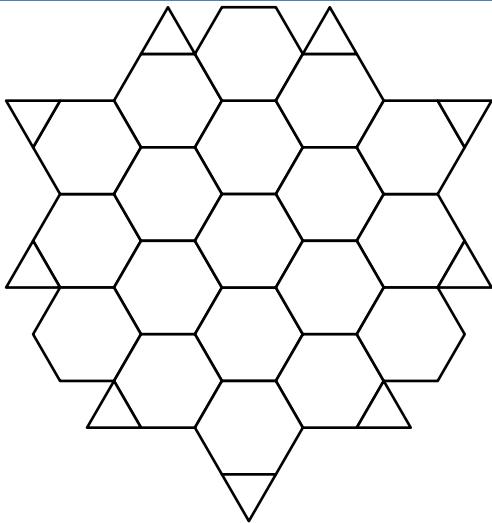
- Roll the dice, rerolling all 7s, and place the Bisons on the two hexes with the corresponding number token. If a 2 or 12 is rolled, place the bison on the hexes with ② and ⑫.

Additional Rules

- Settlements may not be upgraded to cities. However, unless doubles are rolled, settlements produce two resources instead of one.
- The distance rule is not in effect.
- Before each turn, one Bison is chosen and randomly moved to an adjacent land hex, in the direction indicated by the spinner hex. If the direction indicated by the spinner hex leads the Bison into water, the Bison does not move.
- **Hunters:** Hunters, represented by cities, are placed on the middle of a hex adjacent to a player's settlements. Any number of hunters may occupy a hex. Hunters may be moved to an adjacent hex or a hex adjacent to a player's own settlements.
- The Robber may, instead of stealing a resource, remove all hunters in the same hex.
- **Moving Settlements:** Settlements may be moved along a player's road network, including past opposing settlements, for two resources.
- **The Hunt:** If doubles are rolled, the hunt occurs. Each player with a hunter on the same hex as a Bison earns one Cata chit, worth 1 VP, per hunter.

Game End

Game is to 12 points.



3-4 Player Setup

Terrain

Hexagon	3	4	4	3	4	1
---------	---	---	---	---	---	---

Number Tokens

②	③	④	⑤	⑥	⑧	⑨	⑩	⑪	⑫
1	2	2	2	2	2	2	2	2	1

Harbors

Triangle	1	1	1	1	1	4
Triangle	1	1	1	1	1	4

Additional Build Options

Hunter	Green	Grey	Yellow
Move Hunter			

Robin Hood

Not Compatible with *Catan: Cities & Knights*

by Ronald Hoekstra

Setup Notes

- Set up 5 neutral settlements before any initial settlements are placed.
- The Robber begins the game in the desert hex.

A die from the *Catan Dice Game* should be used for convenience, as they have the five resources on five of the sides.

Additional Rules

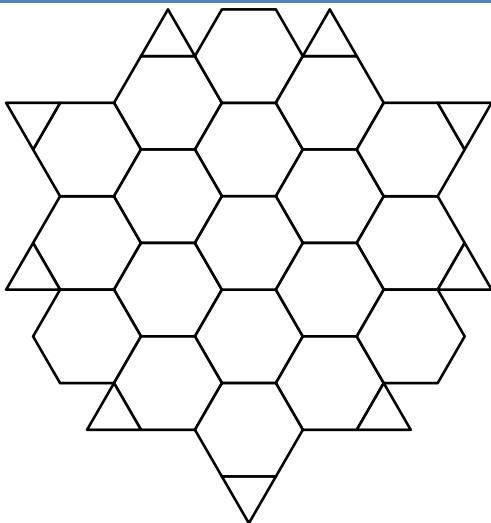
- **Robber Movement:** At the end of each turn, the Robber makes its move. Roll one die and move the Robber to any adjacent hex of the specified type; if there is more than one eligible hex the player is free to choose among them. The Robber does not move if there are no eligible hexes or if the Robber must move across the player's roads to reach the hex.
- If the player plays a Knight card, the Robber must be moved as per above.
- Whenever a 7 is rolled, the player must discard one resource if the Robber is adjacent to the player's settlements or cities.
- **Robber Victory Points:** The Robber earns 1 VP for each adjacent settlement and 2 VP per adjacent city every time a 7 is rolled.

Robber Destinations

1	Hills
2	Fields
3	Forest
4	Mountains
5	Pasture
6	Desert

Game End

The player wins if they earn 15 VP before the Robber. The game also ends if the Robber is entirely surrounded by the player's roads, with the side with the most VP being declared the winner.



1 Player Setup

Terrain

3	4	4	3	4	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

1	1	1	1	1	4

Player Pieces

10	8	30

The Chocolate Market

(Der Schokoladenmarkt)

Not Compatible with *Catan: Cities & Knights*

Der Schokoladenmarkt is a mini-expansion released in 2010 by German chocolate manufacturer Ritter Sport to promote its line of chocolates. Promotional codes were available on specially marked packages of Ritter Sport chocolates, and must be redeemed on its website. Codes can be redeemed for this expansion, or for copies of the base game and/or *Cities & Knights*. The practice of redistributing these codes was heavily regulated on official forums.

Equipment Notes

- 5 Rainforest hexes are needed for this scenario. The hexes in *Der Schokoladenmarkt* were preprinted with ③, ④, ⑤, ⑨, and ⑩.
- 1 Chocolate Market board and 5 markers are needed for this scenario.
- 29 Production Sites are needed for this scenario: 9 in Cocoa, 7 in Sugar, 5 in Milk, 5 in Hazelnuts, and 3 in Grapes.
- 60 Ingredient Cards are needed for this scenario: 18 in Cocoa, 14 in Sugar, 10 in Milk, 10 in Hazelnuts, and 8 in Grapes.

Chocolate Market Board Manifest

Name	Roll	Cost	Starting Demand
Edel-Bitter	1		3
Full Milk	2		3
Full Nuts	3		4
Dark Full Nuts	4		4
Cluster Nuts	5		5

Player Pieces	
	Production Site
Resources	
	Cocoa
	Grapes
	Hazelnuts
	Milk
	Sugar
Terrain	
	Rainforest

Preparation Notes

- The harbors were omitted from the *Schokoladenmarkt* manual; the harbor setup provided is based on the layout of the frame pieces therein.
- Variable Setup:** Place all hexes randomly, and then place the number tokens, ensuring that ⑥ and ⑧ are not adjacent to each other and are on different terrain types.

Setup Notes

- Players begin with three initial settlements. After each player places their third settlement, players must place two Production Sites and place them on the two matching terrain hexes adjacent to any of their settlements.

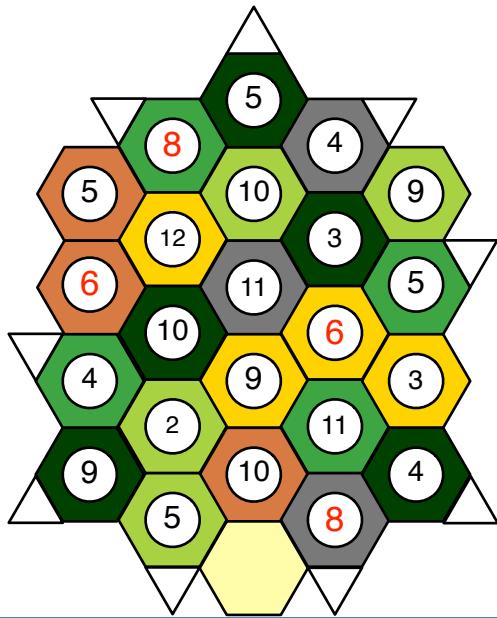
Additional Rules

- Rainforest hexes do not produce resources, but may produce ingredients.
- Ingredients:** Ingredients are produced by Production Sites. If a terrain hex produces, each production site also produces one of their corresponding ingredients for their owner.
- The Robber blocks production of Production Sites.
- Players may not trade ingredients for resources or vice-versa.
- Resources and ingredients are otherwise considered to be separate hands. Both have hand limits and both must be considered separately for the purposes of discarding down to the hand limit. When a resource is to be stolen, it may be stolen from either hand.
- Production Sites:** A player may only build a Production Site on a terrain hex adjacent to their settlements or cities. To distinguish Production Sites for different players, place them next to the corresponding settlement or city.
- Chocolate Market:** Whenever a player builds a particular type of chocolate, the player receives a reward corresponding to the current demand of the Chocolate Market before the market is updated. The demand for the newly built chocolate is first decreased by 1. Then, roll one die, and raise the demand for the corresponding chocolate by 1. If a 6 is rolled or the corresponding chocolate is at its maximum demand (7), the player may choose the chocolate to raise its demand.
- Chocolates for which the demand is 0 may not be built.

Chocolate Market Rewards	
Demand	Reward
7	2 VP
6	1 VP 1 Development Card
5	1 VP 1 Resource
4	1 VP
3	1 Development Card
2	1 Road
1	1 Resource
0	No Reward

Game End

Game is to 13 points.



3-4 Player Setup

Terrain

3	4	4	3	4	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	3	3	3	2	2	3	3	2	1

HARBORS

1	1	1	1	1	4

Additional Build Options

Production Site		
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Traders & Barbarians Variants

In addition to scenarios, *Traders & Barbarians* also introduced a small selection of variants. What's considered a "scenario" and what's a "variant" have always differed. In *Traders & Barbarians* alone, one can say that "The Fishermen of Catan", a scenario, has been tacked on as a variant to other scenarios. In this guide, the labeling of "scenario" and "variant" is based on what it is defined as in the source material.

The variants are presented in the order given in the *Traders & Barbarians* manual.

The Friendly Robber

(Freundlicher Räuber)

"The Friendly Robber" made canon the most common of the "cuddle rules" (Kuschelregeln) – house rules that were aimed at softening particularly tough situations – prevalent in the Catan Online World. There are no other plans to make canon any other cuddle rule, either in print or on computer, and talk of cuddle rules is officially frowned upon in the PlayCatan forums.

Additional Rules

- The Robber may not be moved to any hex adjacent to settlements belonging to players with fewer than the starting number of VP. If the Robber cannot be moved, it remains in place, but resources may not be taken from players with settlements adjacent to the Robber's location and fewer than the starting number of VP.
- If using *Seafarers*, this also applies to the Pirate.

Catan Event Cards

(Ereignisse auf Catan)

This was previously available as a standalone mini-expansion as a response to the criticisms that die outcomes over the course of a game do not necessarily match expected outcomes. It was also available as part of the German language *Atlantis* expansion.

Card Changes

Name	Type	Effect
Alchemist	Progress – Science	Do not draw an Event Card. Determine the die roll as normal. No event occurs.
Diplomat	Progress – Politics	May not be used to repair or remove damaged roads.
Road Building	Development	May be used to repair a damaged road. The repair counts as one of the two roads built.
Road Building	Progress – Science	May be used to repair a damaged road. The repair counts as one of the two roads built.

Preparation Notes

- Shuffle the 36 Event Cards, and insert the New Year card sixth from the bottom.

Additional Rules

- At the start of each turn, draw an Event Card instead of rolling the dice and resolve the event on the card, in addition to using the dice roll shown for production. If the New Year card is drawn, shuffle the 36 other cards and insert the New Year card sixth from the bottom, and then draw the top card of the new deck for the production roll.
- If using *Seafarers*, ships may not be targeted with the Earthquake event. Similarly, players may continue to build ships if they have a damaged road.
- Players may not expand past a damaged road.

The Harbormaster

(Der Hafenmeister)

This was previously released as both a free download in the German language, and was also included as part of *Atlantis*.

Additional Rules

- Each settlement at a harbor is worth one Harbor Point, and each city at a harbor is worth two Harbor Points. The player with the most Harbor Points (at least 3) is named the Harbormaster, which is worth 2 VP.

Game End

Game is to one more VP than normal.

Catan for Two

(Catan für Zwei)

This variant was first introduced in the 2006 edition of *Catan-News* to commemorate the release of *Traders & Barbarians*. Prior to this, two-player play was discouraged in favor of the *Catan Card Game*, largely as many scenarios were too large for two players; as a result, road networks would rarely interact, and there would be no incentive to trade (a key tenet of *Settlers* is trading). An amended version is included in *Siedler von Catan: Einsteiger-Variante*, which allows for variable setup.

Equipment Notes

- Pieces for two additional colors are needed.
- A number of Trade Tokens are needed for this variant. Specialized Trade Tokens are provided with the *Catan-News* release, but ordinary Catan chits are used in *Traders & Barbarians*.

Setup Notes

- Prior to initial setup, each player places one neutral settlement (no road) on the board.
- Each player begins with 5 Trade Tokens.
- Players with an initial settlement on the coast begin with 1 additional Trade Token. Players with an initial settlement adjacent to a desert hex begin with 2 additional Trade Tokens. These stack, so a player with an initial settlement on both coast and desert begin with 3 additional Trade Token.

Card Changes

Name	Type	Effect
Alchemist	Progress - Science	May only be used against the first resource roll, not the second.
Deserter	Progress - Politics	Players do not have to build a Knight for a neutral player. If a neutral player is targeted, the weakest neutral Knight must be targeted.
Diplomat	Progress - Politics	Players do not have to build a road for a neutral player.

Additional Rules

- Roll the dice twice, ensuring that the two rolls are for different numbers. Apply both resource rolls as normal. **The event die is not rerolled if a reroll is necessary.**
- **The Neutral Players:** The neutral players serve to impede the progress of the other players. They do not collect resources or Trade Tokens, but may win scoring cards.
- When either player builds a road, a road must also be placed for one of the neutral players. When either player builds a settlement, a settlement must be placed for a neutral player, or a road if neither neutral player is able to do so. **If either player builds a Knight, a Knight must be built for a neutral player, or a road if neither neutral player is able to do so.** If either player promotes a Knight, a neutral Knight must also be promoted. Neutral Knights may not be promoted beyond the Strong level. No action is taken if a neutral player is unable to promote a Knight.
- Neutral Knights may not be activated, and do not contribute to the defense of Catan.
- **Trade Tokens:** Trade Tokens may be spent. The leading player must pay two Trade Tokens, while the trailing player must pay only one. If both players are tied, Trade Token actions cost one Trade Token for both players. A Trade Token action may only be done once per turn.
- A player gains 1 Trade Token if they build a settlement on the coast. A player gains 2 Trade Tokens if they build a settlement adjacent to a desert hex. These stack, so a player who builds a settlement on both coast and desert gains 3 Trade Tokens.
- Players may spend Trade Tokens to move the Robber to the desert hex.
- Players may spend Trade Tokens to draw two resource cards from the opponent's hand in exchange for two of the player's own hand cards. If either player only has one card in their hand, only one card may be exchanged in this manner. **The player using this action has the option of having both players set aside the commodity cards in their hand for this "forced trade".**

Exchanging Knights for Trade Tokens

Knight	2 Tokens
Basic Knight	1 Token
Strong Knight	2 Tokens
Mighty Knight	3 Tokens

***Das Buch zum Spielen* Variants**

The concept of variants has been as old as the game itself. *Das Buch zum Spielen* variants, however, predate *Traders & Barbarians*. As with scenarios, some have been rereleased in various forms: the Catanimals variant, for example, is an updated version of a variant found in this section.

The variants are presented in the order given in *Das Buch zum Spielen*.

Events on Catan

(Ereignisse auf Catan)

by Frauke and Ehermann Lang

Event Table

Roll	Event	Effect
2	Earthquake	Each player with more than 6 roads or 3 ships must remove either an unconnected road/ship or pay two resource cards.
3	Favorable Exchange	Each player may exchange two resource cards in their hand for two other resource cards.
4	Year of Plenty	Each player takes one resource card.
5	Easy Come	The players with the Largest Army and Longest Road each take one resource card.
6	Resupply	Every player with two or fewer resources in their hand takes one resource card.
8	On Welfare	The players with the fewest VP each take one resource card.
9	Easy Go	The players with the Largest Army and Longest Road each discard one resource card.
10	Mercenary	The player to move must place the Robber next to one of their own settlements or cities. The player to the right then chooses one card from the player's hand and discards it.
11	Favorable Winds	Each player receives one resource card for each settlement and city on a harbor.
12	Rearrangement	Each player may take a card from the player on their left.

Additional Rules

- After the dice are rolled, but before the resources are collected, the events as stated on the table occur. No events occur if a 7 is rolled.

Factories on Catan

(Catanische Fabriken)

by Edwin Ruschitzka

Equipment Notes

- 1 Factory is needed for this variant. It is included with *Das Buch zum Spielen*.

Additional Rules

- **Factories:** Factories are placed in the same manner as settlements. If a hex adjacent to a factory produces resources, the owner of the factory may choose to instead produce the resource in another adjacent hex (subject to the Robber).

Player Pieces



Factory

Additional Build Options



Poverty is No Shame

(Armut ist keine Schande)

by Brigitte and Wolfgang Ditt

Additional Rules

- A player receives a Catan chit if they do not gain any resources on the roll of the dice. If a 7 is rolled, all players receive Catan chits.
- A player may, instead of rolling the dice, pay a number of Catan chits equal to their current VP total to name the outcome of the dice. Catan chits are earned as normal.

Variants

- Players may also trade Catan chits.

Revenge is Sweet

(Rache ist Süss)

by Wolfgang Lüdtke

Additional Rules

- A player receives a Catan chit if they do not gain any resources on the roll of the dice.
- A player may pay three Catan chits to move the Robber.

The Fences

{Die Landkreise}

by H. R. Gottwald

Additional Rules

- The Robber may not be placed on any hex entirely surrounded by one player's roads. If a player entirely surrounds a hex containing the Robber with their own roads, the player must then move the Robber.

Castles on Catan

(Burgen auf Catan)

Not Compatible with *Catan: Cities & Knights*

by Fritz Gruber

This variant was also part of *Atlantis*.

Equipment Notes

- A number of Castles are needed for this variant. 1 Castle is provided per player in *Das Buch zum Spielen*, while a common supply of 6 Castles are provided in *Atlantis*. The former is an upright piece, while the latter are flat counter-like pieces.

Player Pieces

	Castle
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Additional Rules

- When a player plays their second Knight card, the player may choose to return both played Knight cards to the bottom of the Development Card deck and build a Castle. If the player declines this option, they may not subsequently build a castle until they play their fourth Knight card (where they may choose to return two played Knight cards for the Castle) and every second Knight card thereafter.
- **Castles:** Castles, when built, are placed on any hex bordering a player's own settlements or cities. Castles prevent the Robber from being moved to the hex. Castles may not be built on the Robber's position.

Volcanoes on Catan

(Vulkane auf Catan)

by Bastian Schultz

This variant was also included in *Atlantis*.

Equipment Notes

- Volcano hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [2], *De Woestijnruiters* [2], and *Die Kolonien Jubiläums-Szenario* [2].

Terrain	Volcano
	Volcano

Preparation Notes

- Volcano hexes receive number tokens, but care must be taken to ensure that each volcano hex receives a different number token.

Setup Notes

- Players may not place their initial settlements adjacent to volcano hexes.

Additional Rules

- **Volcanoes:** Volcanoes produce any resource. However, when they produce, they also erupt. After resources are collected, roll one die. Settlements at the corner of the volcano hex indicated by the outcome of the die are destroyed, while cities are reduced to settlements (destroyed if there are no extra settlements).

Volcania

(Vulkanien)

Not Compatible with *Catan: Cities & Knights*

by Martin and Elke Zierke

Equipment Notes

- Volcano hexes are provided with *Atlantis* (1), *Das Buch zum Spielen* (3), *De Koloniën* (2), *De Woestijnruiters* (2), and *Die Koloniën Jubiläums-Szenario* (2).

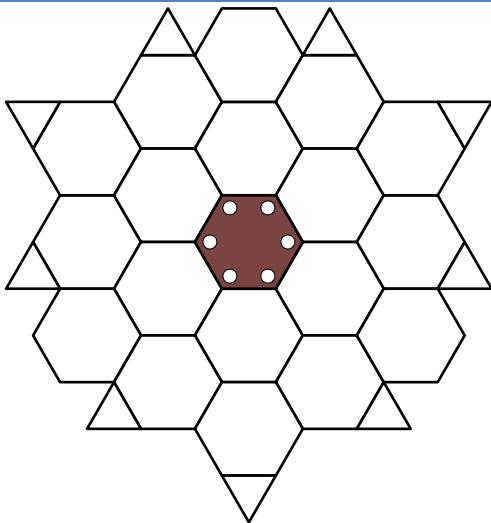
Terrain	
	Volcano

Preparation Notes

- The orientation of the volcano hex is irrelevant in this scenario.
- One number token will not be used. The volcano hex does not receive a number token.

Additional Rules

- **Volcano Eruption:** A player may decline to move the Robber whenever a 7 is rolled. However, the volcano erupts if this happens. When the volcano erupts, the five number tokens on the hexes next to the volcano rotate one position clockwise (skipping the desert hex as normal). If the Robber is on one of these hexes, it is moved with the number token.
- A player may discard Knight card to prevent volcano eruptions.



Recommended Setup

Terrain

							
Coastal	2	3	3	2	3	0	1
Interior	1	1	1	1	1	1	0

Number Tokens

	(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
Coastal	0	2	2	2	1	1	2	1	2	0
Interior	1	0	0	0	1	1	0	1	0	1

Harbors

					
1	1	1	1	1	4

Dragonslayers

(Drachenkampfer)

Not Compatible with *Catan: Cities & Knights*

by Wolfgang Lüdtke

Equipment Notes

- Volcano hexes are provided with *Atlantis* (1), *Das Buch zum Spielen* (3), *De Koloniën* (2), *De Woestijnruiters* (2), and *Die Kolonien Jubiläums-Szenario* (2).
- 1 Dragon figure is needed for this variant, which is provided with *Das Buch zum Spielen*. In *Das Buch zum Spielen*, the art for the Dragon figure is the same as the one used for Ismai the Green Dragon in the *Catan Card Game*.
- 1 Spinner hex is needed for this variant.

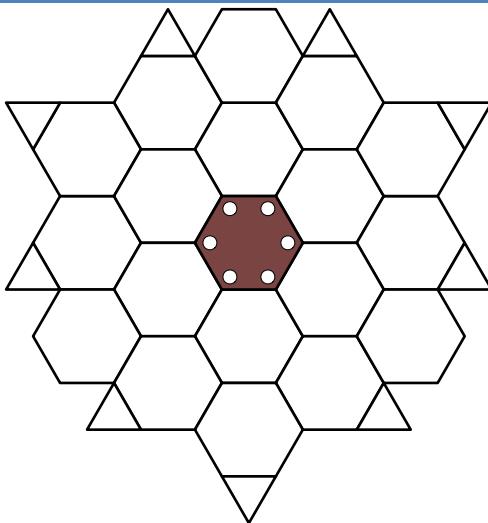
Terrain	
	Volcano

Preparation Notes

- The orientation of the volcano hex is irrelevant in this scenario.
- The volcano hex does not receive a number token.

Additional Rules

- The presence of the Dragon prevents the production of the hex it is on, as with the Robber.
- **Flight of the Dragon:** After players complete their turn, the Dragon moves. The spinner hex is spun, and the dragon flies in the indicated direction a number of spaces equal to the roll of a die, skipping the volcano hex. If the dragon flies off the board, it reappears on the opposite end of the board and continues in the indicated direction.
- **Attack of the Dragon:** After the Dragon moves, every player with a settlement or city adjacent to the hex at the Dragon's location loses one resource card per adjacent settlement and city. The cards lost are selected at random by the players to their left, and placed on the volcano hex.
- **Slaying the Dragon:** If a player loses resources due to the Dragon, the player may attempt to slay the Dragon before any resources are lost, provided they have at least one Knight card played. If multiple players attempt to slay the Dragon, the player with the most Knight cards (and fewer VP in case of a tie) will make the first attempt. One die is rolled, and if the player has more played Knight cards than the outcome of the die, the Dragon is slain, and the player receives one Catan chit, worth 1 VP, as well as three resources of their choosing from the volcano hex. The Dragon is returned to the volcano hex, and no player loses resources.



Recommended Setup

Terrain

					
3	4	4	3	4	1

Number Tokens

(2)	(3)	(4)	(5)	(6)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	2	2	2	2	1

Harbors

					
1	1	1	1	1	4

The Magic 7

[Die Magische 7]

by Silke Dennenmoser

This variant is also available in *Atlantis*.

Equipment Notes

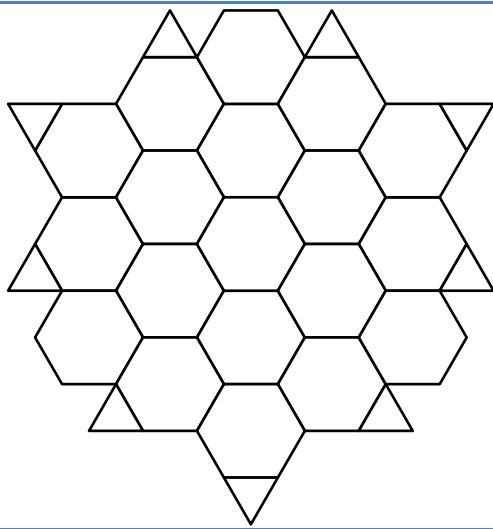
- Citadel hexes are provided with *Atlantis* [1] and *Das Buch zum Spielen* [1].
- 7 are provided with *Atlantis* [1] and *Das Buch zum Spielen* [1]. This number token is known as "the magic 7", and denotes a 1 on one die and 6 on the other.

Preparation Notes

- 7 must be assigned to the citadel hex.

Additional Rules

- The Robber may not be placed on the citadel.
- **The Citadel:** The citadel produces **Development Cards** or **Progress Cards**. As with resources, settlements adjacent to citadel hexes produce one card, and cities produce two.



Recommended Setup

Terrain

Hexagon						
3	4	4	3	4	1	

Number Tokens

(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)
1	2	2	2	2	1	2	2	2	2	1

Harbors

Triangle	Triangle	Triangle	Triangle	Triangle	Triangle
1	1	1	1	1	4

The Enchanted Island

(Die Verzauberte Insel)

by Fritz Gruber

Equipment Notes

- Citadel hexes are provided with *Atlantis* (1) and *Das Buch zum Spielen* (1).

Additional Rules

- The Citadel:** If a player builds a settlement adjacent to a citadel hex, the player may exchange any two number tokens on the same island as the citadel hex, except for ②, ⑥, ⑧, ⑫.

Terrain	
	Citadel

Catan is Round

(Catan ist Rund)

Preparation Notes

- Extending out from the four corners of the game board are new edges called circumnavigating edges, leading to isolated intersections.

Additional Rules

- Circumnavigating Ships:** Players may build ships on the new intersections, termed "circumnavigating ships". Shipping lines that reach circumnavigating intersections on the top end of the board are considered connected to shipping lines that are connected to their counterparts at the bottom end of the board.
- Ships may not be moved to the circumnavigating ship intersections.

Additional Build Options	
Circumnavigating Ship	

Balloon Riders

(Ballonfahrer)

Not Compatible with *Catan: Cities & Knights*

by Clemens Henze, Volker Busch, and Christoph Schäfer

Equipment Notes

- 1 Balloon per player is needed for this variant. This is provided in *Das Buch zum Spielen*.
- 1 Spinner hex is needed for this variant. This is provided in *Das Buch zum Spielen*.

Player Pieces



Balloon

Preparation Notes

- If *Seafarers* is used, each player begins with only 5 ships.

Additional Rules

- **Balloons:** Once built, balloons are placed in the center of a hex bordering a player's own settlements or cities. Balloons may move immediately upon being built.
- **Moving Balloons:** Balloons must move in the direction indicated by the spinner hex. A balloon may move up to three hexes per turn, but each hex moved requires the Move Balloon cost to be paid.
- **Changing Winds:** The spinner hex is spun whenever a 10 is rolled. A player may also return an unplayed Knight card to the bottom of the Development Card deck to spin the spinner hex.
- **Settling Balloons:** A player may also choose to build a settlement on an intersection adjacent to the balloon's position in the direction of the spinner hex. This destroys the balloon.
- **Unexplored Terrain:** Balloons may fly over unexplored terrain. If a balloon chooses to land on unexplored terrain, the hex is placed from the reserve at the balloon's location. If it is an ocean hex, the balloon is lost. Otherwise, normal rules for unexplored terrain apply.

Variants

- If the balloon flies over the hex with the Robber, the player on the left of the player to move may steal a resource card from the player to move.

Additional Build Options

Balloon	A yellow square above three green squares.
Move Balloon	A yellow square next to a green square.

or

Atlantis

by Stefan Röse

Equipment Notes

- A supply of Flood Tokens are needed for this scenario.

Additional Rules

- The Robber may not be moved to a hex with six flood tokens.
- **The Flood:** After resources are rolled, one Flood Token is placed on any coastal hex with a number token matching the number rolled. If a hex contains seven flood tokens, the hex is considered flooded. The number token is removed and the hex is replaced with an ocean hex. If settlements, cities, or roads are entirely surrounded by ocean hexes due to a flood, they are removed. Harbors are only removed if neither end touches land. If the Robber is on a hex which is flooded, it is moved to the desert hex.
- Islands may split into two islands as a result of flooding. If a player only has settlements and cities on one side prior to the flood and subsequently settles on the other side, the settlement is worth 1 additional VP.

Game End

The game ends as normal. The game may also end if 7 hexes are flooded in a 3-player game, 8 hexes in a 4-player game, 10 hexes in a 5-player game, and 12 hexes in a 6-player game. In this case, the player with the most VP wins.

The Specialist Rules

(Die Spezialisten-Regel)

by Stefan Risthaus

This variant was also available in the German language *Atlantis* expansion, and is a generalization of the scenario of the same name.

Equipment Notes

- 5 Scoring Cards are needed for this variant, one per resource.

The Catanimals can also be used for the same purpose, as they act as resource-specific scoring cards in their own variant.

Setup Notes

- Each player begins with three initial settlements.

Additional Rules

- If a 7 is rolled on any player's first turn, the dice are rerolled.
- **Specialists:** When a player builds a settlement or city (including after initial setup), compute any changes in Specialist Points. Each settlement gives its owner one Specialist Point in each of the three types of resources corresponding to the three adjacent terrain hexes, while each city gives its owner two Specialist Points. The player with the most Specialist Points (at least 4) in a particular resource is deemed the Specialist in that resource, worth 1 VP. Specialists gain one of their corresponding resource in each of their turns.

Game End

The game ends as normal. A player may also win if the player is the Specialist in four resources.

Blockade

{Handelsblockade}

Additional Rules

- The Pirate blocks the use of harbors.

Ship Sinking

(Schiffe Versenken)

by Anja Kirchmaier

Additional Rules

- If the Pirate is moved to the end of an open shipping line, the player may, instead of taking a resource card, attack the last ship on the end of an adjacent open shipping line. The defending player then rolls the dice: if the number rolled is even, the ship is lost. Otherwise, the Pirate is defeated, and the defending player may move the Pirate.

Variants

- Any ship in any shipping line may be attacked. If a shipping line is disconnected on both ends as a result of a Pirate attack, it must be reconnected before ships can be built elsewhere.

Capturing Ships

(Schiffe Kapern)

by Anja Kirchmaier

Additional Rules

- The Pirate may only be moved on a roll of 7.
- A player may choose to attempt to capture an adjacent opposing ship instead of stealing resources. To do so, the player must pay . The attacking player then rolls the dice: if the number rolled is even, the ship is captured. Otherwise, the Pirate is defeated, and the defending player may move the Pirate.
- Captured ships count towards the Largest Army.
- Players may trade [ransom] captured ships. Any captured ships returned to their owners may be rebuilt.

Miscellaneous Variants

Some official variants have been published outside of major sources. They include the ones that are in this section of the guide.

In the Jungle

(Im Dschungel)

Not Compatible with *Catan: Cities & Knights*

Equipment Notes

- Jungle hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Koloniën* [3], *De Woestijnruiters* [3], and *Die Kolonien Jubiläums-Szenario* [3].
- 30 Discovery Tokens are required for this variant.

Terrain	
	Jungle

Preparation Notes

- Replace the most favorable pasture hex with the jungle hex, unless the hex is assigned ②, ⑥, ⑧, or ⑯, in which case another hex (preferably pasture) should be replaced.
- The Robber, if present, starts in a jungle hex.

Additional Rules

- Jungle:** Jungles produce Discovery Tokens, which may be used as a substitute for any resource in purchasing a Development Card. Settlements next to jungles produce one Discovery Token, while cities produce two. Discovery tokens are not resources, and may not be stolen or traded.

The City Walls

(Die Stadtmauern)

Not Compatible with *Catan: Cities & Knights*

This scenario essentially takes one rule from *Catan: Cities & Knights* and repackages it into a variant. It was originally published in *Atlantis*.

Equipment Notes

- 7 City Walls are needed for this variant. Unlike *Cities & Knights*, they are a common supply.

Additional Rules

- **City Walls:** Each city can be upgraded with a city wall. Each city wall increases the hand limit by two cards. If the city is subsequently reduced to a settlement, the city walls are destroyed.

Game End

Game is to one more point than normal.

Additional Build Options

City Walls



Settlers with Walls

(Siedler mit Mauern)

by Jan Creutzberg

Equipment Notes

- 1 Greatest Wall scoring card is needed for this variant.

Additional Rules

- The Robber may only move to any hex up to three hexes away from its present location.
- **Walls:** Players may upgrade their roads into walls, represented by two road pieces. Walls impede the path of the Robber, but a hex may not be entirely surrounded by walls.
- **Greatest Wall:** The player with the longest continuous wall (at least three segments) is awarded the Greatest Wall. This is worth 2 VP.

Additional Build Options	
Walls	

Earthquakes

(Erdbeben)

Not Compatible with *Catan: Cities & Knights*

by Thomas Haselwander

Equipment Notes

- 2 Earthquake Development Cards are needed for this variant

Additional Card Manifest

Name	Effect
Earthquake	An opponent must reduce a city to a settlement.

Additional Rules

- Players may only be targeted by the Earthquake card once per game.

Strong 3:1 Harbors

{3:1 Häfen stärken}

by Reiner Düren

Additional Rules

- If a player has settlements or cities at two 3:1 harbors, then they made trade in any three resources for a single resource. This is negated in *Catan: Seafarers* when the Pirate occupies either harbor.

The Football Fields

(Das Fußballfeld)

by Peter Höing

This was originally an independent variant published by the West Münsterland Catan Club, which was then republished in the *Catanism* blog by Dr. Reiner Düren in 2010, as a blog entry connecting *The Rivals for Catan* (the then-upcoming revision of the *Catan Card Game*) with a fictional narrative of the history of association football in Catan. The story makes many frequent references to the England-Germany football rivalry, as well as the 2010 FIFA World Cup in South Africa. The version of the rules is the ones as presented in *Catanism*; the original rules differ slightly.

Equipment Notes

- A football field hex is required for this variant. The football field hex is separated into two halves, forming opposite ends of the football field. The vertices of the football field hex represent the four corners and the two ends of the center line of the field.

Terrain
 Football Field

Preparation Notes

- Replace a pasture hex with the football field hex, and assign it a number token.

Additional Rules

- **The Football Teams:** A player with a settlement or city on any of the four corner vertices are considered to be one of the two teams playing in the match whenever the football field produces. If only one player has a settlement or city on any of the four corner vertices, or if both ends are settled by the same player, the player plays the bank in the match.
- **The Football Match:** Whenever the football field produces, a match occurs. Each side rolls one die, with the side rolling the higher number winning the match. (All draws are final.) **Knights (active or not) adjacent to the soccer field hex belonging to either competitor have their strength values added to the number rolled.** The winner of the match receives ; in the event of a draw, both sides receive .
- **Betting on Matches:** A player with a settlement or city at either end of the center line may bet on the winner of the match. However, if a player is also playing in the match, they may not bet against themselves. A player bets any one resource of their choosing, and wins an identical resource from the bank if the side that they back is victorious. The bet is returned on a draw, and lost on a loss.

Variants

- In the original rules, players won two resources of their choosing and, if they have a city adjacent to the field, one of their associated commodities, if any, for winning the match. In a draw, both players won  and, if they have a city, .
- In the original rules, any player may bet on the match. Settlements and cities on either end of the center line may treat the football field hex as a regular pasture hex.
- In the original rules, only Knights adjacent to both their settlement and the football field hex contributed their strengths.

The Helpers of Catan

(Die Helfer von Catan)

Not Compatible with *Catan: Cities & Knights*

This variant was introduced in the 2010 edition of *Catan-News*, and bridged together the characters of the *Catan* universe (as seen in *The Rivals for Catan*, the *Catan Adventures* line of games, as well as newer implementations of *Settlers* on computers) with the *Settlers* gameplay.

Equipment Notes

- 10 Helper Cards are needed for this variant. Helper Cards have an A side and B side, although the card text on both sides are identical.

Helper Card Deck Manifest

Card	No.	Ability
Merchant	1	Forced Trade: On your turn, you may ask two players for any one resource. For any resources you receive, you must give the player back one resource.
William	2	Road Building Assistance: Once per turn you may replace one resource in building a road by any other resource.
Marianne	3	Resource Balance: Except on a roll of 7, if you do not produce resources, you may take any one resource of your choosing.
Louis	4	Road Shift: Once per turn you may remove a road and place it in any other legal location.
Siegfried	5	Protection from the 7: You do not lose resources if you exceed your hand limit when a 7 is rolled. If you have less than 7 resources in your hand, you may take one resource before the Robber is moved.
Candamir	6	Development Card Search: Once per turn you may substitute any one resource used in purchasing a Development Card with any other resource. If this is done, draw three Development Cards and keep one. Shuffle the Development Card deck afterwards.
Vincent		Swords into Plows: Once per turn a player may discard a played Knight Development Card to build a settlement for or a city for .
Hildegard		Resources for Arms: Once per turn you may take a resource from any player with more VP.
Jean		Free Port: Select a resource. You may trade it at 2:1.
Robber Bride		Robbers in the Desert: At the start of your turn, before the dice are rolled, you may move the Robber back to the desert hex. Take one resource corresponding to the Robber's former location.
Lin		

Setup Notes

- Arrange each card with their A side up, with the six cards with numbers on top in numerical order. Each player, when placing their second settlement, takes the lowest-numbered remaining Helper Card. The remaining cards are placed beside the board.

Additional Rules

- **Helpers:** Each Helper provides a special ability. After a player uses it, they may either exchange the Helper Card for any other unclaimed Helper Card, or retain it for a second use. A player must exchange the Helper Card for a new Helper Card once the ability is used a second time. Helpers may be used on the same turn as they are claimed, but they cannot be used during the Special Build Phase. (**Note:** on a real card the A and B sides are only used to indicate how many times the ability has been used – A being unused and B being once-used.)

The Catanimals

The Catanimals are a set of five plush dolls in the five resources first released in 2010 by Mayfair Games. Though released simply as a simple product for fans to enjoy, a variant using them was published at the end of the year.

Additional Rules

- When a player builds a settlement or city, including after initial setup, compute any changes in Catanimal Points. Each settlement gives its owner one Catanimal Point in each of the resources corresponding to the three adjacent hexes, while each city gives its owner two Catanimal Points. 2:1 harbors also grant Catanimal Points on the same basis. The player with the most Catanimal Points (at least 3) in a particular resource gains ownership of the Catanimal, worth 1 VP.

Game End

Game is to 2 more VP than normal in a 3-4 player game and 1 more VP than normal in a 5-6 player game.

Bonus Section

The previous sections have outlined every officially published scenario and variant, but many of these authors have published other scenarios. While they have never been published in any official scenario and variant collection, this guide will honor their creations in a similar manner. The Bonus Volume is more than a mere collection of fanmade scenarios and variants: if this was the case, this guide will certainly be not enough to hold them all. It is just a showcase of the other *Catan*-related works of the designers of official scenarios and variants.

It is amazing the number of notable board game folks that have contributed to the phenomenon that is *The Settlers of Catan*. Among authors who have contributed include Andreas Seyfarth (*Puerto Rico*, *Thurn & Taxis*), Brigitte and Wolfgang Ditt (*Big Points*, *Nautilus*), and Stefan Risthaus (*Ostia*, *Monuments: Wonders of Antiquity*). Each of the scenarios they contributed have added a fun element to *Catan*, and there are likely many more by many others where the same ideas came from.

Like many other scenarios and variants in this guide, this guide may be the first time that the scenarios they have created have been published in the English language.

At Him with a Roar

(Auf ihn mit Gebrüil)

by Brigitte and Wolfgang Ditt

Preparation Notes

- Each player is allotted hexes, number tokens, and harbors. The wool player on the two islands on the left side of the board, the lumber player on the island in the middle, and the grain player on the two islands on the right end of the board.
- Players may place their hexes any way they wish within their own area, but there are restrictions on how the number tokens may be placed: harbors may not be placed facing adjacent edges, must face different hexes, and 2:1 harbors may not be placed next to their corresponding resource hex. The wool player must place their ②, ⑤, and ⑥ on one island and the ⑨, ⑩, and ⑪ on their other island. The grain player must place their ③, ④, and ⑤ on one island and the ⑧, ⑨, and ⑫ on their other island. The lumber player must have their ⑦ and ⑧ on opposite sides of the desert hex.
- The lumber player moves first, followed by the wool and grain players.

Setup Notes

- The distance rule may be violated during initial setup.
- Players may only setup their initial settlements on their own islands.

Game End

Game is to 10 points. Play in a three-game total-points set, with each player rotating among the wool, grain, and lumber player roles.

3 Player Setup												
Terrain												
	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Grain Player	1	2	1	1	1	1	0	0	0	0	0	0
Lumber Player	1	1	2	1	1	1	0	0	0	0	0	2
Wool Player	1	1	1	1	1	2	0	0	0	0	0	0
All Other Areas	0	0	0	0	0	0	1	20	0	0	0	0
Number Tokens												
	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫	
Grain Player	0	1	1	1	0	1	1	0	0	0	1	
Lumber Player	0	1	1	0	1	1	0	1	1	1	0	
Wool Player	1	0	0	1	1	0	1	1	1	1	0	
Harbors												
	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩	⑪	⑫
Grain Player	0	1	0	0	0	0	0	0	0	0	1	
Lumber Player	0	0	1	0	0	0	0	0	0	0	1	
Wool Player	0	0	0	0	0	1	0	1	1	1	1	

The Magic Island

[Die Zauberinsel]

Requires *Catan: Cities & Knights*

by Dr. Reiner Düren

This scenario is said to be *Catan: Cities & Knights* meets *Catan Card Game: Wizards & Dragons*.

Equipment Notes

- Citadel hexes are provided with *Atlantis* [1] and *Das Buch zum Spielen* [1].
- Jungle hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Kolonien* [3], *De Woestijnruiters* [3], and *Die Kolonien Jubiläums-Szenario* [3].
- Volcano hexes are provided with *Atlantis* [1], *Das Buch zum Spielen* [3], *De Kolonien* [2], *De Woestijnruiters* [2], and *Die Kolonien Jubiläums-Szenario* [2].
- Consult with the manifests for needed cards from the *Catan Card Game*.
- A Defender of Catan card is used to denote the Greatest Magician.

Terrain	
	Citadel
	Jungle
	Volcano

Standard Development Card Deck Manifest

Name	CCG Set	Type	Cost	Effect
Archivist	P&I	Action Neutral		Draw up to six cards from any Progress Card deck, and return them to the top of the deck in any order. May only be played if the player has the Town Hall city improvement (Politics, Level 1).
Baroc the Mercenary	B&T	Regional Expansion Knight		1 SP / 0 TP – Basic Knight Receives every time a 7 is rolled.
Bodo the Peaceful	K&M	Regional Expansion Knight		2 SP / 2 TP – Strong Knight
Conrad the Swift	Base	Regional Expansion Knight		2 SP / 1 TP – Basic Knight
Council Meeting	P&I	Action Neutral		Return an unplayed Development Card under its corresponding stack, and then search through either Development Card stack for any two Development Cards of your choosing.
Eryn the Druid	B&T	Action Neutral		May only be played if the player does not have a citadel. The player collects one resource (not commodity) for each citadel on the board.
Falk the Fair	Base	Regional Expansion Knight		1 SP / 5 TP – Mighty Knight
Flagship	B&T	Regional Expansion Fleet		Protects against the effects of the Pirate Fleet. The player also does not contribute any resources to the Barbarian Island.
Gotz Ironfist	Base	Regional Expansion Knight		5 SP / 2 TP – Mighty Knight
Guido the Great Diplomat	A&B	Action Attack		May only be played if the player is not leading. Take the topmost Attack Action card from the discard pile.
Gunther the Master Merchant	B&T	Action Neutral		Allows the player to take one resource (not commodity) for every two ships played.
Hagen the Sinister	Base	Regional Expansion Knight		1 SP / 2 TP – Basic Knight
Ingo the Skillful	S&P	Regional Expansion Knight		3 SP / 3 TP – Mighty Knight
Johanna the Warrior-Maiden	B&T	Regional Expansion Knight		3 SP / 0 TP – Basic Knight Reduces the SP of Dragons to 2.
Joust	A&B	Action Attack		Select one of your knights and one opposing knight. Both owners must then roll one die and add its result to their knight's TP value. The player with the highest total may take one resource from their opponent and one resource from the general supply.
Karl the Strong	Base	Regional Expansion Knight		7 SP / 1 TP – Mighty Knight
Land Reform	S&P	Action Neutral		Exchange two hexes on the main island (except the citadel) or on islands connected to the main island by your own shipping routes.
Mayor	T&C	Action Neutral		Receive one resource for each city or metropolis.
Otto the Berserker	Base	Regional Expansion Knight		3 SP / 2 TP – Strong Knight
Pippin the Short	Base	Regional Expansion Knight		1 SP / 3 TP – Strong Knight
Pirate Fleet	K&M S&P	Regional Expansion Fleet		Discard the card at a later time and pay to remove the last ship in an opponent's open shipping line and place one of their own ships.

Bonus Section

The Magic Island

Name	CCG Set	Type	Cost	Effect
Richard the Vengeful	T&C	Regional Expansion Knight	█ █	1 SP / 1 TP – Basic Knight Discard the card at a later time and pay ⚪ to make an attempt to remove an opposing knight from the board. One die is rolled, and on a roll of 1-5, the opposing knight is removed. On a roll of 6, the opponent may choose one of the player's knights to remove. (This is functional to Black Knight from the <i>Catan Card Game</i> .)
Roland the Hammer Scout	K&M	Regional Expansion Knight	██████	1 SP / 7 TP – Mighty Knight
Siegfried Lackland	Base S&P	Action Defense		Choose the terrain or number token assigned when discovery occurs, or the number token assigned when Land: Change Thyself! is used.
Sigmund the Sea Hero	B&T	Action Defense		Protects against the effect of Pirate Fleets.
Sven the Merchant-Knight	B&T	Regional Expansion Knight	█ █	0 SP / 2 TP – Basic Knight Discard the card at a later time and pay ⚪ to move the merchant to a hex adjacent to Sven's former location.
Walter the Recreant	Base	Regional Expansion Knight	█ █ █	3 SP / 1 TP – Strong Knight

Magic Development Card Deck Manifest

Name	CCG Set	Type	Cost	Effect
Ari	W&D	Citadel Expansion Wizard	🟡🟡	
Arsa	W&D	Citadel Expansion Wizard	🟠🟡	
Better World	W&D	Magic Action Neutral	█	Remove the pirate from the game. No action is subsequently taken if the ship appears on the event die.
By Magic's Hand	W&D	Magic Action Attack	█	Take a Magic Book from an opponent.
Change Places!	W&D	Magic Book Neutral	█ █	Switch the locations of two of your knights.
Hafli	W&D	Citadel Expansion Wizard	█ █	
Hor	W&D	Citadel Expansion Wizard	█ █	
Inspiration	W&D	Magic Book Neutral	█ █	Draw the top two cards from two Progress Card decks. Any cards in excess of the Progress Card limit must be returned to the bottom of their decks at the end of the turn.
Ira	W&D	Citadel Expansion Wizard	█ █	
Knowledge of the Ancients	W&D	Magic Action Neutral	█ █	Take an Action or Magic Action card from the discard pile.
Land, Change Thyself!	W&D	Magic Action Neutral	█	Exchange a desert or the jungle hex for any hex in the reserve. If it is replaced with a land hex producing resources, a number token is also randomly taken out of the reserve and assigned to that hex.
Magic Potion	W&D	Magic Book Neutral	█ █	Double the SP or TP of the targeted knight.
Magical Eye	W&D	Magic Book Neutral	█	Search through either Development Card deck and take one card. Return an unplayed card of the same type (standard or magic) to the same deck.
Materialization	W&D	Magic Action Neutral	█	Either upgrade a settlement to a city for free, relocate an existing settlement, or upgrade a city improvement by two levels (if the requirements of both levels are met).
Prophecy	W&D	Magic Book Neutral	█	Peek the top card in both Development Card piles.
Tali	W&D	Citadel Expansion Wizard	█ █	
Timejump	W&D	Magic Book Defense	█ █	Negate the roll of the event die. The Event Die must then be rerolled.
Wheel of Time	W&D	Magic Book Neutral	█ █	May only be activated before the dice are rolled. Choose the result of the Event Die roll.
Witch	W&D	Magic Action Attack	█	May only be played if a player has two wizards. An opponent loses one level of city improvement of the player's choosing. Cannot be used to reduce a fourth- or fifth-level improvement.
Wizards Alliance	B&T	Citadel Expansion Wizard	🟡	May only be played if another player has a Wizard.
Wizard's Duel	W&D	Magic Action Attack	█	Select an opposing wizard. Both owners roll one die, and add the result to the stored magic on the wizard. The player with the lowest total must return their wizard to the bottom of the Magic Development Card deck.

Other Required Cards from the *Catan Card Game*

Name	CCG Set	Type	Cost	Effect
Ismai the Green Dragon	W&D	Citadel Expansion Dragon		4 SP / 0 TP
Samsor the Black Dragon	W&D	Citadel Expansion Dragon		6 SP / 0 TP

Preparation Notes

- The bottom eight cards of the Standard Development Card Deck must consist of the following, in any order: Eryn the Druid, Falk the Fair, Gotz Ironfist, Guido the Great Diplomat, Ingo the Skilled, Karl the Strong, Mayor, and Roland the Hammer.
- Place Ismai the Green Dragon on the lower-right volcano hex, and Samsor the Black Dragon on the upper-left volcano hex. The two islands are collectively known as the Dragon Islands.
- The island with the single mountain hex is known as the Barbarian Island.
- Place 8 Gold Pieces on the lower-right gold field hex, and 12 on the upper-left gold field hex. Place 1 Gold Piece on the Barbarian Island.
- Set the desert hexes aside from the rest of the reserve.

Setup Notes

- Players must set up their initial settlements on the central island, but not adjacent to the citadel hex.

Card Changes

Name	Type	Effect
Deserter	Progress – Politics	Steals an opponent's Knight card instead of playing a new one. Johanna the Warrior-Maiden is immune to the effects of the Deserter.
Inventor	Progress – Science	May only exchange number tokens on the main island, and any island connect to it by the player's own shipping routes.
Smith	Progress – Science	Can only be played if you have two unplayed Knight cards of the appropriate rank to replace the outgoing Knights, which are discarded.
Spy	Progress – Politics	Can be used against Development and Progress cards, but not both at the same time.
Warlord	Progress – Politics	Reduces the cost of initial activation by

Additional Rules

- The robber may not move during the first two sets of turns; if a 7 is rolled, the player may take any resource. Thereafter, the robber is confined to the central island and any islands connected to it by shipping lines.
- If a player expands into explored terrain, discovery occurs. Place a hex in the empty space, and, if it is a land hex producing resources, a number token is assigned from the reserve, ensuring that and are not in adjacent hexes and and are not in adjacent hexes. One resource corresponding to the type of land hex discovered is also taken as a reward for discovery.
- The first settlement a player builds on each outlying island is worth one extra victory point.
- Players may not expand to either of the Dragon Islands until the dragon is absent and all gold pieces are removed from the island.
- Players may not expand to the Barbarian Island.
- The first player to have a line of ships reaching the Barbarian Island receives the gold piece there.
- Gold pieces are not resources; they do not contribute against the hand limit, but may be traded with other players. Players may also purchase any other resource for three gold pieces, and trade resources for gold.
- Barbarians and Pirates:** The barbarian track is not used. When a ship appears on the event die, the pirate is moved one harbor clockwise around the island. No resources are stolen from movement of the pirate. The pirate blocks the use of the harbor it is on. If the pirate returns to its starting point, and there are no resources placed on the island, each player must place one resource card, chosen by the player on their left, on the island. Any player may claim resources on the Barbarian Island with a Knight adjacent to the island when it produces.
- Desertification:** If the pirate returns to the Barbarian Island while there are resources, desertification occurs. After resources are collected, one field, forest, or pasture hex that produced is replaced with a desert hex, and its number token placed into the reserve. No desertification occurs, however, if a 7 was rolled, if the pirate was displaced to the Barbarian Island, if there are no desert hexes in reserve, or if there are no eligible hexes to desertify. The robber remains in place if the hex it is on is desertified, but the merchant is removed from the board.
- A player may draw from the Magic Development Card deck only if they have a settlement adjacent to the citadel hex.
- Each player may have up to four unplayed Development Cards. If a player ends with a fifth Development Card, one has to be returned to the appropriate deck.
- Knights:** Knights are not placed conventionally – rather, they are placed by the Development Cards. Basic Knights cost the resources listed on the card, while Strong and Mighty Knights cost any three of the resources listed on the card. In addition, Mighty Knights require that the player have the Fortress City Improvement, as per the normal rules. Knights are placed on intersections adjacent to a player's own settlements or cities. If a Knight is removed from play, the card is discarded as with any other Development Card, and the Knight piece representing the card is returned to the player.
- Catan chits placed on Knights are worth one victory point as long as the knight remains in play.
- When dispatching the pirate, Basic Knights displace the pirate by one harbor, Strong Knights by two harbors, and Mighty Knights three.
- Knight Activation:** Basic Knights are placed activated. Strong and Mighty Knights are inactive to begin, and the cost of first activation is the difference between the resources listed on the card and the costs already paid for the placement for the Knight. Each subsequent activation for any knight costs the usual amount.
- Knight Displacement:** Knights displace other Knights based solely on their TP value. Thus, it is possible for a Mighty Knight (Karl the Strong) to be displaced by a Basic Knight (Hagen the Sinister).
- Largest Army:** The player with the greatest combined SP and TP of their knights (at least 6) receives the Largest Army.

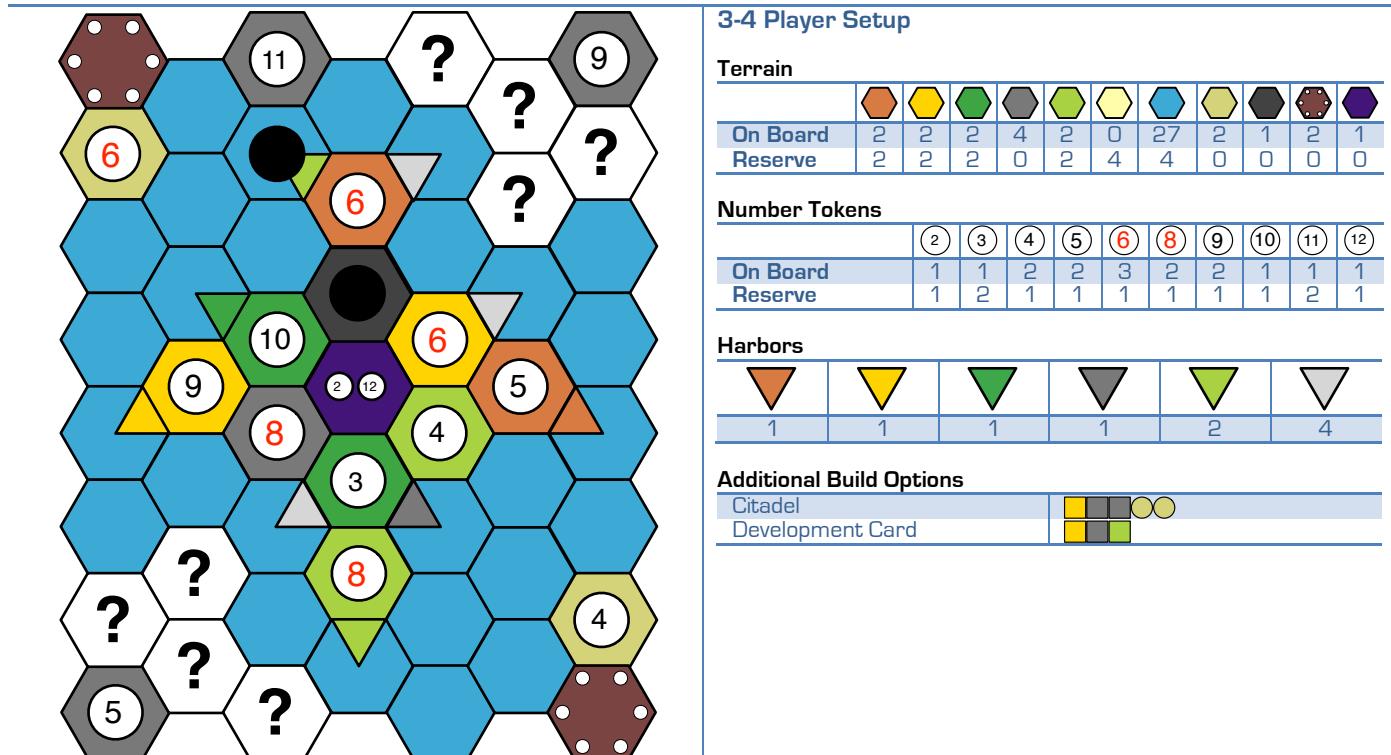
Bonus Section

The Magic Island

- **Slaying the Dragons:** If the player has an activated Knight on either of the Dragon Islands while the dragon is present, they may attempt to slay the dragon. Both dice are rolled, with the outcome on the yellow die added to the SP of the Knight and the outcome on the red die added to the SP of the dragon [note the effect of Johanna the Warrior-Maiden]. If the dragon wins, the Knight is discarded. If the outcome is a draw, the Knight is deactivated. If the Knight wins, the Knight is deactivated, the dragon card is removed from the board, and one Catan chit is placed on the Knight card. If the Knight's SP is less than that of the defeated dragon, the player also gains gold pieces equal to the difference.
 - **Assisted Slaying:** When a Knight challenges a dragon, an opposing activated Knight on the same island may assist. In this case, the dice are rolled twice, with the lower of the two red die outcomes added to the dragons' SP while the higher of the two yellow die outcomes added to the combined SP of the two knights. As with a single Knight attack, the Knights are discarded if they are defeated, deactivated if the outcome is a draw, and deactivated with a Catan chit added to the Knights if the Knights win. Any gold pieces earned from the SP difference is split equally among the two players; if there is an odd number the player with the Knight with the lower SP earns the odd gold piece.
 - **Treasures:** If the dragon on a Dragon Island has been defeated, the gold pieces on the gold field on the island may be claimed. Whenever the gold field produces, each player with a Knight (active or not) adjacent to the gold field earns one gold pieces from among those that are placed on the hex. If there are not enough for all players, the Knights that defeated the Dragon receive priority, with TP acting as a secondary tiebreaker.
 - **Settling the Dragon Islands:** Once all gold pieces are removed from the island, a number token is assigned to the volcano hex from the reserves. Both the gold field and volcano produces resources [not gold pieces] whenever they produce. Settlements adjacent to the volcano hex that are not also adjacent to the gold field may not be upgraded to cities.
 - **Volcano Eruption:** When the "opposite number" to the number token is rolled [that is, 2 if ⑫ is rolled, 3 if ⑪ is rolled, and so on], the volcano erupts. Roll one die. Any settlement in the direction of the number indicated on the die is destroyed. Cities affected are reduced to settlements, while cities with City Walls merely lose them.
 - **Citadel:** The citadel produces Magic Development Cards. Players may not build on the edges of the citadel hex, and the distance rule is ignored for the six intersections around the citadel hex. Citadels function as settlements, but are represented by cities – this means that only one resource is collected instead of two when neighboring terrain produces, citadels cannot be expanded with City Walls, and [3rd edition *Cities & Knights* only] may not be targeted by the Saboteur. A player may have at most one citadel, which may not be upgraded to "city strength".
 - **Wizards:** Wizards may be played for the cost on the card if the player has a citadel. Citadels are worth one victory point if the player does not have a wizard, and two if the player does. Wizards may gain magic by exchanging their corresponding resource for magic [for Ari and Wizard's Alliance, gold pieces].
 - **Magic Books:** A player may play up to four Magic Books. It costs nothing to play a Magic Book, and the effects of the Magic Book may be activated for the cost indicated on the card.
 - **Greatest Magician:** The player with the most Wizards is the Greatest Magician, worth one VP. If multiple players are tied, the player with Ari (if among the tied players) earns the title.

Game End

Game is to 18 points.



The Wall Peckers

(Die Mauerspechte)

This scenario was touted as the last *Settlers of Catan* scenario produced by the Ditt family. It marked the 15th anniversary of the German reunification.

Equipment Notes

- 12 wall pieces are needed for this scenario; one each of the lower wall portions, and two each of the upper wall portions.
- 6 Hotel Cards are needed for this scenario.
- Two scoring cards are needed: Best Wall Pecker and Best Raver.

Hotel Card Manifest

Hotel	Cost with (4) (10)	Cost with (5) (9)	Cost with (6) (8)
Alexanderplatz			
Brandenburg Gate			
Friedrichstraße			
Potsdamer Platz			
Stadtmitte			
Unter den Linden			

Preparation Notes

- Each wall piece represents the Berlin Wall, separating East and West Berlin. Place a lower wall portion at the locations indicated with the red and white lines, and an upper wall portion on top.
- Each Hotel Card (Alexanderplatz, Brandenburg Gate, Friedrichstraße, Potsdamer Platz, Stadtmitte, and Unter den Linden) is associated with a hex, marked by their corresponding initial letters.
- The hex marked with ♠ represents the Tiergarten.
- **Variable Setup:** The hex fields, except for the hotel hexes, may be freely rearranged.

Setup Notes

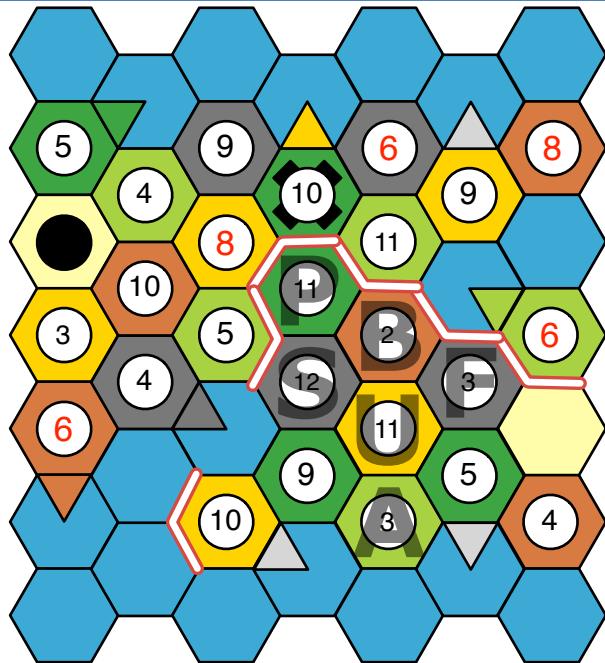
- Players must build one initial settlement on either side of the wall. Players may not build their settlements on the wall itself.

Additional Rules

- Settlements may not be placed on the wall, and roads may not be placed adjacent to a wall.
- As long as there is at least one wall piece per section, the robber must be moved to a hex on the opposite side of the wall.
- Ships may only be built on edges with ocean on both sides. A settlement or city is not needed between roads and ships.
- **Pecking the Wall:** The first player to reach 4, 5, 6, 8, 9, and 10 VP may take the corresponding number token and place it next to any wall section without a number token. Wall pieces from that section may then be purchased by any player. Players may only purchase one wall piece per turn, and the player "unlocking" the section may immediately purchase a piece from the section unlocked. Each wall piece is worth 1 VP, and the upper piece must be purchased before the lower piece may be purchased.
- **Removing the Wall:** Once the lower wall piece is removed from any section, the player purchasing the last wall piece may "unlock" a Hotel. One Catan chit is also placed on the Tiergarten hex.
- **Best Wall Pecker:** The player with the most wall pieces, after the first section of wall is fully removed, is awarded the Best Wall Pecker, worth 1 VP.
- **Hotels:** A player may purchase any unlocked hotel, but only one hotel may be purchased per turn. Hotels must be purchased with number tokens assigned to sections of the walls with no wall pieces (not necessarily the number token that unlocked it), for the cost indicated on the Hotel Card. The number token on the hotel's hex is exchanged with the purchased number token. Each hotel is worth one victory point, and a player with a hotel collects two resources whenever the hotel's hex produces, as if they have an adjacent city. If, in the event that there are not enough resources for both the hotel owner and anyone with adjacent settlements and cities, only the hotel owner receives resources.
- If, as a result of hotel purchases, no hexes produce on a roll of 2 or 12, a Catan chit is placed on the Tiergarten hex instead.
- **The Love Parade:** If the Tiergarten hex contains a Catan chit when it produces, a Catan chit from that hex is auctioned. The player to move makes the first bid in number of resource cards. Players who pass on their bid may not later reenter the auction. Each Catan chit is worth 1 VP.
- **Best Raver:** The player with the most Catan chits is named the Best Raver, worth 1 VP.

Game End

Game is to 15 points in a 3-player game and 17 points in a 4-player game.



3-4 Player Setup

Terrain

5	5	5	5	5	2	19	0	

Number Tokens

On Board	1	3	3	3	3	2	3	3	3
Reserve	0	0	1	1	1	1	1	0	0

HARBORS

1	1	1	1	1	3

Additional Build Options

Wall Section Lower 1		
Wall Section Lower 2		
Wall Section Lower 3		
Wall Section Lower 4		
Wall Section Lower 5		
Wall Section Lower 6		
Wall Section Upper 1		
Wall Section Upper 2		
Wall Section Upper 3		

Bridge Building on Catan

(Brückenbau auf Catan)

by Bastian Schulz

Preparation Notes

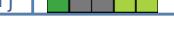
3 Bridges are needed per player if *Seafarers* is not involved, and 5 Bridges are needed if *Seafarers* is involved.

Card Changes

Name	Type	Effect
Road Building	Development	May be used to build one bridge instead of two roads/ships for 
Road Building	Progress - Science	May be used to build one bridge instead of two roads/ships for 

Additional Rules

- Bridges:** Bridges are built on hexes, from a vertex to another vertex that is not adjacent. If built over water, it cannot be moved, and the line of ships leading to the bridge is considered closed. Bridges count as one road for the purposes of Longest Road.

Additional Build Options	
Bridge (Land)	
Bridge (Water)	

Catan for Roleplayers

[Catan für Rollenspieler]

Not Compatible with *Catan: Cities & Knights*

by Brigitte and Wolfgang Ditt

This variant was inspired by the fact that most RPG players would use a wide variety of dice.

Equipment Notes

- A d4 and either a d8 or d12 are needed for this variant.

Preparation Notes

- The regular dice are not needed for this scenario.

Additional Rules

- Instead of using the regular dice, sum up the rolls from a d4 and d8 for resource rolls, or subtract a d4 roll from a d12 roll from the results.

Disasters on Catan

(Katastrophen auf Catan)

by Ronald Hoekstra

Equipment Notes

- A number of hexes and number tokens are set as part of a reserve for this variant.
- A number of Vaccine Tokens are needed for this variant.

Disaster Table

Disaster	Double	Effect
Storm Surge	1	If a coastal hex is affected, the hex is replaced by an ocean hex, and its number token are placed in the reserved. Any settlement, city, and harbor that are entirely surrounded by water as a result are destroyed.
Drought	2	If a field, forest, or pasture hex is affected, then the number token is removed from the hex. The hex no longer produces resources.
Earthquake	3	All cities adjacent to affected hexes are reduced to settlements. If there are not enough settlements, the city is destroyed.
Eruption	4	If a mountain or gold field hex is affected, then all adjacent roads are destroyed. The number token is also removed, and the hex no longer produces resources.
Tornado	5	All adjacent roads of affected hexes are destroyed. If a forest hex is affected, it is turned into a hills hex, or a desert hex if no hills hexes remain in the reserve (the number token is removed). If there are no hexes of either type in the reserve, the number token is simply removed. The hex no longer produces in this case.
Epidemic	6	If a landlocked hex is affected, then all adjacent cities are destroyed.

Additional Rules

- **Disasters:** If doubles are rolled, a disaster occurs after resources are collected, as determined by the disaster table. Roll the dice again to determine which hexes are affected by the disaster. Nothing occurs if no hexes are affected.
- **Vaccines:** A city may be upgraded with a Vaccine Token. If an epidemic hits a city with a Vaccine Token, the token is destroyed instead of the city.
- **Irrigation:** Any land hex that produces resources but does not have a number token assigned may have a number token assigned to it for the cost of three resources, provided that there is an adjacent settlement or city, which is connected to an ocean hex by a player's road network.
- **Reforesting:** A player with a settlement or city adjacent to a hills hex and a road connection to an ocean hex may convert it to a forest hex. This costs  and one additional resource.
- **Desert Reclamation:** For the cost of 5 resources, a player with a settlement or city adjacent to a desert hex may exchange the desert hex for a random resource-producing land hex in the reserve, and assign a number token chosen from the reserve to it.
- **Water Reclamation:** Ocean hexes may be reclaimed by the use of dikes, represented by roads on water. If an ocean hex is entirely surrounded by land hexes and/or separated from adjacent ocean hexes by dikes, the hex is reclaimed. The dikes are removed, and the hex is replaced by a resource-producing land hex in the reserve. A number token chosen from the reserve is also assigned to it.

Additional Build Options

Dike	
Vaccine Token	

Fishermen

(Fischer von Catan)

by Ronald Hoekstra

Equipment Notes

- Additional number tokens are required for this variant.

Preparation Notes

- Assign number tokens to the desert and ocean hexes.

Additional Rules

- Cities only produce one resource instead of two.
- **Fish:** Ocean hexes with number tokens produce fish, represented by Catan chits. Settlements and cities adjacent to these hexes produce one fish, while ships in open shipping lines produce two fish. Ships in closed shipping lines do not produce fish. Fish are not resources, do not count against the hand limit, but may be traded. Resources may not be traded in for fish.
- **Drought:** If any desert hex produces, all players must turn in their Catan chits, and the number tokens on all desert and ocean hexes are reshuffled.
- The Pirate blocks the production of fish.

Game End

Game is to 10 points.

Ice Age

(Eiszeit)

by Ronald Hoekstra

Equipment Notes

- A number of counters are needed for this variant. Enough counters are needed to cover every hex on the board.

Additional Rules

- **Freezing:** After each player takes their first turn, the freezing phase begins. Each player, at the end of their turn, must place a counter on any hex outside of the board, proceeding inwards. Hexes with counters are considered frozen, and do not produce resources. If a land hex with a number token is frozen, its number token is removed from the board. Roads may be built adjacent to any frozen ocean hex.
- **Thawing:** After the entire board is frozen, the thawing phase begins. Each player, at the end of their turn, removes a counter from the board, again starting from the outside and proceeding inwards. If a land hex producing resources is thawed, a number token is assigned from those that have been removed from the board. If an ocean hex is thawed such that it causes a road to be entirely surrounded by ocean, the road is destroyed.
- As long as there is at least one frozen hex, the hand limit is not in effect.

Merchant Fleet

{Handelsflotte}

by Ronald Hoekstra

Preparation Notes

- One ship per player is needed for this scenario.

Additional Rules

- **Merchant Actions:** Once per turn, the player may perform one merchant action. Merchant actions may include loading a ship, unloading a ship, or moving a ship.
- **Loading Ships:** A player may move their ship to the coast, adjacent to one of their own settlements or cities. After moving, they may load the ship with resource cards. Resources loaded on ships do not count against the hand limit, **and may not be taken with the Monopoly Development Card.**
- **Unloading Ships:** If a ship is at a 2:1 harbor, they may trade resources on board using the harbor. Resources traded in this manner are placed in the player's hand, not on the ship.
- **Moving Ships:** A player may move their ships up to two water spaces (either a harbor or between harbors) around the board each turn.
- 2:1 harbors are only used for trade by ship. 3:1 harbors are used as normal.
- The Robber may occupy any harbor. If the Robber is moved to a harbor, the player moving the Robber may steal a resource from the owner of any ship there. Furthermore, all resources on the ship are lost.

The Ministers of Catan

(Minister von Catan)

Not Compatible with *Catan: Cities & Knights*

by Stefan Risthaus

This variant attempts to combine *Settlers of Catan* with the *Catan Card Game*.

Equipment Notes

- If playing with four players, an additional Region Card, Gold 2, is needed.
- The Scout Action Card is not used in this game.

The Rival Ministers of Catan

Preparation may be made easier with a set of Region Cards from the *Rivals for Catan* instead of the *Catan Card Game*, as there are 12 spare Region cards instead of 11.

Preparation Notes

- Each player is given a set of six Region Cards.
- Set up the Event Deck and Expansion Decks in accordance to the rules of the *Catan Card Game*.
- One player is assigned the Trade Minister, in charge of determining possession of the Windmill Token. Another player is assigned the role of the Defence Minister, in charge of determining possession of the Knight Token. A third player is the Construction Minister, in charge of enforcing the *Catan Card Game*'s building rules are followed. In a 4-player game, the Finance Minister is in charge of distributing resources and determining possession of the Largest Army and Longest Road.

Region Card Tables

Player	Brick Region	Grain Region	Lumber Region	Ore Region	Wool Region	Gold Region
Player 1	5	1	4	2	3	6
Player 2	6	2	5	3	4	1
Player 3	2	4	1	5	6	3
Player 4	1	3	6	4	5	2

Setup Notes

Players arrange their six Region Cards in two rows of three. All regions begin with no resources.

Each player draws their starting hand from the Expansion Decks, in accordance to the rules of the *Catan Card Game*.

Card Changes

Name	Type	Effect
Alchemist	Action Neutral	Affects both red and yellow dice.
Bath House	City Improvement Building	Only affects two regions, protecting against Plague in the same manner as Garrison against Brigand Attack.
Bishop	Action Defense	May be used against a Knight Development Card. The robber is not moved, and the Knight is returned to the bottom of the Development Card deck.
Black Knight	Action Attack	May be used against a Knight Development Card. On a roll of 1-5, the Knight card is returned to the bottom of the Development Card deck. On a roll of 6, the player must remove one of their own Knight Development Cards, or a Knight card if they have none. May not be played against the player with the Largest Army.
Brigands	Action Attack	Does not affect resource cards. The player with the Largest Army is protected against this card in the same manner as the Bishop.
Caravan	Action Neutral	May be used on resource cards instead of Region Card resources.
Chapel	Development	Protects up to three units against the effects of Civil War, and counts as a Church for <i>Catan Card Game</i> requirements.
Civil War	Event	Does not affect Knight Development Cards or harbors. The unit returned is chosen by the player on their right.
Conflict Library	Event Development	The player with the Largest Army discards only one card instead of two. Raises the <i>Catan Card Game</i> hand limit by 1, and counts as a Library for <i>Catan Card Game</i> requirements.
Marketplace Monopoly	Development Development	Provides 2 CP, and counts as a Marketplace for <i>Catan Card Game</i> requirements. Also retrieves resources from Region Cards. Converts 3 Region Card resources into 2 resource cards whenever necessary.
Palace	Development	Reduces the cost of searching through an expansion deck, as per the Town Hall card. Counts as a Town Hall for <i>Catan Card Game</i> requirements.
Plague	Event	Affects all hexes adjacent to a city. Resources must be paid from Region Cards whenever possible.
Smithy	Regional Expansion Building	If any player places this building, the number of Knight Development Cards played is used as a tiebreaker in determining possession of the Knight Token.
Spy	Action Attack	Must make a success roll against the player with the Largest Army. On a roll of 5 or 6, this card has no effect.
University	Development	Counts as a University for <i>Catan Card Game</i> requirements.

Additional Rules

- At the start of a player's turn, three dice are rolled: the Event Die, the yellow die, and the red die. The event die is resolved first, as per the rules of the *Catan Card Game*, before the yellow die is used to determine the Region Card resource roll. The yellow and red dice combine for the regular production roll as normal.
- Players may not freely transfer resources between Region Cards and resource cards. However, a player may turn in 3 of one resource on a Region Card for 2 resource cards of the same type. Resources on Region Cards may only be traded for other resources on Region Cards, and resource cards may only be traded for other resource cards, as per the rules of both games. Resources on Region Cards and in resource cards may be used in any combination to pay for any cost.

Bonus Section**The Ministers of Catan**

- Players may only play up to two Regional Expansion cards per settlement, and up to four Region Expansion or City Improvement cards per city, as per the rules of the *Catan Card Game*. Regional Expansions and City Improvements affecting Region Cards must be placed between two adjacent Region Cards, including (and this is unlike the *Catan Card Game*) between Region Cards in the top and bottom rows. There is no requirement that Regional Expansions and City Improvements affecting Region Cards be played adjacent to regions corresponding to the terrain hexes adjacent to their associated settlement or city.
- As per the rules of the *Catan Card Game*, Regional Expansions and City Improvements may be removed at any time. Buildings may be freely reassigned between different settlements and cities, though the above restrictions apply.
- At the end of a player's turn, the *Catan Card Game* hand must be replenished, in accordance to the rules of the *Catan Card Game*.
- VP Development Cards are treated as regular Development Cards. Thus, they may be played at any time, as with other Development Cards.
- Resources in Region Cards do not count against the hand limit if a 7 is rolled. Resource cards do not count against the resource limit during the Brigand Attack event, and are not lost if said attack is successful.
- Whenever the Robber is moved, the player with the Knight Token may veto its placement, in which case the player moving the robber must choose another location. This veto may only be exercised once per Robber movement.
- Trade Fleets may be used to exchange resource cards, and harbors may be used to trade resources in Region Cards.

Game End

Game is to 20 points.

The Oil Drillers

(Ölbohrer von Catan)

by Ronald Hoekstra

Equipment Notes

- 3 Oil Rigs per player are needed for this variant.
- A number of extra number tokens are needed for this variant.
- To fit the theme, pieces from *Giganten* (designed by Wilko Manz, published by Kosmos in 1999 in German, republished as *Black Gold* by Fantasy Flight Games in English in 2011) are recommended.

Player Pieces	
	Oil Rig

Preparation Notes

- Place the extra number tokens face down on random land hexes.
- Place a set of Catan chits randomly on hexes where there are face down number tokens.

Additional Rules

- **Oil Rigs:** Oil Rigs are built in the middle of hexes. A player may elect to build an Oil Rig next to one of their settlements or cities, if the adjacent hex has a second number token. If this is the first rig built on the hex, the number token is turned face up. Oil Rigs produce the Catan chits on the hex on the second number token. As with resources, one Catan chit is produced for every adjacent settlement, and two are produced per adjacent city. Players without Oil Rigs do not receive Catan chits if a hex produces Catan chits. In the event that there are not enough Catan chits for all players, the player to move takes as many as they can, followed by the other players in turn order.
- Players may remove their own Oil Rigs at any time.

Game End

The player with the most Catan chits when the first player reaches 10 VP is the winner.

The Pioneers

(Die Pioniere)

by Brigitte and Wolfgang Ditt

Equipment Notes

- 1 Pioneer Card Deck is needed for this variant.

Pioneer Card Manifest

Name	Effect
The Egoist	You may reroll the dice for resources on your turn if they are not to your liking. However, the second roll must be accepted.
The Fast	You begin the game with the Largest Army and Longest Road.
The Judges	When another player asks you on the status of another player, you gain a resource. Game is to 1 less VP in a 3-player game, but 1 more VP in a 6-player game.
The Rich	The hand limit is increased to 10 cards. Game is to 1 less VP in 5-6 player games.
The Neighbors	The distance rule does not apply if a settlement is built between two roads or ships. Game is to 1 more VP.
The Consultants	Whenever an opponent builds a road or ship, you may suggest a possible placement. If the player places the road where suggested, they must give you one resource card. Game is to 1 more VP.
The Auctioneer	Once during your turn, you may auction a resource card from your hand. Bids must be in number of cards. If no one offers, the card is returned, and you may take one additional resource of the kind offered.
The Brokers	On an opponent's turn, if there are multiple trade offers, your offer must be accepted over other identical offers.
The Friends	If you have at least the same number of hand cards as another player, you may swap hands with that player.
The Townsfolk	Each city produces three resources (two resources and one commodity where applicable). Game is to 1 more VP.
The Port Managers	You may use harbors on opponents' turns. Game is to 1 more VP in 5-6 player games.
The Shipyard Workers	You may build ships with or
The Poor	If, on a roll of any number other than 7, you produce no resources, you may take a resource. Game is to 1 more VP in a 3-4 player game, and to 2 more VP in a 5-6 player game.
The Harbor Master	If an opponent uses a harbor or trades 4:1, you may take one of the traded resources.
The Road Builders	The Longest Road consists of the number of connected roads in a network, ignoring opposing settlements, cities, and Knights.
The Nomads	Settlements adjacent to a desert hex are worth 2 VP. Cities adjacent to a desert hex are worth 3 VP.
The Transport Planner	You may defer the placement of any built roads and ships to a later turn.
The One-Sided	Your cities must either produce two resources or two commodities, wherever applicable.
The Farmers	Settlements adjacent to fields or pasture hexes produce two grain or wool instead of one.
The Sailors	You may not build roads. Game is to 2 less VP.
The Extremes	On a roll of 2, 3, 11, or 12, you may take one additional resource.
The Beggars	If a player with more VP builds a settlement or city, they must give you one resource of your choosing; if they cannot do so they may not build the settlement or city. Game is to 1 more VP.
The Honest	Your hand is placed face up for all to see, except when a card is taken from you. Game is to 2 less VP.
The Outlaws	If a 7 is rolled, you receive any cards that other players discard due to the hand limit. These are received after you discard cards due to the hand limit.
The Shepherds	Wool may be traded at 2:1.
The Traders	Once per turn, you may trade one card in your hand for one in an opponent's hand [of their choice].
The Police	Players may not steal resources from you using the Robber or Pirate. Ships may be built next to, moved away from, or moved next to the Pirate.
The Players	Before rolling for resources on your turn, you may bet one resource or commodity card. If an even number is rolled, you gain one resource or commodity of the type bet, otherwise the resource or commodity bet is lost. Game is to 1 less VP.
The Believers	If, after resources are rolled, you cannot build, you may roll the dice. If the number showing on either die is greater than the number of cards in your hand, you may take one resource.
The Transporters	On a trade between any two players, you may take from the general supply one of any resource and one of any commodity being traded. Game is to 1 less VP in a 3-player game, but 1 more VP in a 5-player game and 2 more VP in a 6-player game.
The Researchers	When a Development Card or Progress Card is drawn, three cards are drawn. One may be kept, while the other two are placed at the bottom of their piles.
The Carters	You may build roads or ships where other players have placed theirs. Similarly, other players may build roads and ships where you have placed yours. You may also build past opposing settlements, cities, and Knights.

Preparation Notes

- Each player is given 3 Pioneer Cards. Each player must retain one card and discard the other two. The effects of the Pioneer Cards apply for the player for the length of the game.

Settlers with Bluff

(Siedler mit Bluff)

by Brigitte and Wolfgang Ditt

Additional Rules

- Instead of rolling the dice for resources, the player to move and the player on their left determine the outcome of one die each. Both dice are set and revealed at the same time. The player to move may attempt to influence the outcome of the other die by paying up to three resources, which the player on the left may decline. If one resource is accepted, the player may restrict the outcome of the other die to either 1-3 or 4-6. If two resources are accepted, the player may restrict the outcome of the other die to either 1-2, 3-4, or 5-6. If three resources are accepted, the player may choose the outcome of the other die.

Witches, Wizards, and Dragons

(Hexen, Zauberer, und Drachen)

Requires *Catan: Cities & Knights*

by Katja and Reinhard Jatzke

This is a popular fan expansion to *Cities & Knights* in Germany, and was never translated into English. Though developed independently, it is often played alongside "Church, Faith, and Reformation", another fan expansion with a modified version of the rules. This expansion was inspired by *Catan Card Game: Wizards & Dragons*.

Equipment Notes

- 1 extra metropolis arch and metropolis marker is needed for this variant.
- 1 new set of commodity cards, "Magic", is needed for this variant, in the same quantity as the other commodity cards.
- 1 new Magic Progress Card Deck is needed for this variant.
- 1 new City Improvement calendar is needed for this variant.
- 1 Wizard figure is needed for this variant.
- 1 Citadel marker is needed per player for this variant.
- 1 new eight-sided event die is needed, with four Barbarian faces and one each in the four Progress Card colors.

Player Pieces	
	Citadel
	Metropolis – Magic
	Wizard
Resources	
	Magic

Magic Progress Card Manifest

Name	Qty	Effect
Big Magic Dragon	1	The player may remove one opposing city improvement and add the same city improvement to their own. This may not be used if the player is incapable of adding the improvement, and may not be used against the final stage of improvements.
Dance of the Unicorns	1	May only be played before the dice are rolled. Determine the outcome of the event die. May not be used with the Alchemist Progress Card.
Favor of the Stars	1	Swap any two number tokens.
Lightning	1	Replace any hex with the desert hex. If there is an assigned number token, set it aside.
Little Magic Dragon	1	May be played on opponents' turns. If a player is forced to discard hand cards on a roll of 7, the player may keep 4 more cards than normal.
Magic Dispense	1	The cost of a settlement is reduced by any two resources.
Magic Flow	1	Move the Barbarian Ship two spaces in either direction.
Magic Formula	1	Each opponent must give one saved Progress Card. The player must keep one and discard the rest.
Magic of Nature	1	Take any three resources.
Magic Power	1	May be played on opponents' turns. The player's own Knights have double the strength when the barbarians attack.
Magic Relocation	1	Move any settlement, city, citadel, road, ship [with <i>Seafarers</i>], or Knight to any legal position of the board. Any roads, ships [with <i>Seafarers</i>] or Knights that are isolated as a result are removed from the board.
Magic Swap	1	Swap any two hexes. Number tokens remain in their place unless either hex does not have one assigned.
Magic Veto	1	May be played on opponents' turns. Any action detrimental to the player is overturned. Note: this includes reduction of a player's own city by a Barbarian attack, but not the attack itself.
White Magic	1	1 VP. Must be played immediately.
Witch's Spell	1	All Knights of one opponent are deactivated, and may not be activated in the next three turns [not three turns for one player]. The Special Build Phase is considered a turn for this purpose in a 5-6 player game.
Wizards	3	May be played before the dice are rolled. Place the Wizard adjacent to a player's own settlements, cities, or citadels. The Wizard's location is unaffected by the presence of the Robber. Possession of the Wizard is worth 1 VP.

Magic Progress Calendar Manifest

Name	Red	Cost
Magic Book	2	
Stone Circle	3	
Magic Kitchen	4	
Magic Mill	5	
Magic Castle	6	

Card Changes

Name	Type	Effect
Saboteur	Progress - Science	If using 3rd edition rules, may target citadels as with any other city. The cost of repair is the same as that of any other city.

Additional Rules

- Magic:** Magic is a new commodity, corresponding to brick. Unlike other commodities, magic may only be produced by citadels, but is otherwise treated identically to any other commodity.
- Citadels:** Citadels are upgrades of cities, and may only be upgraded from cities bordering any hex capable of producing brick. If at any point a citadel no longer borders such a hex, it is automatically downgraded to a city. Citadels are denoted with a Citadel marker. A player may only have one citadel. As with any other city, citadels may have city walls, may be upgraded to a metropolis, and downgraded to a settlement. **Note:** Citadels may be upgraded directly from settlements for less than the combined cost. Citadels are worth 1 additional VP.
- A player must have a citadel in order to build Magic city improvements.

Additional Build Options	
Citadel	

Bonus Section**Witches, Wizards, and Dragons**

- A player with the Magic Kitchen may exchange brick for any other resource (not commodity) at 1:1.

Game End

Game should be to 3 more VP than a *Cities & Knights* game.

Variants

- A six-sided event die may be used instead, with 2 Barbarian ship faces and one face each in the four Progress Card colors. If using this event die, then the Barbarians advance 2 spaces towards Catan instead of one.
- The Lightning and Magic Relocation cards may be replaced with additional Wizard cards.

Church, Faith, and Reformation

(Kirche, Glaube, und Reformation)

Requires *Catan: Cities & Knights*

by Jochen Steininger

This is a popular fan expansion to *Cities & Knights* in Germany, but was never translated into English. It has gone through a number of revisions, the latest of which also incorporates "Witches, Wizards, and Dragons" into its fold.

Equipment Notes

- 1 extra metropolis arch and metropolis marker is needed for this variant.
- 2 new sets of commodity cards, "Bread" and "Beer", are needed for this variant, in the same quantity as the other commodity cards.
- 1 new Religion Progress Card Deck is needed for this variant.
- 1 new City Improvement calendar is needed for this variant.
- 1 Inquisitor figure is needed for this variant.
- 1 Diocese marker is needed for each player for this variant.
- 1 new 8-sided event die is needed for this variant, with four Barbarian faces and one each in the four Progress Card colors. If playing with "Witches, Wizards, and Dragons", a 10-sided or 12-sided event die is used instead. Half of the faces should be Barbarian faces, and one face should be in each of the five Progress Card colors; the last face in a 12-sided event die is a "Progress Wild Card", which may be treated as any Progress card type.
- A supply of Festival Tokens is needed for this variant.

Player Pieces	
	Diocese
	Inquisitor
	Metropolis – Religion
Resources	
	Beer
	Bread

Religion Progress Card Manifest

Name	Qty	Effect
Anathema	2	An opponent of the player's choosing may not collect Science (also Magic with "Witches, Wizards, and Dragons") Progress Cards until three resources of the player's choosing is paid.
Book Burning	1	Each player must discard one of their saved Progress Cards.
Census	1	Each player must give a number of resources equal to the number of saved Progress Cards in their possession.
Church	1	Each opponent must give one resource.
Crusader	2	Deploy an active Basic Knight.
Dogma	1	Take a Science Progress Card from each player. Keep one and discard the rest.
Exile	1	Remove the Robber, Merchant, and Inquisitor (also Pirate with <i>Seafarers</i> and Wizard with "Witches, Wizards, and Dragons") from the board.
Indulgence	1	This card may be played on opposing turns. Each die may be rolled a second time, with the new result superseding the original result. This may not be used with the Alchemist (also Dance of the Unicorns with "Witches, Wizards, and Dragons") Progress Card.
Inquisitor	4	Place the Inquisitor at any opposing city. The owner of the city loses 1 VP, and the player may not use any abilities granted by city improvements. If the city is upgraded into a metropolis, the Inquisitor is removed.
Lent	1	An opponent of the player's choosing may not build (including by card action) until the player pays to the bank. Deploying and activating Knights are exempt from this rule.
Reformation	1	Replace all your remaining saved Progress Cards with the same number of Progress Cards (may be of different types), or force all opponents to do the same.
Refuge	1	Play during a barbarian attack. The player's cities are protected from being reduced to settlements.
Superstition	1	Deactivate all Knights of an opponent who has a higher Science (or Magic, with "Witches, Wizards, and Dragons") level than their Religion level.
Witch Burning	1	Use only if playing with "Witches, Wizards, and Dragons". Replaces an Inquisitor card. Each player must discard one of their saved Magic Progress Cards.

Religion Progress Calendar Manifest

Name	Red	Cost
Temple	2	
House of Prayer	3	
Abbey	4	
Minster	5	
Cathedral	6	

Additional Rules

- If playing with "Witches, Wizards, and Dragons", players may keep 5 Progress Cards instead of 4.
- Bread:** Bread is a new commodity, corresponding to grain. Unlike other commodities, bread may only be produced by cities with a Diocese, but is otherwise treated the same as any other commodity.
- Beer:** Beer is a new commodity that does not correspond to any resource. Beer may only be collected if a player has the Abbey, which allows the player to collect one beer if the player otherwise produces no resources. A player with both the Aqueduct and Abbey may not benefit from both at the same time, though they may choose which one to use. Beer may be traded for commodities or resources as with any other commodity, but commodities and resources may not be traded, except with other players, for beer.
- Diocese:** Dioceses are upgrades of cities, and may only be upgraded from cities bordering any hex capable of producing grain. If at any point a diocese no longer borders such a hex, it is automatically downgraded into a city. Dioceses are denoted with a Diocese

Additional Build Options	
Beer Festival - City	
Beer Festival - Knight	
Beer Festival - Road	
Beer Festival - Settlement	
Diocese	

Bonus Section**Church, Faith, and Reformation**

- marker. A player may have only one diocese. As with any other city, dioceses may have city walls, may be upgraded to a metropolis, and downgraded to a settlement. Dioceses are worth 1 additional VP.
- If playing with "Wizards, Witches, and Dragons", a city may not have both the citadel and diocese upgrades. The Wizard may not be deployed at a diocese, and the inquisitor may not be deployed at a citadel. If a city with one is upgraded so that either occurs, the figure is removed.
 - A player must have a diocese in order to build Religion city improvements.
 - A player with the fourth level of Science city improvements may not advance past the third level of Religion city improvements, and vice-versa. A player with the fourth level of Magic (from "Witches, Wizards, and Dragons") city improvements may not advance past the third level of Science or Religion city improvements, and vice-versa.
 - **Beer Festivals:** When a player builds a beer festival of a particular type, the player chooses an opposing item of the particular type. Until the start of the next turn, the chosen item no longer functions. Metropolises may not be targeted by beer festivals. Dioceses are treated as ordinary cities for the purposes of beer festivals. A player may only have one beer festival at any given time, though players may be targeted by more than one beer festival. An item cannot be targeted by more than one beer festival at a time. Festival Tokens are used to denote the items affected by a beer festival.

Variants

- Bread may be produced by any city, not just dioceses.
- Replace the Refuge card with an additional Inquisitor card. The Inquisitor takes over the function of the Refuge card if deployed on a player's own cities, and is worth 1 VP in this case.
- The Book Burning card may be replaced by an additional Dogma card.
- The player may collect beer without an Abbey. The Abbey instead grants the following: when the player moves the Robber and steals a resource, two cards are stolen instead of one. If the player has one of their cards stolen, the player may choose which card to give away.
- Instead of beer festivals, players may trade in beer equal to their current VP total to activate their weakest Knight. With this rule, however, beer is no longer considered a commodity, but as a currency: it is no longer part of the hand, and must be face up in front of all players. Similarly, a player may claim a resource from the use of the Aqueduct when only beer is produced. Beer may not be traded, and a player may have up to one less than the number of VP needed to win the scenario. In a 5-6 player game, this may only be done once per Special Build Phase.
- Instead of acquiring beer, beer may be purchased for   .