

Catan

Scenario and Variant Guide

Version 2017-1

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Foreword

Catan has always been considered the gateway game to a wide variety of European style boardgames, and the defining board game of this generation. Its sales have exceeded what many computer games ever hope to achieve over their lifetimes, and is proof that board gaming is still alive and well when you have a good game, in an age when entertainment and social experiences almost always mean being around an electronic device of some sort.

Over the many years since *Catan* has graced gaming audiences, we've seen imitations, fan-made experiences, and many other works made in tribute to it. *Catan* has been the subject of many works in academia, and is well-known for its educational value in education, business, and applicability in the field of artificial intelligence. It is every bit deserving of its worldwide success, for a simple board game about life in the era of Vikings on an island near the Azores.

This guide was born from the fact that there are many ways to play the game. When it was released in 1995, a fully-modular board game provided immense amounts of replayability, but in the more than 20 years since, we've had many ways of expanding upon that experience, in both big and small packages. They've been published in English, in its native German, or even in different languages entirely, as *Catan* reaches an ever-expanding worldwide audience. These rules have been tweaked and altered throughout the eras, and it's difficult to catalogue and keep track of just how big this world of *Catan* truly is.

The Guide takes its sources from many official sources over the years, from game manuals, supplementary material such as the namesake book of *Das Buch zum Spielen*, the *Catanism* blog and the newsletter it replaced, and most of all, the fans that have made various small changes that have been adopted by the creators themselves. Yet in the end, we are only settling a small part of a very big world, and the Guide, however comprehensive it may be, is only a place to start your journey. There are so many ways to play, and our experience will be different every time. And in the end, this is a key reason why *Catan* has remained popular for so long, and will continue to do so for many years to come.

Foreword to Version 2017-1

It has been eight years since the first public release of the *Catan Scenario and Variant Guide*, and six years since the last revision of the Guide was released. *Catan* has found its largest audience yet, and the world of *Catan* has ever gone larger. The 2017-1 edition of the Guide marks the third time the entire Guide has been rewritten from the ground up: everything from the formatting, graphics, and textual content has been rewritten from scratch, using primary sources and previous versions of the Guide as a starting point. There have been so many changes in the Guide that a version history alone does not do it justice.

In the six years that the Guide has been lying dormant, I had been away from the community, and generally not playing a whole lot of *Catan*. While I still do not play *Catan* as extensively as I had in the past, the main reason for coming back to the Guide was due to some discussions with the backers of a failed Kickstarter campaign that I had been a part of, and an old email that I had found in my former feedback mailbox. During the time spent rewriting the Guide, I found a new appreciation of the Guide from all corners of the fan community, from English speakers that were both new and veterans of *Catan*, to a surprisingly receptive German language community that sometimes tends to look down upon English language work.

The Guide has always been a labor of love, and I've spent months and months of work dotting every "i" and crossing every "t" in order to make everything in the Guide just right. Having said that, it is still well short of my original plans for the Guide. There were a number of things that I had hoped to include, but could not, for various reasons. Still, rest assured that the Guide will remain comprehensive for the immediate future.

I'd like the time to give thanks to the various online people that have convinced me to write the original versions of the Guide, and those who have submitted corrections over the years. I would also like to thank the people I have played with and against in various board game nights, and finally, the people who have, over the past months, sent in feedback and wanting to help contribute to the Guide. The amount of support for what is and always will be a fan project is overwhelming, and the feeling that, at the end of it all, the work is appreciated, is always wonderful.

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The First Island

Catan. The first island is what made the game famous, and the rules should be all too familiar to anyone who has played a single game. Who knew that in the years that an obscure (and fictional) island located off the coast of the Azores would become so popular so quickly, and that there would be so many different interpretations on life there?

This section of the Guide deals with the base game and its extension. So, why a section dedicated to the base game? Even something as simple as the base game has seen many variations. From versions of the game with limited customizability (for example, strips of hexes rather than individual hexes), recommended player setups changing over the years, to the construction of the game components (the English version retaining wooden pieces when international editions making the switch to plastic pieces). This section of the Guide seeks to outline these kinds of changes, as well as some of the changes to the core rules that have been made in the many years since the game has been released.

Since *Catan* was first released in 1995 as *The Settlers of Catan* (only in the 5th edition has the name been officially shortened to *Catan*), there has been five major English language editions (1995, 1996, 1997, 2007, 2015), and four major German language editions (1995, 2003, 2006, 2010); the English language editions have been deliberately different from the international releases that, for the most part, are based on the German language editions. For the most part, the English language game components are compatible with their international counterparts, but with small details.

Amongst one of the defining features of *Catan* is its customizability. This is primarily due to the fact that the board is built up from hexes and number tokens. Such modularity is rarely seen in other board games. Here's a little bit of combinatorics to show how customizable the base game can be:

- There are 1680 ways to arrange the harbors in a 3-4 player game, if hexes and number tokens are ignored. There are 15120 ways to arrange the hexes in a 5-6 player game, again ignoring hexes and number tokens.
- If we follow the rules for laying out number tokens (counterclockwise, in a prescribed order, starting in one corner of the board), you will have 244,432,188,000 different ways to arrange the terrain hexes and number tokens, ignoring harbor placement. In a 5-6 player game, you get 74,027,205,049,823,625,600 ways of arranging hexes and number tokens, also ignoring harbor placement. (The orders of magnitude difference is explained due to the fact that not only are there greater numbers of hexes and number tokens, but also the fact that the 5-6 player board loses some of the 3-4 player board's rotational symmetry, resulting in three distinct ways to place number tokens given a hex layout.)
- Given the fact that there are 18 ways to arrange the hexes relative to the harbors in a 3-4 player game and 22 ways in a 5-6 player game, you would have 7,391,629,365,120,000 possible 3-4 player setups and 24,624,409,487,773,330,819,584,000 possible 5-6 player setups. And this is still *with* the constraint given by the number token placement rule...

The First Island

The Game Frame

Up until the 4th edition, the base game did not have a frame to hold the hexes together and provide a stable surface for roads and settlements to sit on. Frame pieces were introduced in the 3rd edition *Seafarers* and *Cities & Knights*, and details about those frames will be covered in their respective sections in the Guide.

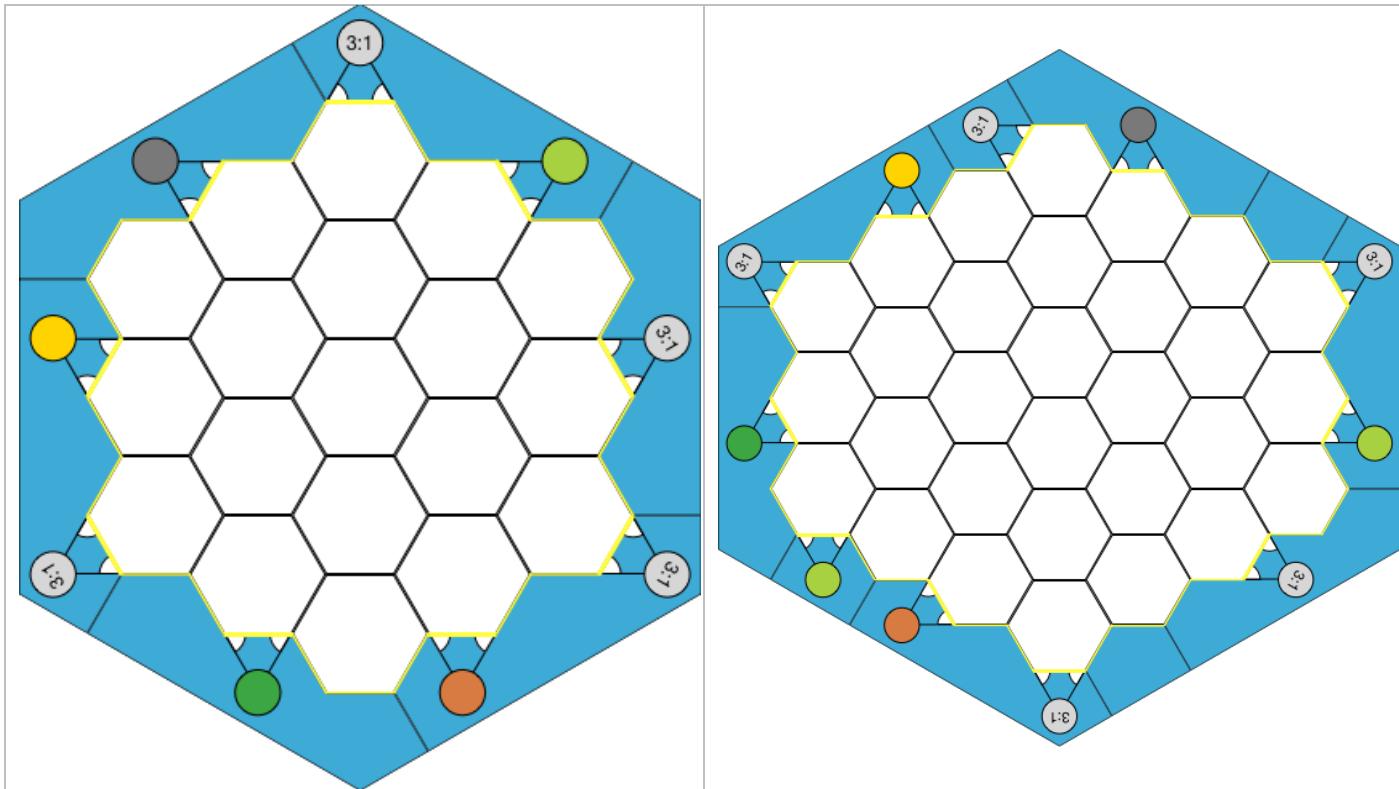
Prior to the 4th edition, the game board was accompanied by nine ocean hexes and nine hexes depicting the harbors. Together, they formed a ring around the island, with harbor hexes alternating with ocean hexes, and the harbors being oriented such that they faced the longest possible line of hexes. The base game extension adds two additional ocean hexes and two additional harbor hexes to complete the ring around the island. This setup was also used in the *Catan* 15th anniversary edition, which uses 4th edition rules.

The frame, starting with the 4th edition base game, consists of six pieces that are identical in shape. Each frame piece contains a tab and a slot, so that when assembled, the interlocking tabs and slots will hold the frame together. Printed on one side of each piece is a pre-printed coastline and harbors, while the opposite side has neither. In general, the base game uses the obverse side of the frame pieces, while the expansions use the reverse side.

	<p>Pictured on the left are the obverse sides of the six frame pieces. The tabs are on the left end of the piece, while the slots are on the right end. Each tab and slot is numbered, with tabs being numbered from 1 at the top and 6 at the bottom, and slots being the next lower number; the first piece has its slot labeled 6. The frame is assembled by matching the frame and the slot together, meaning that these six pieces are arranged clockwise to form the frame.</p> <p>Also included with the frame are small markers that may be used to cover each of the pre-printed harbors, allowing for the harbors themselves to be rearranged as players see fit. Unlike the harbor hexes of the earlier editions, the orientation of the harbors is enforced by the frame.</p> <p>The requirement that each harbor faces the longest possible line of hexes, as is the case with earlier editions, is also endorsed by the frame: note how the six harbors that are not located on the three rotational axes (and thus facing five hexes) are always oriented such that they face a line of four hexes rather than a line of three hexes if they were turned 120 degrees.</p>
	<p>The base game extension comes with four frame extension pieces of identical shape, meant to accommodate the board, which is two hexes wider. All four of these pieces have preprinted coastlines and harbors on the obverse, while they are in plain blue on the reverse, as in the base game. Amongst the four frame pieces are two pieces without harbors, and one piece each with a wool and a 3:1 harbor. Like the base game, harbor markers are provided for the two harbors so that the harbors may be rearranged as the players see fit.</p> <p>In the recommended setup, the two blank harbors are positioned between the portions of the frame between the tab and slot marked 2 (between two 3:1 harbors), as well as between the tab and slot marked 6 (between the ore harbor and a 3:1 harbor). The wool harbor is positioned between the tab and slot marked 3 (between the brick and lumber harbors), and the 3:1 harbor is positioned between the tab and slot marked 5 (between the grain and ore harbors). Note that this does (by necessity) violate the principle that each harbor faces the longest possible line of hexes. (There are two points on the frame where this occurs: the new wool harbor and the existing grain harbor.)</p>

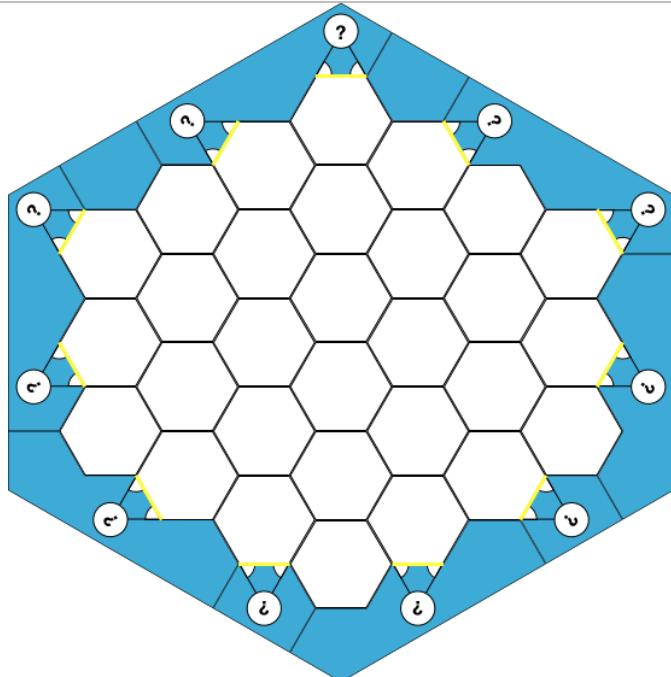
Note that despite having the same overall shape and having the same pre-printed harbors, the frame pieces between English and international versions of *Catan* are not compatible with each other, due to the fact that the tabs and slots on each piece are of different shapes. The relative thicknesses of the English and international components are comparable, so an English language frame should be roughly level with hexes from international

editions. That being said, thicknesses may vary between the base game and its expansions, or between different editions of the base game.



The assembled frame for 3-4 player play. Harbors may be fully customized by placing small harbor tokens on top of the pre-printed harbors.

The assembled frame for 5-6 player play. Note the uneven distribution of harbors, and the fact that the pre-printed harbor locations do not allow for harbors to face the longest line of hexes all of the time.



Because the 3rd edition uses harbor hexes and ocean hexes, players are able to make symmetrical 5-6 player harbor layouts. Pictured here is an equivalent, using the reverse sides of the frame pieces. The harbors may be placed using the base game's harbor tokens, or equivalently the harbor pieces from *Seafarers*.

The First Island Hexes

From the beginning, there has always been six types of terrain: hills, fields, forest, mountains, pasture, and desert, and the distribution of the hexes has remained the same. Although earlier editions used a plain back for the hexes, starting with the English 4th edition, all hexes in the base game now have a blue back, so that their reverse sides may be used as ocean hexes in scenarios. To date, only a select few scenarios have actually required the use of the back of a hex, however; there are generally enough hexes provided with the base game and the relevant expansions for setup.

Additionally, starting with the English 4th edition (and in international editions from around the same time as well), the artwork on each hex is different, even amongst those of the same type. Additionally, hexes provided in extensions and expansions also use different art from those of the base game, ensuring that no two hexes are alike. Starting with the 5th edition, all artwork is oriented in the same direction.

Each of the land hexes is depicted on a pale yellow background; the yellow, to some extent, assist in making the edges between hexes more visible. This yellow is also found on the edges of the frame pieces, marking the exterior of the board.

Board Pieces

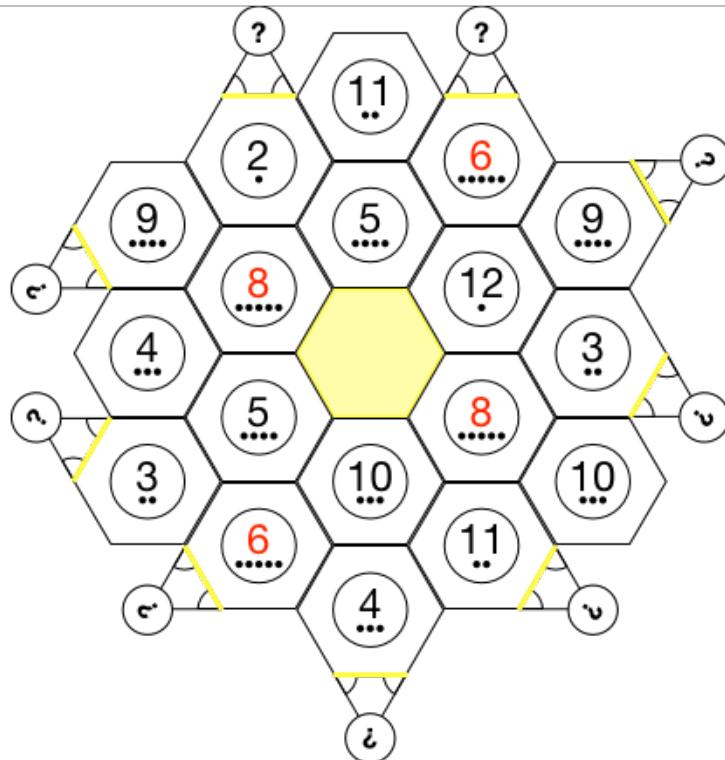
Although the base game has always included 19 land hexes, and the base game extension another 11 land hexes, some editions of *Catan* have tried to limit the board setup so as to make setting the board easier at the expense of variability. These are generally mass-market versions of the (3-4 player) base game, and were developed as such to avoid the effort in setting up each hex, number token, or harbor individually while leaving the game relatively balanced. Mass-market versions of *Catan*, as such, are formally incompatible with any expansions or extensions (even though almost all of *Cities & Knights* and some scenarios in *Traders & Barbarians* can be used with a mass-market board), though the parts can be used to play a *Catan Geographies* series scenario, which only require the pieces and not the board.

Mass-market versions of *Catan* differ from the base game proper in that their board materials are different (often plastic imitations of traditional wood pieces), the art on cards are non-standard, in addition to having a fixed board providing benefits that the base game does not offer, such as a scoring track.

Catan: Portable Edition

Originally titled *The Settlers of Catan Travel Edition*, *Catan: Portable Edition* was a miniaturized version of the base game released in 2002, with art consisting of smaller versions of the base game graphics of the time (that is, the German 1st edition or the English 3rd edition). Unique amongst the mass-market editions is that the number tokens are fixed, though the hexes (aside from the desert hex) and harbors were fully customizable. All game pieces except for the robber were pegs that could be secured onto the board due to the fact that there were holes between each of the hexes.

In 2008, concurrent with the release of *Catan Board Game: Family Edition*, the travel edition was renamed *Catan: Portable Edition*, with artwork updated to match the English 4th edition graphics; otherwise the board remains the same.



The board layout of *Catan: Portable Edition*. Note the positioning of the two harbors on the left are different from their usual position one edge over: this was a decision made to fit the board into a smaller size box.

Although the fixed number tokens limit variability somewhat, *Catan: Portable Edition* retains full harbor customization and virtually no restrictions on hexes. There are 12,864,852,000 ways to arrange the hexes, and 1680 ways to arrange the harbors, for a total of 20,583,763,200,000 ways to arrange the board, which is amongst the largest for *Catan* setups with limited variability.

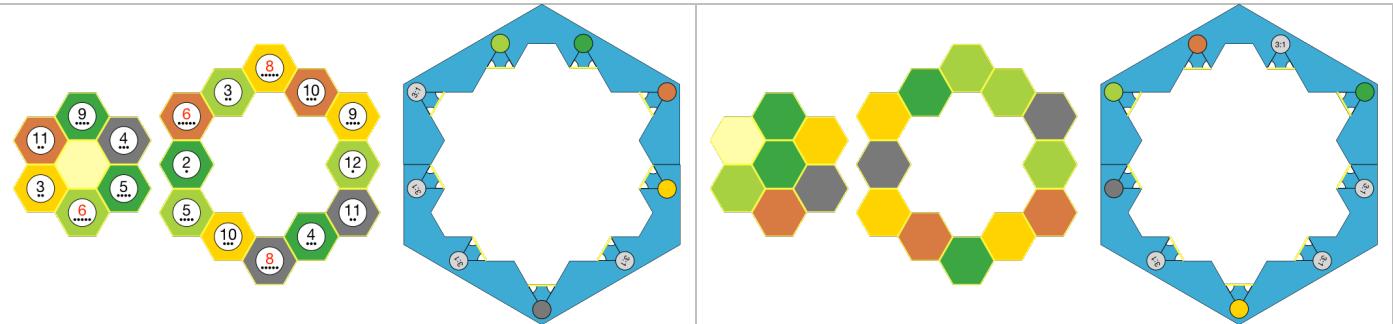
Capcom Catan

One of the earliest mass-market versions was released in 2002 by video game publisher Capcom for the Japanese market. *Catan* was first introduced to the Japanese market in 1998 by video game publisher TrySoft (under the fully-translated name *Catan no kaitakusha-tachi*, as opposed to the shortened *Catan* name), and was merely a straight import of the international version. (The current licensee of the *Catan* brand in Japan, GP Inc., localizes the international version under its original name, though possibly with different packaging. The name *Catan no kaitakusha-tachi Standard-ban* is used to differentiate the newer edition from the original TrySoft edition.) The practice of video game publishers having interest in board and table games is not a new concept in Japan; the largest manufacturer of traditional Japanese card games is Nintendo, better known outside of Japan for their video games.

While *Catan* was under Capcom's control in Japan, there was a mass-market version of *Catan* using entirely original artwork, using a single board piece for the coastal hexes and another for the interior hexes; both pieces fit inside a two-piece frame that recreated the general shape of the ocean and harbor hexes, and as such provided the harbors. (The same artwork was used in a PlayStation 2 version of *Catan* developed by Crea-Tech and distributed by Capcom, as well as a version for the Nokia N-Gage.) This version is sometimes known as "Capcom *Catan*", to differentiate it from other mass-market editions.

The two-piece frame was not an interlocking frame, but the frame was double-sided, with each side having the same harbors but in different locations. Reportedly, a number of different harbor configurations were available, but the one shown in the Guide appeared in most promotional photos.

The First Island



The front of the four-piece board used in Capcom *Catan*. On the real board, the number tokens were oriented so that they faced the exterior of the board. Furthermore, the frame was shaped like a set of connected hexagons, rather than as shown in the graphic, which tries to match its shape with the base game frame.

The back of the four-piece board. This side did not have any pre-printed number tokens, and a set of number tokens was provided with the game. The harbors are a rearrangement of the harbors on the opposite side, so the distribution of harbors remained the same regardless of which side was used.

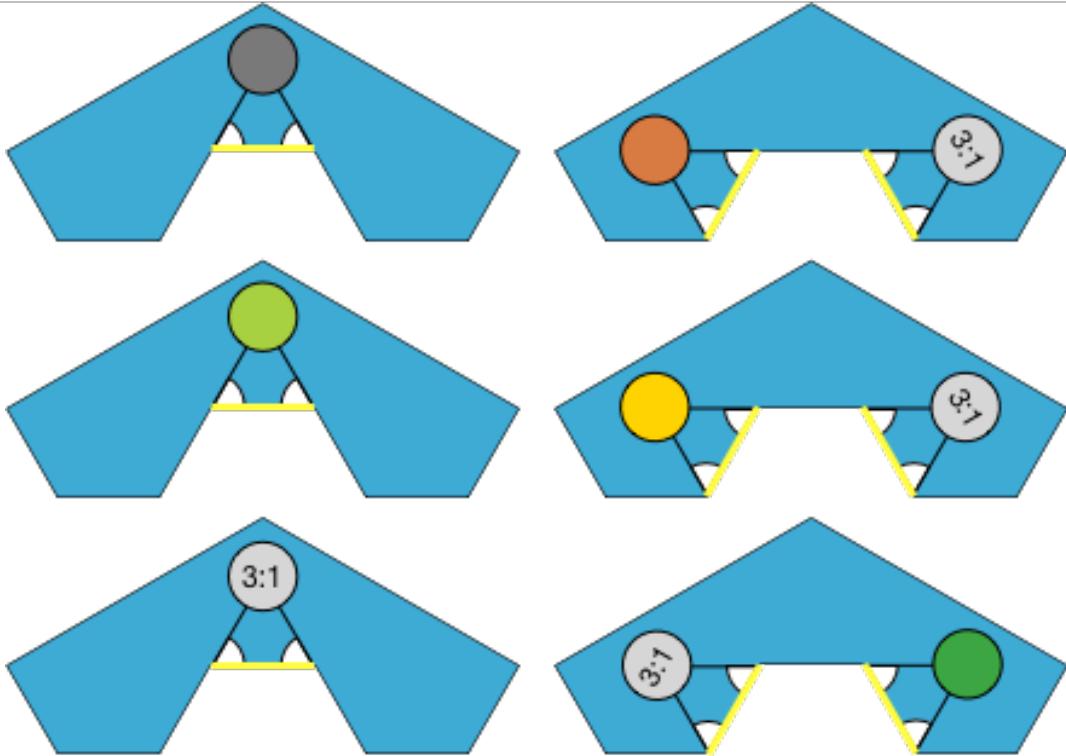
Surprisingly, using only the front side of the coastal hex ring and the interior hex piece (but allowing both the front or back sides of the frame), there are 864 ways to arrange the board in Capcom *Catan*, which is more than what the current mass-market editions allow. If the pre-printed number tokens on the front side of the board were to be disregarded, allowing for either side of the coastal hex ring and interior hex piece to be used, and the number tokens were distributed as in the base game (in alphabetical order, starting at any corner hex), this makes for 20736 possible board arrangements.

Catan Standard

In 2004, Capcom partnered up with Japanese puzzle maker Hanayama to produce a second mass-market edition of Catan, known as *Catan Standard*, as well as a travel edition counterpart, known as *Catan Portable*. *Catan Standard* is sometimes known as "Capcom-Hanayama Catan", to differentiate it from earlier editions. Also released around the time was a *Mega Man Battle Network* themed version of the game, with design elements from *Mega Man Battle Network 4: Red Sun and Blue Moon* (the latest game in the series at the time), known as *Rockman.EXE Catan Standard*. Aside from a unique scenario called NetBattle, this was identical to *Catan Standard*. (More information about the NetBattle scenario and the specific *Mega Man Battle Network* theme changes can be found in its section of the Guide.)

Catan Standard offered a full set of 19 hexes and a set of number tokens, and its frame consists of six pieces that are identical aside from its tabs and slots. Three of the pieces have tabs on both ends, and depict two harbors, while the other three pieces have slots on both ends, and have one harbor on them. In essence, *Catan Standard* aimed to be both a mass-market edition of the game, and also as a replacement for the base game: the sizes of the hexes also match that of the international edition of the game, though the shape of the tabs and slots of the frame pieces meant that the frame pieces were incompatible.

The hexes themselves are slightly different from those of the international versions; each corner of a hex has a small cutout so to allow for settlement and city pieces to be secured onto the board in the intersections; the settlement and city pieces have a small peg to facilitate this as well; roads and the robber piece are largely identical to their traditional wood counterparts. One additional change in *Catan Standard* is that development cards are almost always termed "chance cards".



The six frame pieces of *Catan Standard*. The frame pieces in *Rockman.EXE Catan Standard* are identical, except that the positions of the lumber harbor and the 3:1 harbor are swapped. Furthermore, each frame piece from *Rockman.EXE Catan Standard* is also adorned with three characters from *Mega Man Battle Network 4: Red Sun and Blue Moon*.

Catan Standard is almost as fully customizable as the base game, but the fact that harbors cannot be freely reassigned means that there are only 120 ways to assemble the frame. (This is identical to the 4th and newer editions of the base game, where there are six frame pieces; the only difference is that harbor tokens are included with the base game to cover the pre-printed harbors so that the harbors may be fully customized; this is not present in *Catan Standard*.)

Catan Portable

Catan Portable was a travel edition wherein all of its major components were held together by magnets. The game pieces for each player was a magnet, as were six pieces, each consisting of three hexes, with a hard-printed desert hex at the center of the base board. All of the 3:1 harbors are also hard-printed on the base board, and five magnetic harbor pieces were used to place the 2:1 harbors on top of the 3:1 harbors. Like *Catan Standard*, a themed version for the *Mega Man Battle Network* series of video games was also produced, and it was known as *Rockman.EXE Catan Portable*. Unlike its *Catan Standard* counterpart, however, the unique NetBattle scenario (also found in the Guide) is not playable in *Rockman.EXE Catan Portable*.

Catan Portable also included four magnetic building cost cards, which could hold the magnetic game pieces (settlements, cities, and roads) when they are not on the board. The actual game cards (resources and development cards) were of traditional Japanese size (small thin strips, as opposed to the relatively more square-like cards). The Largest Army and Longest Road bonus cards continue to be more western card like in proportions.

The First Island



The six board pieces of *Catan Portable*. The number tokens on the actual pieces are all oriented outwards. Each pre-printed number token is also printed with a letter, as in the base game, but confusingly, it is impossible to arrange the pieces such that the letters are arranged consecutively. Note that a set of magnetic number tokens is also included, to cover over the pre-printed number tokens for extra board variability.

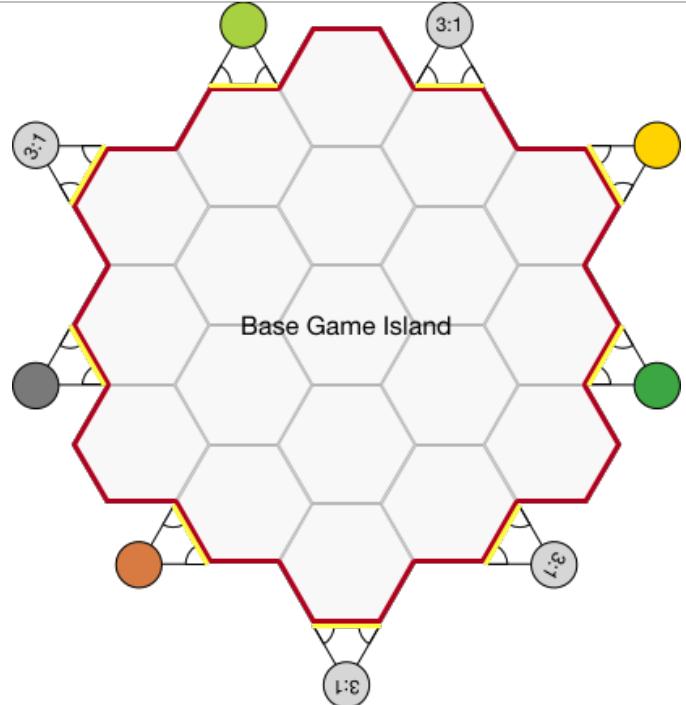
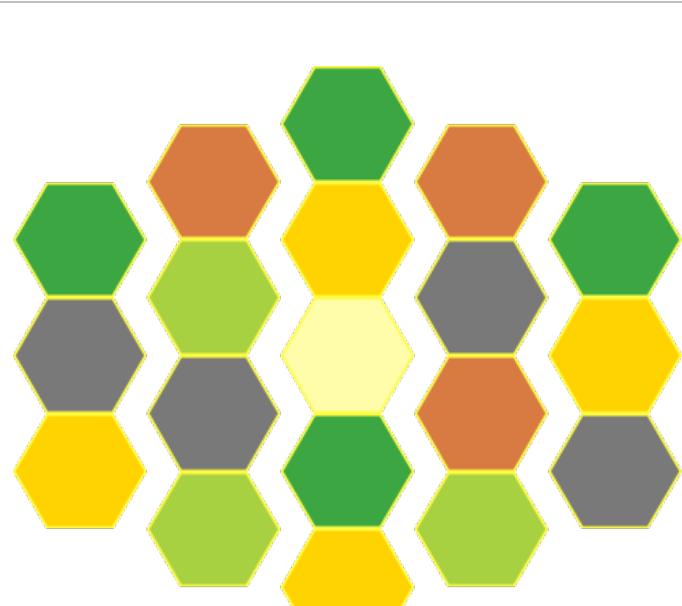
If the number tokens are disregarded, then there will be 174,960 ways to arrange the six board pieces (two possible layouts with the desert hex in the center, 120 ways to arrange the pieces relative to each other, and three ways that each piece may be oriented). Given that harbors may effectively be freely arranged (1680 combinations total), this makes for 293,932,800 possible ways to arrange the board.

Simply Catan

Simply Catan, as the name implies, was a mass-market version of *Catan* that both aimed to simply setup at the cost of variability, as well as the barrier to entry, in introducing simpler rules (though all of the parts necessary to play the base game are included). This version was published by SimplyFun Games in 2006, a publisher specializing in educational gaming.

The manner in which the setup was simplified was primarily twofold: one was the use of a set of five hex-strips rather than individual hexes, and the use of a fixed harbor layout. However, none of the hexes have pre-printed number tokens; hence a full set of number tokens was also provided. Neither of these are new: the spinoff game *The Settlers of Zarahemla* (a Mormon-themed version of the *Catan* base game, published in 2002 by religious game publisher Inspiration Games) also made the same design compromises. (*The Settlers of Zarahemla* adds an additional mechanic taken from the Cheops scenario, so the two are not immediately comparable to each other; *The Settlers of Zarahemla* also added two promotional development cards.)

Unique for English language releases is the use of the international version's plastic pieces for the settlements, cities, roads, and the robber figure. Otherwise, all of the artwork is original to the game.



The five hex strips of *Simply Catan*. The strips are double-sided, with the reverse side being a rearrangement of the hexes on the front side. The side shown here is the one used in promotional photos.

The harbor layout of *Simply Catan*. The frame is a square board with a cut out for the hex strips, for which the harbors are printed. Also on the board are four building cost cards and space to place the resource and development card stacks.

There are 6 ways to place the five-hex strip on the board, and 8 ways to place the four-hex strips next to the five-hex strips, and 8 ways to place the three-hex strips on the board. Combine that with the fact that the strips are double-sided, this means that there are 6144 ways to place the strips (half of the product of the numbers cited, given that the two three-hex strips, by virtue of having the same three hexes, must have at least one arrangement of hexes in common, and thus interchangeable). If number tokens are assumed to be placed in the same manner as in the base game, then this means that there are 36864 ways to arrange the board.

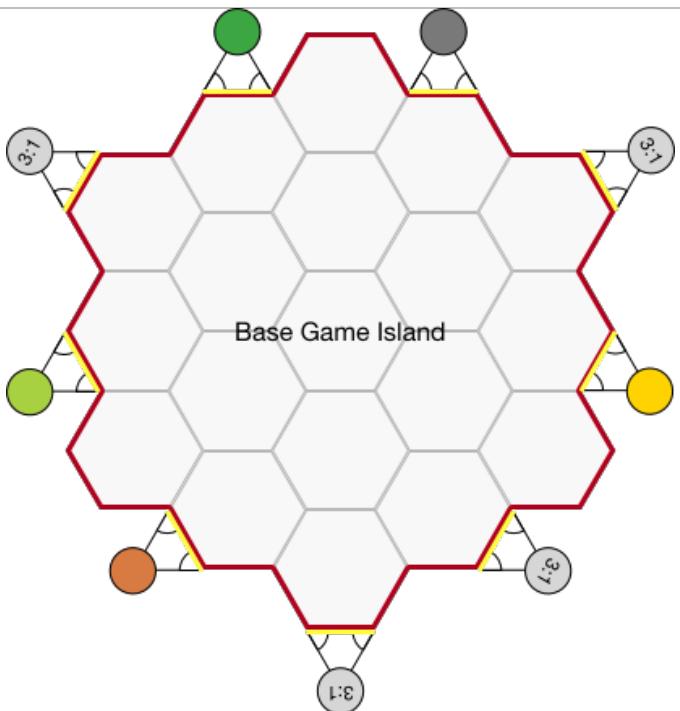
Catan Board Game: Family Edition

2008 saw the first English language mass market release by then-English language licensee Mayfair Games with *Catan Board Game: Family Edition*, in an attempt to break through to an American mainstream game market dominated by Hasbro and companies producing traditional board games.

Although the game is meant to be cheaper and meant to be distributed in toy stores, board game retailers also stocked the game alongside the base game, reducing its appeal. The components are smaller as a whole, and the game pieces were largely plastic imitations of the traditional wooden pieces. All of the art was original for the game, though the design of the pre-printed number tokens greatly resemble the design of the number tokens in the English 4th edition base game.

Like *Simply Catan*, the game board is a single large circular piece, which includes pre-printed harbors and a building cost card at each corner of the board.

The First Island



The six pieces that form the board in *Catan Board Game: Gallery Edition*. Unlike other mass-market editions, these are single-sided pieces.

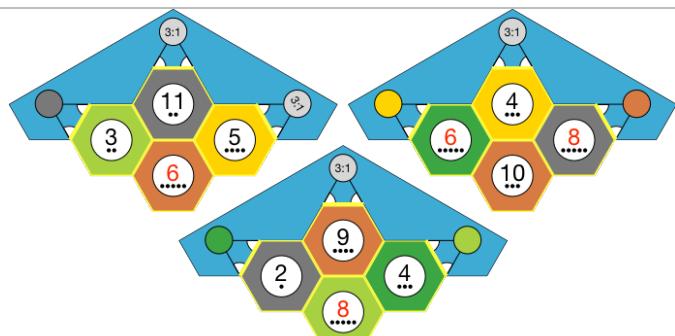
The layout of the harbors on the *Catan Board Game: Gallery Edition* board.

Although there are many ways to fit the six board pieces on the board, the only officially endorsed way was to have the three larger pieces separated by the three smaller pieces. For each way to fit the pieces on the board, there are 768 possible board combinations (six ways to arrange the large pieces, two ways to arrange the two-hex strips, and each piece can be oriented in two ways).

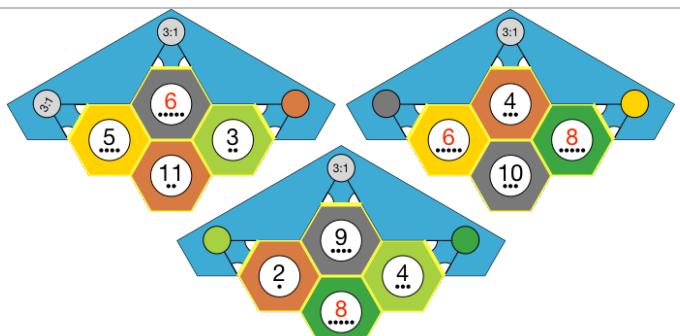
Die Siedler von Catan: Einsteiger-Variante

2009 saw the release of a German mass-market version of *Catan*, geared towards first-time players. *Einsteiger-Variante* was only available exclusively from German discount retailer Penny, and did not use plastic components whatsoever: the player pieces and the robber were all from cardboard. The board itself consists of three large pieces with four hexes, three smaller frame pieces with no hexes, and seven individual hexes. All hexes had pre-printed number tokens, and, uniquely, all of the frame pieces had slots; a set of six "double tab" pieces were needed to hold the frame together.

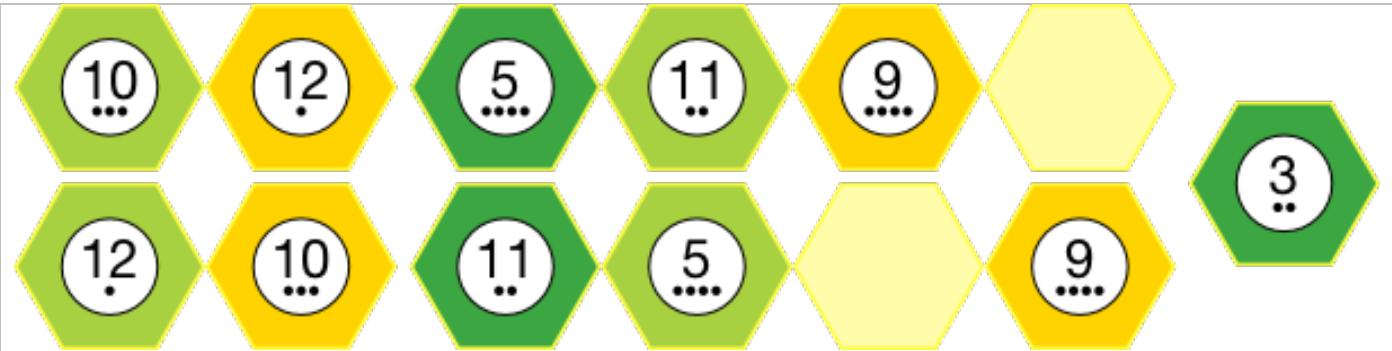
This was also the first mass-market version to include "Catan for Two" from *Traders & Barbarians*, which would continue with *Catan Compact Edition: Traveler*.



The front sides to the three large board pieces. Note that the distribution of the harbors in the top two pieces is different from their reverse sides; this means that in order to get a "legal" board layout, the two top pieces must be on the same side.



The back sides to the three large board pieces. Unlike the harbors, the hexes and number tokens are distributed such that the reverse side is a rearrangement of the hexes and number tokens from the obverse.



The seven single tiles of *Einstieger-Variante*, with their obverse sides in the top row and their reverse sides in the bottom row; the forest hex on the right is the same on both sides. It is noted that the arrangement of hexes with number tokens effectively “pairs up” the hexes, in that the reverse side of each pair is simply the pair with its number tokens swapped. Like the two frame pieces, in order to have a “legal” board layout, each pair of hexes must have the same side showing. (The reason why the third pair, the field hex and the desert, is arranged as such is not clear, given that a single double-sided field hex and a double-sided desert hex will suffice.)

Unique amongst mass-market editions is the fact that it is possible to construct boards that are not ordinarily possible in the base game, such as a board with two desert hexes. If we restrict ourselves to “legal” boards, then there are 40320 ways to arrange the single hexes, and 24 ways to arrange the large pieces relative to the single hexes, for a total of 967,680 possible ways to arrange the board.

Catan Family Edition and Catan Compact Edition: Traveler

The current mass-market version of *Catan* is represented by both *Catan Family Edition* (released in 2012) and *Catan Compact Edition: Traveler* (released in 2015). Both games are identical aside from the inclusion of “*Catan for Two*” from *Catan: Traders & Barbarians* in *Catan Compact Edition: Traveler*, and it can be said that *Catan Compact Edition: Traveler* acts as a “travel edition” to *Catan Family Edition* rather than the base game directly.

As noted on the *Catanism* blog, the decision to reuse the mass-market style board from *Catan Family Edition* for *Catan Compact Edition: Traveler* was a deliberate decision on the part of Benjamin Teuber (in his first formal role as a staff member at Catan GmbH in 2011): *Catan Compact Edition: Traveler* was born out of an attempt to remake the earlier *Catan Travel Edition* and combine it with a carrying case idea borne from their Japanese licensee (presumed to be GP Inc., who had released a version of *Catan* that included a rectangular carrying case with a handle, but never stated explicitly); the development of *Catan Compact Edition: Traveler* took many years, and many prototypes were submitted and rejected by Kosmos (the original publisher and official German language distributor of *Catan*).

Like *Catan Board Game: Gallery Edition* before it, *Catan Family Edition* uses plastic pieces that resemble the traditional wooden pieces, and the artwork is entirely original, though number tokens are inspired in part by the computer implementations of *Catan*, where the number tokens blend in with their associated hex. Similarly, *Catan Compact Edition: Traveler* takes from its predecessor in using game pieces that are pegs that can be fit into holes on the board. Uniquely, the holes for roads and the holes for settlements and cities are of different sizes, to ensure that pieces are placed correctly. Unique to *Catan Compact Edition: Traveler* is the use of a sealed dice cup to hold the dice: one of the main pieces of feedback during the development process was that the dice in *Catan Portable Edition* (or in the base game itself) could be easily misplaced.

Both games use a system of six pieces, with three “large” pieces depicting four hexes and three harbors, and three “small” pieces (two with two hexes, one with three) separating the three large pieces when fully assembled. The reverse (“B”) sides of each board piece is simply a rearrangement of the hexes and number tokens found on the obverse (“A”) side of the piece. *Catan Family Edition* has a system of tabs and slots, where the larger frame pieces have two slots and the smaller frame pieces having two tabs, to secure the frame; *Catan Compact Edition: Traveler* instead uses a series of clips to secure the board pieces to the board; they must be detached before the board may be folded and stored.

The First Island



An exploded view of the six board pieces on their "A" side. The piece A1 is at the top, with each successive piece being numbered clockwise.



An exploded view of the six board pieces on their "B" side. B1 is at the top, with each successive piece being numbered clockwise.

Note that the six pieces do not have to be arranged clockwise around the board, nor are all pieces required to be on the same side. This means that there are 768 possible setups of the board if rotations are taken into account (If the "1" piece is taken to be the top piece, then there are two ways that the "3" and "5" pieces can be arranged relative to the "1" piece, and there are six ways to arrange the even-numbered pieces relative to the odd-numbered ones. Finally, each piece can be placed on its "A" side or "B" side.) So, contrary to the game's promotional material, *Catan Family Edition* technically has less variability than *Catan Board Game: Gallery Edition*, which it replaced; in essence, the reversibility of the board pieces in *Family Edition* offsets the fact that the pieces in *Gallery Edition* could be oriented in two different ways, and it does not take into account the fact that the pieces in *Gallery Edition* could fit on the board in different ways.

Number Tokens

Number tokens are used to denote the production rolls which will cause the hex it is placed on to produce resources. Each resource-producing hex normally has a number token assigned to it at the start of the game, and, barring special rules, this assignment is in effect for the entire length of the game. As the name implies, number tokens are assigned a number based on the outcome of the two dice used in production rolls, with the exception of 7, the most frequently occurring outcome.

In international editions, each number is printed on the center of a number token, with size roughly corresponding to its frequency (2 and 12 being smallest while 6 and 8 being largest; the 9 number token has an additional dot to differentiate it from the 6), while English versions up until the 5th edition used uniform size numbering and a series of dots underneath the number; the 5th edition uses both the variable font size and the dots underneath each number. In addition, consistent in all editions is the numbering of 6 and 8 in red, to show that they occur most frequently.

In the base game, each number token is assigned a letter from A to R, for the purpose of beginners' setup. These letters are often found on top of the number in small print, though in the English 5th edition these are printed on the back of the number token instead. The base game extension includes a second set of number tokens, each labeled from A to Y, then Za to Zc, to accommodate its larger board.

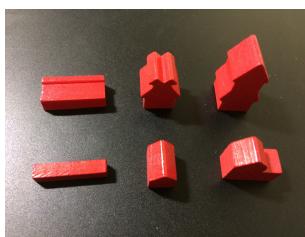
The beginners' setup has players place their number tokens in letter order, starting at one corner of the board and proceeding counterclockwise, skipping over hexes that do not produce resources. This generally places the number tokens such that the board layout is generally asymmetric, and has a relatively even distribution (in the sense that parts of the board are generally not more likely to have increased production over other parts.)

The Game Pieces

Between different editions of the base game, the construction of the game pieces have largely varied. When originally released, all versions of *Catan* included wooden pieces, and these continue to be distributed with the English language 5th edition. However, since 2003, international editions of *Catan* have used plastic pieces, which the English language editions have not adopted outside of spinoff games. The 15th anniversary special edition of *Catan* uses all wood pieces, but these wood pieces are different in design from the traditional wood pieces; they are often referred to as "Viking wood", in reference to the overall Viking theme adopted by *Catan* since the release of the English 4th edition.

All three styles of pieces are available from the Catan Shop, with only the traditional wood pieces available on the English shop, while plastic and Viking wood pieces only available in the German shop.

As with all other components, the 10th anniversary release of *Catan* included hand-made pieces for both the base game and *Cities & Knights*.



Pictured on the left is a comparison of the traditional wood pieces (bottom row) with the Viking wood pieces (top row) for roads (left column), settlements (middle column), and cities (right column). Note that the Viking wood pieces are generally larger, both in terms of volume and the footprint that they take up, than that of their traditional counterparts.

The Viking pieces were introduced in 2008, shortly before the release of the 15th anniversary edition of the base game, and were made available for purchase in 2010 for the English language audience.

The colors of the player pieces have changed over the years. While international versions have always used red, white, blue, and orange as the first four player colors, this was only adopted in the English version starting with the 3rd edition, and different mass-market releases have used different sets of colors as well. The English 1st edition used red, blue, green, and yellow as the four player colors, while the English 2nd edition used white, orange, black, and purple as the four player colors. Uniquely, because of this, the first two editions could be combined to form an eight-player game, and the 2nd edition rulebook had rules for such a combination.

The player colors for the base game extension have always been green and brown worldwide. A unique detail of the *Catan Big Game Event Kit* is the use of six new player colors and respective plastic (international) and cardboard (English) pieces: pink, gray, light green, light blue, yellow, and purple. (The use of cardboard rather than traditional wood pieces was primarily to keep costs down, as *Big Game* organizers would need many copies of the kit for the massively multiplayer experience; the English *Big Game Event Kit* sells for a much lower cost than the German one, which is offset by the fact that English sets had a very limited print run, in part due to the transfer of licensee from Mayfair Games to Catan Studios.) In addition, an exclusive set of pink pieces are available as part of the Dutch version of the *Catan Big Box*, which combines the base game with *Traders & Barbarians*, two *Catan Geographies* series scenarios (*Mallorca* and *New York*), and the special scenarios *Catan World Championship 2014 Special* and *The Helpers of Catan*. (The German version does not include the pink pieces, but bundles the base game extension; furthermore, in place of *Traders & Barbarians* and *Catan Geographies: New York*, the standalone game *Catan Geographies: Germany* is bundled, and *Frenemies* is included in place of the *Catan World Championship 2014 Special*.)

Each player receives 15 roads, 5 settlements, and 4 cities at the start of the game; these pieces form the player supply. Scenarios may also dictate additional pieces that are included in the player supply.

- The supply of settlements, cities, and roads are considered finite. If a player has placed all of them on the board, no new ones may be built by that player.
- Note that cities are upgrades to settlements: when cities are built, they replace a settlement on the board. The settlement is then returned to the player's supply.
- Roads are placed on the edges between hexes, while settlements and cities are placed on the intersection of the hexes.
- Unless stated otherwise in the scenario rules, only one road may occupy an edge, and only one settlement or city may occupy any intersection.
- Unless stated otherwise in the scenario rules, each settlement on the board is worth one victory point, while each city on the board is worth two victory points.
- Player pieces that are held in reserve and not on the board are not worth any victory points.
- Roads, when built, may only be placed on edges adjacent to a player's own settlements or cities, or adjacent to an edge containing another player's roads, as long as the intersection between them is unoccupied or contains a piece that does not impede the ability to place roads.

The First Island

- **Building Past Opponents:** Settlements and cities impede the ability of an opponent to build adjacent roads, but, by definition, do not impede the ability for the owner of the settlement or city to build adjacent roads. As such, players may not build a road beyond an opposing settlement.
- Settlements, when built, must be placed on an intersection adjacent to a player's own roads, subject to the distance rule.
- **The Distance Rule:** Pieces that are subject to the distance rule (of which settlements and cities are examples) may not be placed on intersections where there is another subject piece in an adjacent intersection. In effect, this means that there must be at least two edges separating pieces that are subject to this rule.

The Dice

Since the beginning, two dice are needed to play *Catan*, and the base game does not differentiate between the two dice. Indeed, prior to the 4th edition of *Catan*, and in most mass-market editions, the two dice are otherwise identical. Starting with the 4th edition of the base game, however, the two dice are shipped in two different colors: a yellow die and a red die, for the benefit of *Cities & Knights*, where there is a special meaning given to the red die. (Consult with the *Cities & Knights* section of the Guide for additional information regarding the meaning of the die.)

Prior to the 3rd edition of the base game, the two dice were nominally blue, while white dice were provided with the 3rd edition of the base game. *Catan Compact Edition: Traveler* is unique in the fact that the dice are packaged inside a sealed hexagonal box, intended to prevent individual dice from being lost during travel.

The Robber

The robber is a special neutral piece that serves to deny players resources, and allows players to steal resources from their opponents.



Pictured on the left is a picture of the Viking wood robber (left), and a traditional wood robber from the English 3rd edition (right). Although the robber has always been a nondescript pawn in traditional wood pieces, the color has changed depending on the edition, from the unpainted wood of the English 1st and 2nd edition, the black of the English 3rd edition, and the gray of the English 4th edition onwards.

Note that the Viking wood robber in fact takes up a smaller footprint than the traditional robber, and is also slightly smaller than the traditional robber as well.

Despite the singular figure, the robber was always envisioned to be a group of characters with well-meaning but ultimately ill intent; more about "Teuber's Robbers" can be found in the section of the Guide on "The Stuffed Robbers".

- The robber is always placed on the center of a hex, and, unless dictated by scenario rules, begins on any hex that does not produce resources, or off of the board if there are no such spaces.
- The robber may only be placed on land hexes. As such, it may not be placed on ocean hexes, the frame of the board, or on harbors.
- If the robber occupies a hex with a number token, and that number is rolled for production, no resources are produced for the hex, and the owners of adjacent settlements and cities do not collect any resources. By convention, the robber is placed over the number token.
- In the base game, each resource-producing hex has only one number token, but scenarios may allow for multiple number tokens to be assigned to a hex. Unless stated otherwise, the robber blocks production of the hex, and not any individual number token. Thus, if any of the number tokens for a hex matches that of the production roll, no resources are produced.
- **Stealing Resources:** Whenever the robber is moved, the player may take a resource from the hand belonging to any opponent with an adjacent settlement or city at its new location. (See the section on "The Hand" for additional information on how the stealing of resources is performed.) Note that a player may not steal resources from players who only have adjacent roads.
- Unless stated otherwise, a player is compelled to steal a resource whenever there is an eligible opponent. If all opponents have no resources, or the player places the robber where there are no adjacent settlements or cities (or all adjacent settlements or cities are their own), no resources are stolen.
- In the English 3rd edition, the robber may not move to a desert hex once moved off of it; it may only move to a hex producing resources. This rule is not in effect in any other edition of *Catan*.
- **Expelling the Robber:** Some scenarios may direct players to expel the robber, which removes the robber from play until it re-enters play by normal means. As the robber is temporarily removed from play, no resources are stolen. Note that expelling the robber is distinct from moving the robber to the desert hex or any other hex that does not produce resources, since there may be eligible settlements or cities to steal resources from.

Resource Cards

The five resources in the game, brick, grain, lumber, ore, and wool, are represented by resource cards. The base game includes 19 of each resource card, and the extension adds 5 of each resource card for a total of 24. The rules for resource cards and how they may be earned and spent are covered in the sections of the Guide concerning production and build actions.

International editions of *Catan* use smaller format resource cards compared to the English version, with the English version using the Euro standard size (roughly 59mm by 92mm), while international versions using the mini Euro standard size (roughly 44mm by 68mm). Resource card holders are standard in the international editions of *Catan*, but are not in the English version.

It is noted that despite the limited numbers of resource cards that come with the game, the supply of resource cards is meant to be infinite. Yet, resource shortage rules (explained in the section of the Guide concerning production) continue to be in effect. Nevertheless, players with the base game extension playing a 4-player game are not expected to start the game by setting aside the resource cards from the extension; the resource shortage rules are meant to be an exceptional case. (That is, a game with up to four players can start with 19 of each resource or 24; games with more than 4 players must start with 24. Scenarios requiring multiple copies of the base game are permitted and encouraged to use the resource cards from both copies.) In essence, the supply of resource cards is meant to be infinite in the sense that the amount of resource cards of each type present in the supply does not matter (as long as they are equal), and that resource shortage rules only apply in the event that this supply actually runs out in the middle of a game.

Development Cards

Development cards are cards that may be purchased and played at a later turn. They are broadly divided into three categories: Knights, victory point cards, and progress cards, the last of which consisting of the Monopoly, Road Building, and Year of Plenty cards.

Note that the base game extension includes additional development cards: 6 knights and 1 of each progress card. Unlike resources, players with the base game extension must set aside the extra development cards when starting a 4-player game.

Prior to the 3rd edition, the Year of Plenty development card was titled "Discovery", although the function of the card did not change. Prior to the 4th edition, the Knight development card was titled "Soldier", although the function of the card did not change.

Prior to the English 3rd edition, there were seven victory point cards, with Temple and Tower being the two extra cards. In addition, the University victory point card was known as the "University of Catan" in the 3rd edition only, the Palace as the "Capital" in the 1st and 2nd edition and "Governor's House" in the 3rd edition, the Chapel as the "Cathedral" in the 1st and 2nd editions, and the Marketplace as the "Court" in the 1st and 2nd editions. International editions have always had five victory point cards.

- Development cards are not resources, and do not contribute to the hand limit.
- Development cards may not be traded.
- Development cards must be kept face-down until used.
- There is no limit to the number of development cards a player may have in their possession.
- With the exception of victory point cards, a player may only play one development card per turn. Development cards may not be played on the turn that they were purchased.
- Victory point development cards may be played on the turn that they were purchased, and multiple victory point cards may be played in one turn. Prior to the 4th edition, players may play victory point cards at any time, but since the 4th edition, victory point cards may only be played if doing so allows a player to claim victory.
- While victory point cards remain face-down, they are not worth any victory points. These "concealed victory points" are always excluded from consideration when players are evaluated based on their victory points. For example, a player with eight victory points but no victory point cards is considered to be leading against a player with seven victory points but two victory point cards.

Largest Army Bonus

The Largest Army bonus is a scoring bonus, worth two points, for having played the most Knight cards (at least three).

- The Largest Army bonus is considered to be awarded whenever the Knight card is played. The timing of whether the effects of the Knight development card are resolved first or not is generally immaterial. Specifically, if claiming the Largest Army allows a player to claim victory, the effects of the Knight card itself need not be resolved first.

The First Island

- **Claiming Largest Army:** A player may claim the Largest Army bonus from another player by playing strictly more Knight cards.
- Note that the base game does not have any provision where the number of played Knight cards may be lowered. However, some scenarios may allow for this, and thus it may be possible for a player to lose the Largest Army by discarding played Knight cards and dropping into a tie.

Longest Road Bonus

The Longest Road bonus, or titled “Longest Trade Route” in *Seafarers* and any expansion that uses components from *Seafarers*, is a scoring bonus, worth two points, for having the longest continuous road of at least three segments on the board.

- Road segments are considered continuous if the intersection they pass over do not contain an opposing settlement, city, or other unit capable of blocking roads, such as Knights in *Cities & Knights*.
- A road segment may only be counted once in the determination of the length of a road. Thus, a road entirely surrounding a hex consists of six segments.
- An individual road segment may form part of multiple roads. Thus, if a player has three road segments that meet at an intersection, each segment could be considered to be part of up to two roads.
- **Claiming Longest Road:** A player may claim the Longest Road bonus from another player by building a road of strictly longer length.
- **Interruption of the Longest Road:** If the longest road is interrupted, the owner of the new longest road must be determined.
 - If the player who once had the longest road remains having the longest road (whether this be the same road or a different one), or merely drops to a tie for the longest road, then the player may retain possession of the Longest Road bonus.
 - If another player has sole possession of the longest road of at least three segments, then that player takes the Longest Road bonus.
 - Otherwise, if two or more players are in a tie for the longest road of at least three segments, or no one has a road of more than three segments, then the Longest Road bonus reverts to being unclaimed until a player can gain sole possession of the longest road.

Core Concepts

Throughout the rest of the Guide, a number of core concepts will be referenced. The following section deals with rules regarding these concepts.

Initial Setup

Initial setup refers to the process in which the board is being setup, as well as the period in which each player places their first settlements.

- Initial settlement placement is performed “snake-style”: the first settlement is placed in turn order, followed by the second settlement being placed in reverse turn order. Some scenarios will require the placement of additional settlements, in which every odd settlement is placed in turn order, and every even settlement is placed in reverse turn order.
- Whenever a player places a settlement during setup, a road must also be placed, extending from the settlement.
- Each player begins the game with one resource corresponding to each resource-producing hex adjacent to the settlement that they placed last.

Production Roll

The production roll is the roll of the dice performed at the start of the turn. The result of the production roll determines which hexes produce resources for players with adjacent settlements and cities.

There are a few actions that alter or replace the production roll. For example, it is legal to play a Knight development card before the production roll is made. After the production roll, the dice are typically unused for the rest of the turn, though the expansions may introduce mechanics requiring the dice to be rolled.

Production

Each hex producing resources is assigned a number token. If a production roll matches that of a number token, then the hex associated with that number token produces resources. Each settlement adjacent to the hex produces one resource for its owner, and each city produces two resources for its owner. This means that a player with multiple settlements adjacent to a hex will collect multiple resources whenever the number shown on the number token is rolled in production.

Note that production affects all players equally: a player collects resources when an opposing player rolls for production, and the production roll matches the number token shown on a hex adjacent to one of their settlements or cities.

- A player may not voluntarily decline to collect resources. The only way a player is denied their resources is in a resource shortage scenario.
- **Resource Shortage:** The only exception to production occurs whenever there is a resource shortage scenario. Whenever there are not enough resources for all of the players to collect all of their resources produced by a production roll, then none of the players earn resources.
- The exception to the resource shortage rule is when only one player is collecting a particular type of resource. If only one player requires a certain resource from the supply, and there are not enough resource cards in the supply for that player, that player may take the remainder of the supply.
- Each resource is considered independently of all other resources. For example, a shortage in brick does not prevent players from receiving lumber.
- It is to be noted that the original intent of *Catan* is to have an infinite supply of resources; the resource shortage rules were made in reaction to the fact that only a limited number of resource cards would be included. Computer implementations of *Catan*, in particular, do not use a resource shortage rule.

The Hand

Resources earned by a player in production are kept in the hand. The contents of the hand is kept secret from other players.

- **Stealing Resources:** Whenever a player steals a resource from another player, the player stealing the card must randomly choose a card from another player's hand. To facilitate in this random card selection, all hand cards share the same card back.
- **The Hand Limit:** A player may only keep a number of resources in their hand before they are subject to the hand limit. Whenever a 7 is rolled for production, any player in excess of the hand limit must discard half of their hand, rounded down. Note that this may still result in the player exceed of the hand limit, and thus subject to further discards should additional 7s be rolled for production.
- The hand limit is always enforced before any other actions are taken on a production roll of 7, including moving the robber.
- In the base game, the hand limit is seven cards.

Trade Actions

Trade actions are actions that may be performed during the trade phase of a turn. In the base game, there are two main types of trade actions: trading with other players, as well as maritime trade.

- **Player-to-Player Trades:** Players may engage in trade for any tradeable currency. Note that in the base game, only resources are tradeable currencies; individual scenarios may introduce others.
- As trades may only be for tradeable currencies, you cannot trade for more abstract things such as future production, promises to not expand to a certain location, or promises to not have resources stolen when the robber attacks.
- Trades between three or more parties are permitted, but must be conducted in such a way that the player to move acts as an intermediary. Players are encouraged to discuss trade options with other players when it is not their turn.
- At no point in the game may players trade currency for a currency that they are trading themselves (for example, trading brick for brick). In particular, players are not allowed to give away resources for nothing in return.
- **Maritime Trade:** Players may, as a trade action, trade in four resource cards of one type for one of a different type of resource. Players with control of a 3:1 harbor may trade in three of one type of resource for a different type of resource. Players with control of a 2:1 harbor may trade in two of the specified resource type for a different type of resource. This type of trade is sometimes referred to as "trading with the bank".
- Because control of harbors dictate how many of a given type of resource may be traded, one may speak of a **prevailing trade rate**. For example, a player with control of a wool harbor is said to have a prevailing trade rate of 2:1 in wool, but 4:1 in other resources.

Build Actions

Build actions are actions that may be performed during the build phase of a turn, as well as in the Special Build Phase in a game of five or more players. In the base game, the main build actions are the building of roads, settlements, cities, and development cards.

- **"Trade Before Building" Rule:** The "trade before building" rule states that all trade actions must be performed before any build actions may be performed. This is generally in effect for the base game only; unless stated otherwise in the Guide, all scenarios presume that trade actions and build actions may be freely mixed together, and performed in any order.
- **Special Build Phase:** The Special Build Phase is a period between player turns in which players other than the player whose turn has concluded, including the player who is next to take their turn, may perform build actions. This is mainly to prevent a player who amasses large amounts of resources each turn from being subject to the hand limit repeatedly between turns whenever a 7 is rolled. Each player, starting with

The First Island

the player next to move and proceeding in turn order, makes their build actions; a player may not execute build actions in the Special Build Phase until the player preceding them has completed all of theirs.

Units and the Movement Phase

Units are a type of player piece that are generally built and deployed on the board, and may be moved about. In the base game, there are no units, however, individual scenarios may introduce them.

Unit movement is generally governed by a movement phase, to be performed after a player has completed their trade and build actions. (Some units, most notably knights in *Cities & Knights*, do not have their movement governed by a movement phase.)

- A unit must complete their entire movement before another unit may move.
- There is no requirement that a unit be compelled to use their entire movement allotment.
- **Extra Movement:** Some units may be governed by a rule that permits extra movement if resources or other currency is paid. Extra movement is typically paid on a per-unit basis: if more than one unit wishes to engage in extra movement, then extra movement must be paid for each unit that does so.
- A unit cannot generally pay for multiple extra movements.

Consult with the section of the Guide where a unit is introduced for additional details regarding the movement rules of that unit.

Claiming Victory

Victory must always be claimed by a player on their turn. A player may claim victory any time after they have reached the requisite number of victory points. Note that it is possible that a player is able to claim victory even if another player has a greater number of victory points – for example, a player claiming victory by splitting the longest road and giving the Longest Road bonus to an opponent who had the same number of victory points before.

- Note that as the Special Build Phase is not considered part of any player's turn proper (even though players take turns executing build actions therein), no one may claim victory during the Special Build Phase.
- On rare occasions, such as a multiple-game total points series, the player claiming victory may be required to complete their turn, which may result in the player no longer being eligible to claim victory at the end of the turn. However, the game would be considered concluded, based on the fact that the player claimed victory at some point during the turn. In a 5-6 player game, there may also be a formal Special Build Phase to close out the game as well.

The Seven-Point No Development Card Game

Although never presented in the base game rules itself, there has been a number of officially published attempts at a shorter game of *Catan* that omits the use of development cards and scoring bonuses, as well as reducing the number of victory points needed to claim victory to seven points. *Simply Catan* is the most well-known and straightforward of these attempts, and was one of its defining features in simplifying *Catan* for their intended audience. However, it is to be noted that not all seven-point no development card games are created equal, and many different versions have appeared over the years.

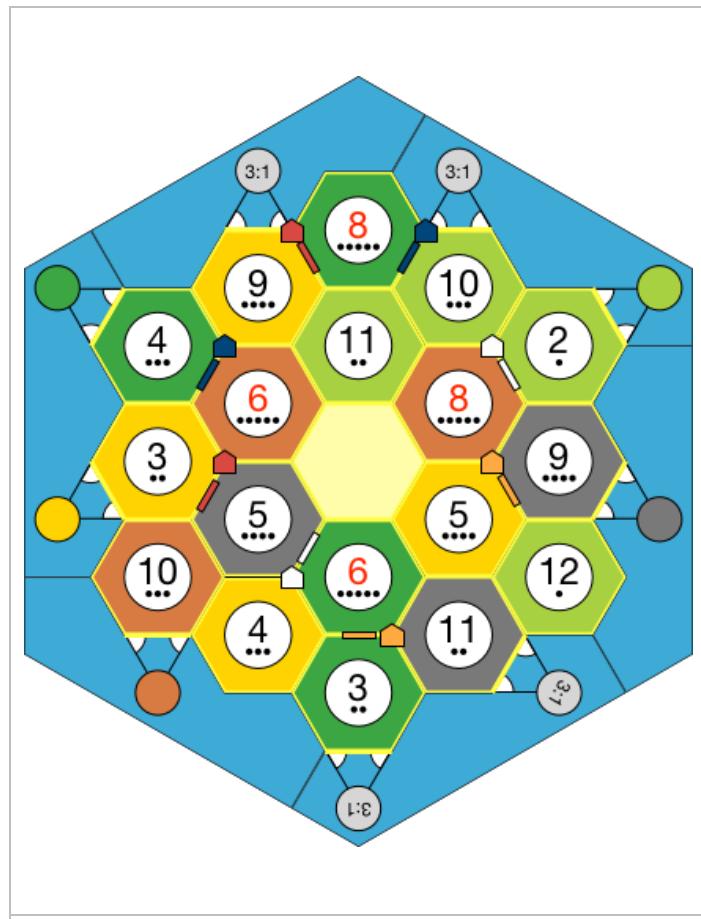
Die Siedler von Catan: Paper & Pencil

The earliest example of a 7 point no development card game was this single-use game. As part of the 10th anniversary of the base game, the German pizza chain Hallo Pizza had a promotion where this game was available for customers who purchased a special *Catan* themed pizza; since then the paper and pencil game has been made available for free download.

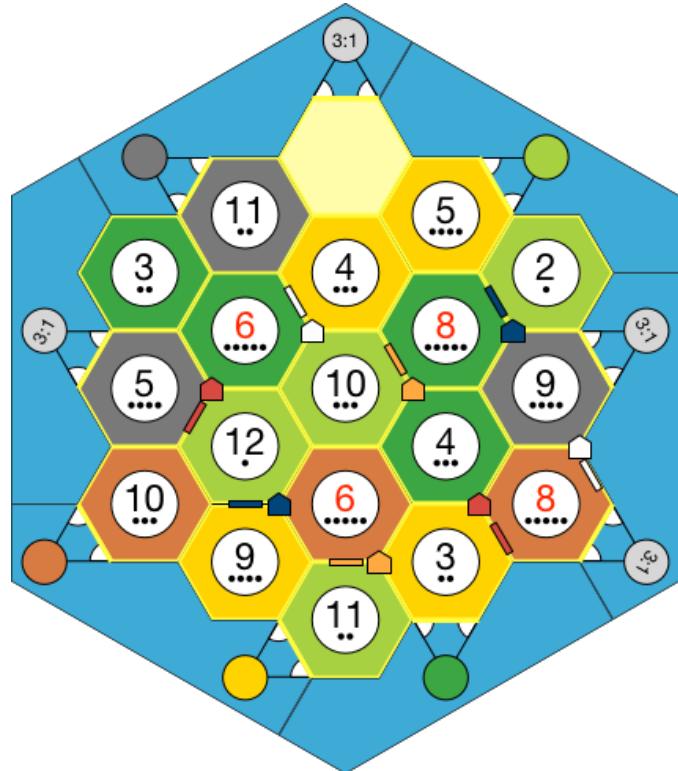
The game included four playmats, each with a different set of pre-printed hexes and number tokens. No game components were included with the game, other than a cardboard robber and a set of resource cards, with 20 of each resource provided. (These were thin strips of cardboard as opposed to full-sided cards; players were expected to provide their own dice, as well as having colored pencils to take the place of settlements, cities, and roads. Each playmat included the starting positions for four players; in a three-player game, one color is unused, and its starting settlements and roads is meant to impede the progress of the other three players.

The artwork is identical to that of the German 1st edition of the base game, except for the harbors, which were taken from the German 2nd edition.

The only major rule change is that the robber is immediately moved to the desert hex whenever the hex it is on is supposed to produce resources, after resource production has been resolved. Furthermore, there appears to be no restrictions on the number of settlements, cities, or roads that may be built.

	
Playmat A of <i>Die Siedler von Catan: Paper & Pencil</i> . Note the position of the brick harbor is nonstandard. Each playmat has one harbor placed in a nonstandard manner.	Playmat B of <i>Die Siedler von Catan: Paper & Pencil</i> . The player colors on the actual playmats are red, blue, green, and black; standard player colors have been substituted in their place.

The First Island



Playmat C of *Die Siedler von Catan: Paper & Pencil*. The frame pieces shown are used for reconstruction of the playmat using components from the base game. The reverse sides are used due to the nonstandard harbor placement.



Playmat D of *Die Siedler von Catan: Paper & Pencil*. It is to be noted that, to the best extent possible, the number tokens on the actual playmats face the exterior of the board whenever possible.

Wegwerpcatan

Wegwerpcatan, loosely translated from Dutch as “disposable Catan”, was a free promotional version of *Catan* from the 999, the Dutch publisher since the beginning. The game, released in 2007, was entirely made of paper, and was strictly for three players.

In place of two dice, there was a paper spinner assembly, consisting of a square base with an arrow acting as the spinner’s indicator, a piece meant to be folded into a triangular stem, and the circular wheel itself, which has 30 spaces representing the 30 outcomes that do not result in a production roll of 7. (Because of this, there is also no robber in *Wegwerpcatan*.)

In place of resource cards, each player was given a set of five small paper hexes, one for each resource. Each side of the hex is marked with a number from zero to five; the orientation of the hex determined the amount of a particular resource a player had in their hand.

- Note that this meant that players played with open hands, as opposed to the base game, where players conceal their hands.
- In addition, as there was no production roll of 7, there was technically no hand limit; players were only limited to collecting at most five of each resource.
- Players start the game with one of each resource.

The board was a fixed layout, with the starting setup of the three players already printed on the board. The board was a fairly typical base game setup, but without harbors. Unlike later games, maritime trade remains at 4:1 for all resources.

- Players were limited to building three settlements, two cities, and five roads. The pre-printed settlements on the board could not be upgraded to cities.



The board layout of *Wegwerpcatan*.

Die Siedler von Catan: Das Minispiel

In 2011, a miniature version of the game was included in special packs of Landliebe brand yogurt. Three other miniaturized versions of games were also available as part of the promotion: *Just 4 Fun* (by Jürgen PK Grunau, never localized in English), *Keltis* (by Reiner Knizia, re-themed and published in English as *Lost Cities: The Board Game* by Rio Grande Games), and *Ubongo* (by Grzegorz Reichtman, published in English by Z-Man Games). This was not Landliebe's first promotion involving *Catan*: a promotion around the same time also had consumers collecting various resource cards (both traditional resources, commodities, and other cards from *Catan*) from specially marked packages of yogurt; certain combinations of resources could be exchanged for prizes ranging from 10 Euro vouchers to complete dream homes.

As with *Wegwerpcatan* before it, this was a seven-point no development card game for three players, with additional abbreviated rules. The components of this game were made from cardboard, and consisted of a set of resource cards (10 of each resource), a cardboard robber, two cardboard six-sided dice that had to be assembled, as well as four settlements, three cities, and ten roads for each of the three players.

Uniquely, replacing development cards are a set of knight tokens. Ten knight tokens are provided with the game.

- Knight tokens cost the same as the development cards they replace, and function identically to the Knight development card.
- Every two knight tokens purchased by a player is worth one victory point.

The First Island



The board layout of *Die Siedler von Catan: Das Minispiel*. The board has both pre-printed hexes and number tokens, and comes as two halves of a folding board. The settlements and roads are, unlike *Wegwerpcatan*, not pre-printed on the board; these positions merely indicate the recommended setup, and normal initial setup procedures apply.

The Second Islands

If the base game is “the first island”, then what, you may ask, is “the second island”? Prior to the release of the expansions, there were already ideas on how to rearrange the hexes and reuse the components for different gameplay experiences. One of the earliest scenarios, “Greater Catan”, was originally conceived as a scenario that required two copies of the base game to play. (“Greater Catan” would be redesigned over the years, and modern setups merely require a single copy of the base game in addition to *Seafarers* and *Schätze, Drachen & Entdecker*; consult with it section of the Guide for additional details.) Other early scenarios, released before the base game extension, focused on using multiple copies of the base game to provide support for playing with more than four players. Most notably, because the first and second English editions of *Catan* used eight different player colors between them, it was entirely possible to have eight players play if certain rules were adjusted. Still others took advantage of the fact that early editions used ocean hexes and harbor hexes to surround the actual board area (before the role of ocean hexes and harbor hexes were replaced by a frame), and created scenarios containing ocean and harbor hexes in the interior of the board, in order to bring the concept of expanding over water long before *Seafarers* existed.

In this section of the Guide, some of the early scenarios are explored, requiring nothing more than one or more copies of the base game.

About the Scenarios

The scenarios presented in this section of the Guide are presented in no particular order.

The Second Islands Islands of Catan

"Islands of Catan" was included in the 2nd edition of the base game, as a way to use the ocean and harbor hexes in such a way so as to allow them to be placed in the interior of the game board as opposed to forming a ring around the board. As the 1st and 2nd editions of the base game used different player colors, a 5-6 player setup, titled "Big Islands of Catan", was also included.

Bridges

As "Islands of Catan" predates *Seafarers*, a new method using only roads was needed to expand across water. Bridges fill this purpose, and are represented by roads being placed over water.

- The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

Scenario Rules

- Do not use the Special Build Phase. Instead, the hand limit is raised to 10 cards.
- Game is to 10 points.

References

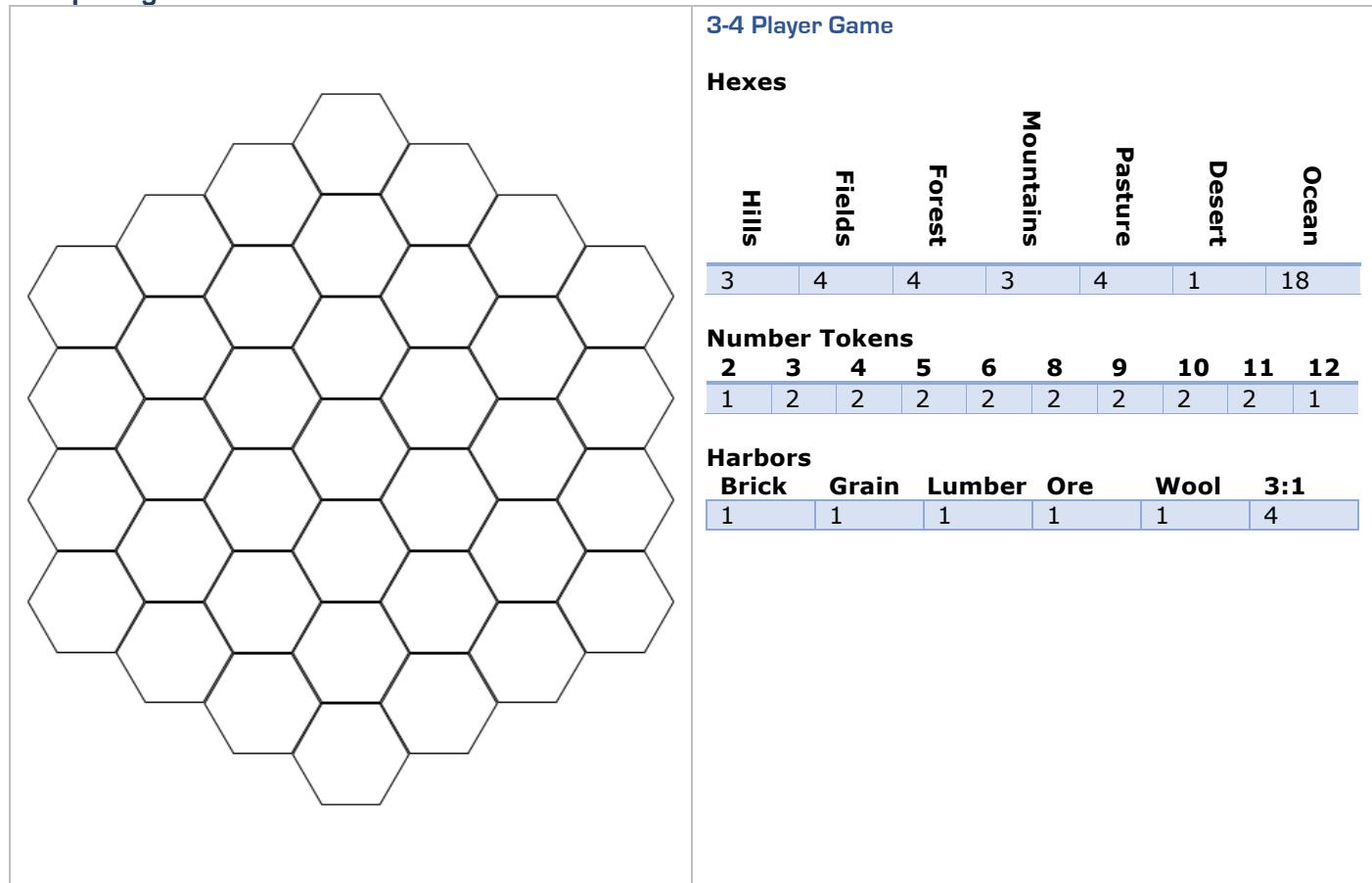
Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

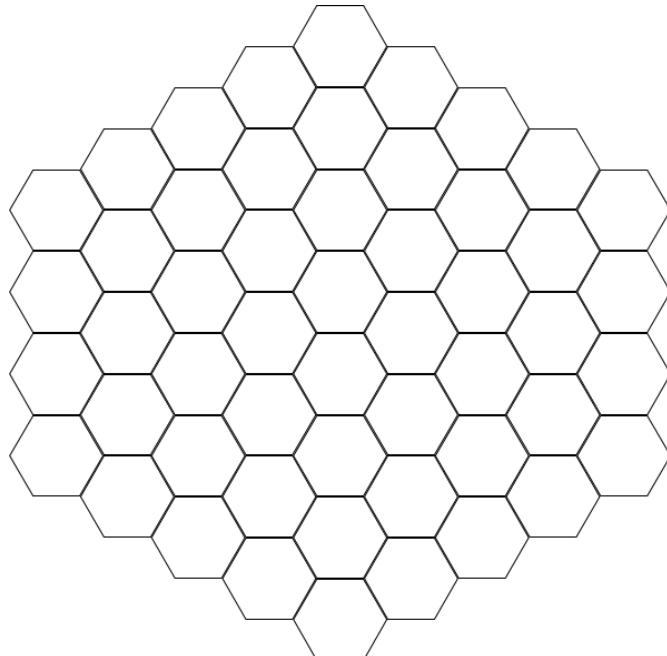
Building Costs

Road	1 brick, 1 lumber
Bridge	1 brick, 1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



5-6 Player Game									
Hexes									
Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean			
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									
Brick	Grain	Lumber	Ore	Wool	3:1				
1	1	1	1	2					



The Second Islands Seas for the Poor

By Gerald Siek

"Seas for the Poor" is an early pre-Seafarers scenario available on the German language Catan website, and aside from small differences, resembles "Islands of Catan".

Bridges

As "Seas for the Poor" predates *Seafarers*, a new method using only roads was needed to expand across water. Bridges fill this purpose, and are represented by roads being placed over water.

- The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

Scenario Rules

- Harbor hexes are used instead of harbor markers in this scenario. During setup, ensure that all harbor hexes have at least one end touching land.
- Number tokens should be distributed so that the 6 and 8 number tokens are not placed on adjacent hexes. Game is to 10 points.

References

Player Supplies

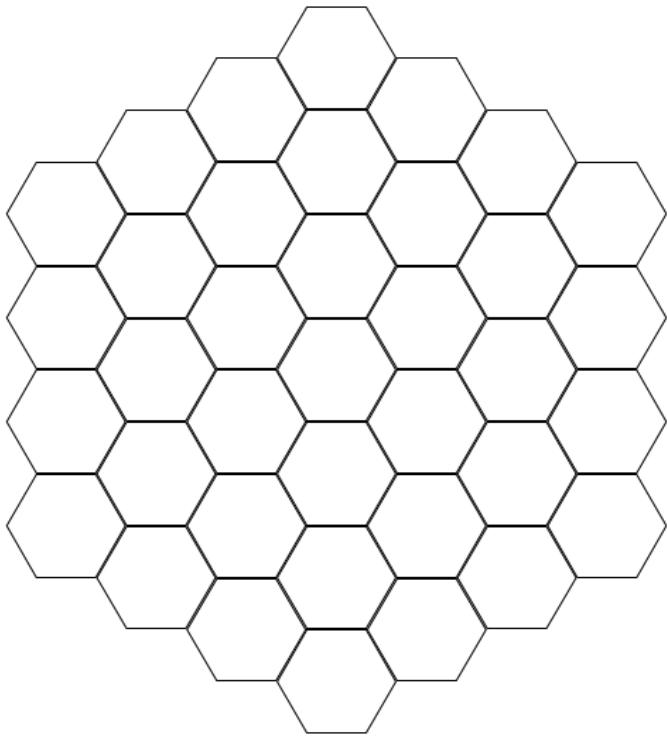
- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Bridge	1 brick, 1 lumber, 1 ore
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

3-4 Player Game								
Hexes								
Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean		
3	4	4	3	4	1	18		
Number Tokens								
2	3	4	5	6	8	9	10	11
1	2	2	2	2	2	2	2	1
Harbors								
Brick	Grain	Lumber	Ore	Wool	3:1			
1	1	1	1	1	1			



The Second Islands Big Island

"Big Island" is the first of two suggested setups for 7-8 players, included with the 2nd edition of the base game. The name comes from the fact that the 18 resource-producing hexes from the second copy of the base game can form a ring around the 19 hexes from the first copy, creating a larger starting island.

Scenario Rules

- Two sets of resource cards and two sets of development cards are combined together for this scenario.
- Do not use the Special Build Phase. Instead, the hand limit is raised to 13 points.

Game is to 10 points.

Setup Notes

Number tokens should be assigned randomly, ensuring that the 6 and 8 number tokens are not adjacent to each other.

References

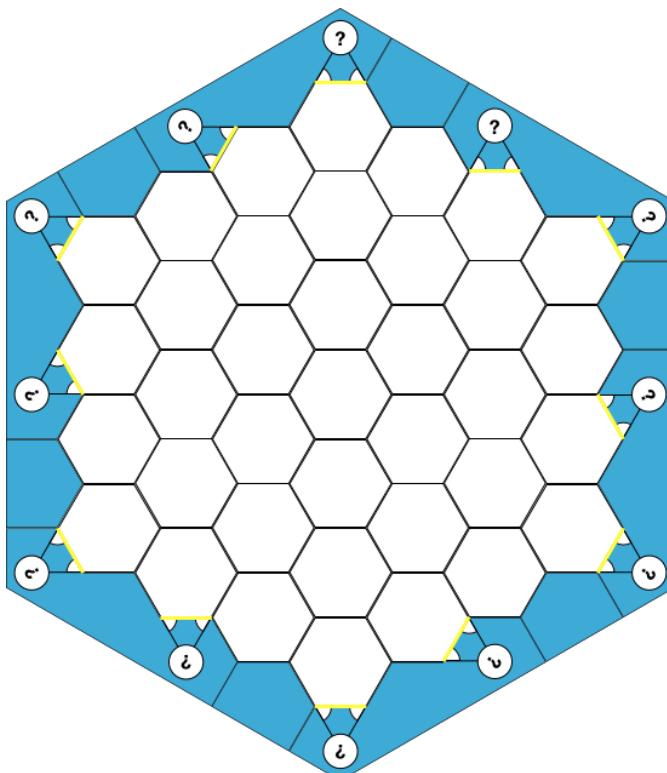
Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



7-8 Player Game
The setup, as originally presented, used harbor hexes and ocean hexes from the English 3rd edition. This setup has been modified to use 4th edition frame piece, though additional frame extension pieces will be required. (Note that the reverse sides are used due to the layout of the harbors.)

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert
6	8	8	6	8	1

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	6

Peanut Island

"Peanut Island" is the second of two suggested setups for 7-8 players, included with the 2nd edition of the base game. The name comes from the fact that two base game landmasses are joined together to form an island in the shape of a two-chambered peanut.

Scenario Rules

- Do not use the Special Build Phase. Instead, the hand limit is raised to 13 cards.
- Game is to 10 points.

Setup Notes

Each of the two major island portions should be setup as per the base game, ensuring that the 6 and 8 number tokens from the two halves are not adjacent to each other.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

7-8 Player Game

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert
Upper Island	3	4	4	3	4	1
Lower Island	3	4	4	3	4	1

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
2	2	2	2	2	4

The Second Islands **Catan-Plus**

By Finn and Gero Goroncy

"Catan-Plus" was an early pre-*Seafarers* scenario requiring two copies of the base game and a randomized board layout.

This scenario is known not to be compatible with *Cities & Knights*.

City Walls

City walls are add-ons that may be added to cities. Unlike the city walls that would be introduced in *Cities & Knights*, city walls prevent a city from being affected by the robber. A shared supply of ten city walls are needed for this scenario.

- A player may only place a city wall by paying its build cost and returning a played Knight development card to the bottom of the development card deck.
- Cities with city walls are worth one additional victory point, for a total of three.
- The robber may not steal resources from any player with an adjacent city with city wall, even if the player has another adjacent settlement or city without city wall.

Bridges

Prior to *Seafarers*, bridges, represented by roads, were the preferred means of expanding the road network over water.

- The distance rule is ignored for settlements on opposite ends of a bridge. Specifically, a settlement may be placed on an intersection adjacent to another settlement, provided that the two settlements are connected by a bridge.

Most Bridges Bonus

The Most Bridges is a scoring bonus, in the style of the Largest Army or Longest Road.

- The first player to build two bridges claims the Most Bridges bonus.
- Thereafter, any player who has built a greater number of bridges may claim the Most Bridges bonus from the current holder.
- The Most Bridges bonus is worth two victory points.

Scenario Rules

- This scenario uses harbor hexes instead of harbor markers. All harbor hexes must be oriented so that at least one affected intersection touches land.
- The 6 and 8 number tokens may not be set up on adjacent hexes.

References

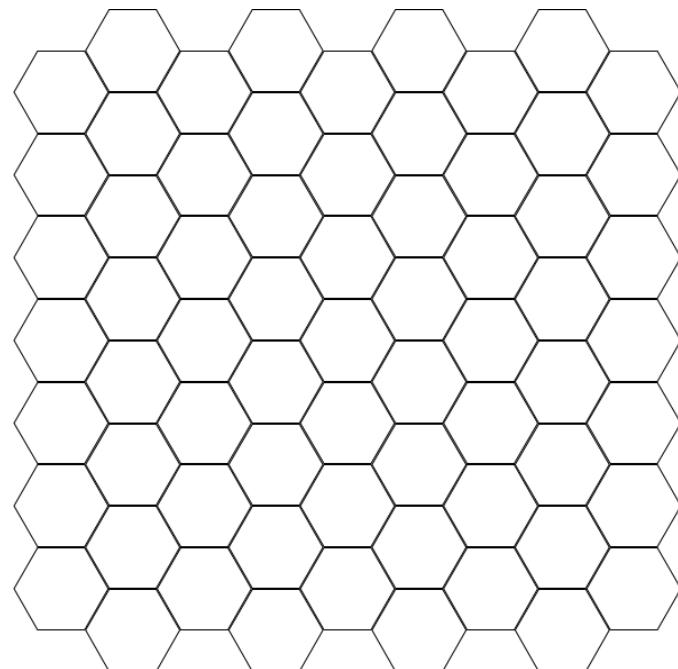
Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Bridge	1 brick, 1 lumber, 1 ore
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
City Wall	1 brick, 1 grain, 1 lumber, 1 ore, 1 wool
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

**3-4 Player Game**

Note that this diagram specifies 74 hexes, though only 67 hexes will be used.

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean
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

Brick	Grain	Lumber	Ore	Wool	3:1
2	2	2	2	2	8

Stobie's Variable Board Layout

By Thomas A. Stobie, with contributions by Vin Bartone

Featured on the University of Catan website (the former English language website of *Catan*) was a section published by the scenario author that consisted of a set of optional rules that could be used with the *Catan* base game and some of its expansions. The largest section among these was a collection of optional rules relating to a customized base game layout that did not necessarily conform to the base game island's shape.

Setup Notes

Rather than using a fixed board layout, a drafting process is used to determine the board layout.

- First, shuffle all the land hexes and harbors face-down, and determine the order in which players will place hexes on the board. This is *not* the order in which the players will play in the game proper; this is determined once the board is fully set up.
- The first player takes one hex and places it face-up. This hex is known as the **center hex**.
- Then, in the order determined above, each player takes a face-down land hex and places it face-up, next to a face-up hex, with the restriction that land hexes may not be situated more than four hexes away from the center hex.
- Once all the hexes have been placed, the placement of harbors begins.
- Harbors must be placed such that the two affected intersections are on land, no two harbors touch, and, wherever possible, harbors are not situated in adjacent hexes.
- Once all harbors are placed, number tokens may then be assigned to resource-producing hexes.
- Note that because of the indeterminate shape of the board layout, there is a possibility that the board may not fit in a frame (possibly due to lack of frame extension pieces), or that there may not be enough hexes to fill in the frame. (Similarly, for players with 3rd edition and earlier sets, there may not be enough ocean hexes to adequately surround the landmass, if harbor hexes are used.)

Number tokens may be placed randomly. However, players may choose one of two additional ways of assigning number tokens to hexes. In general, number tokens are assigned so that the following criteria are all met:

- Hexes with a given number token are not placed adjacent to another hex with the same number token.
- Hexes with a 6 number token are not placed adjacent to hexes with an 8 number token.
- There are no landlocked intersections for which all three adjacent hexes have a 5, 6, 8, or 9.
- Optionally, hexes with a given number token are not placed adjacent to another hex for which the two number tokens sum to 14 (thus, in addition to the fact that 6 cannot be adjacent to 8, we have 5 cannot be adjacent to 9, 4 to 10, 3 to 11, and 2 to 12.)
- Optionally, hexes with a 2 number token may not be placed on a hex adjacent to one with an 11 number token, nor 3 with 12.

Two methods of assigning number tokens are proposed: a snake-style process generally useful for large landmasses, and one involving player drafting that may be used for any type of board layout. The snake-style process is as follows:

- Starting at one corner of the landmass, place a number token at random, and assign the remaining hexes in the row a number token, subject to the general restrictions.
- If all of the hexes in a row have number tokens assigned, then the hexes in the next row are assigned, going in the opposite direction as the row before it.
- If a number token is placed where the general restrictions cannot be met, then the number token is swapped with the number token on the last hex where the number token's placement would be legal.
- If, however, this causes the swapped number token to have an illegal placement, no swapping is done, and the original number token is instead placed in the next eligible hex where it may legally be placed.

The drafting process is done as follows:

- After the last harbor is placed, players then take turns placing the 6 and 8 number tokens, ensuring that they are not placed on adjacent hexes.
- Then, players take turns placing the 5 and 9 number tokens, with the restriction that no landlocked intersection has all three adjacent hexes with assigned number tokens. (Keep in mind that the restriction against adjacent hexes with the same number token must also be enforced here.)
- Finally, players take turns placing the remaining number tokens, subject to the general restrictions.

Note that neither number token placement procedure is foolproof: there are board layouts for which it may be impossible to have all of the placement criteria met, due to factors including number token distribution, the shape of the landmass, or even as a result of the fact that a partial assignment may result in there being no acceptable ways to assign number tokens to the rest of the board. (This is even taken into consideration that there are two number token placement principles that are labeled as optional.)

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for additional information on the mechanics therein.

- Ocean hexes and land hexes are shuffled together before they are drafted.
- Scenarios may be setup freeform, as in the base game, or within the confines of a frame. If a frame is used, the first hex must be placed along the edges of the frame, and later hexes may be placed adjacent to hexes already placed, or on an unoccupied spot along the edges of the frame.

The Second Islands

NetBattle

Rather than a scenario for *Catan*, "NetBattle" is a completely standalone game that could be played with the components from *Rockman.EXE Catan Standard*, a version of the *Catan* base game released in Japan by Capcom, with the theme taken from the *Mega Man Battle Network* series of video games (more specifically, from *Mega Man Battle Network 4: Red Sun and Blue Moon*), primarily for the Game Boy Advance. (*Rockman.EXE*, originally *Battle Network Rockman.EXE*, is the name of the series in Japan.)

The *Mega Man Battle Network* series takes place in a world where advanced AI known as NetNavis assist mankind in everyday life. NetNavis exist in a parallel computerized world, created from the many complex interconnected computerized systems created by people. However, these computerized systems are often buggy, and the malicious effects of the code manifest themselves as viruses. Thus, NetNavis are tasked with "virus busting": eliminating these viruses so that these computer systems can remain running smoothly. The same tools that are used in virus busting has also given way to a competition known as NetBattle, where NetNavis compete against each other in one-on-one combat, like a combat sport.

Key to NetBattle is the fact that humans and NetNavis must work alongside each other as they seek to eliminate the opposing team. To this end, humans often send BattleChips to their NetNavis, granting them increased combat powers for a short period of time. (BattleChips are sometimes also used in ordinary virus busting, especially if viruses become extremely dangerous, to the point that they present a threat to the human world.) Because of their utility, there is a secondary economy of trading and collecting BattleChips, which form much of the premise of *Rockman.EXE Catan Standard*.

In *Rockman.EXE Catan Standard*, players play as one of four human characters:

- Lan Hikari, the main human character of the *Mega Man Battle Network* series. The grandson of famous researcher Dr. Tadashi Hikari (better known as Dr. Light from other *Mega Man* series games), he seeks to become the world's best NetBattler alongside his NetNavi partner, MegaMan.EXE.
- Mayl Sakurai (Maylu Sakurai in the *Mega Man NT Warrior* animated series), a childhood friend and next door neighbor to Lan. She and her partner, Roll.EXE, serve as the love interest to Lan and MegaMan.
- Dex Oyama (Dex Ogreon in the *Mega Man NT Warrior* animated series), a large and imposing bully who eventually gains Lan's friendship. Dex and his partner, GutsMan.EXE, are accomplished NetBattlers, but only have a recreational interest in NetBattling in general.
- Eugene Chaud (Chaud Blaze in the *Mega Man NT Warrior* animated series), Lan's rival. Chaud is a child prodigy and an "official NetBattler" (a NetBattler working on behalf of law enforcement), Chaud seeks to solidify his claim to being the best NetBattler with ProtoMan.EXE at his side.

Rounding out the main cast (but absent from *Rockman.EXE Catan Standard*) is Yai Ayanokuji (Yai Ayano in the *Mega Man NT Warrior* animated series), a child prodigy and spoiled rich kid who likes to share her wealth with her close friends, Lan included. She and her NetNavi butler, Glyde.EXE, are not at all proficient in NetBattles, but she makes up for their lack of skill with her collection of rare BattleChips.

Over the course of the game, each character seeks to collect BattleChips in order to expand their presence online. In *Rockman.EXE Catan Standard*, each individual resource card is a BattleChip, and the five resources represent the five different types of BattleChips that may be collected: normal chips (ore), fire chips (brick), water chips (wool), elec chips (grain), and wood chips (lumber). In the *Mega Man Battle Network* series of games, BattleChips are often won through virus busting, and thus each terrain hex in *Rockman.EXE Catan Standard* represents computer systems where these BattleChips may be obtained. The desert hex is represented by a "dark hole", representing a part of the internet where few NetNavis dare to travel. Fittingly, the robber is represented by Bass.EXE, a NetNavi without a human partner, whose origins are shrouded in mystery.

The Second Islands				
Fire (Brick)	Elec (Grain)	Wood (Lumber)	Normal (Ore)	Water (Wool)
BlkBomb Heater / HeatSprd Meteors / ShotStar	Arrow1	Lance LeafShld Snake TreeBom1	Ball BigHamr1 Cannon Gaia1 GunSol1 Invis1 MiniBomb MokoRus1 Spreader TimeBom1 Tornado Vulcan Wind WindRack	IceCube MetaGel
AntiFire	AntiElec	AntiWood		AntiWatr
ElemFlar		ElemLeaf		ElemIce
FireAura		WoodAura		AquaAura
FireSwrd				AquaSwrd
FireTowr		WoodTowr		AquaTowr
HeatBrth	ElecShok	WoodPwdr		Blizzard
RedWave				Wave MudWave
Snakegg3	Snakegg2	Snakegg1		
FlmLine1 FlmLine2 FlmLine3	MagBolt1 MagBolt2 MagBolt3	Boomer1 Boomer2 Boomer3	WideSwrd LongSwrd CustSwrd VarSwrd Slasher	Bubbler Bub-V BublSide
HeatShot Heat-V HeatSide	Plasma1 Plasma2 Plasma3	SidBmbo1 SidBmbo2 SidBmbo3		BblWrap1 BblWrap2 BblWrap3
Magnum1 Magnum2	Remobit1 Remobit2 Remobit3	WhitWeb1 WhitWeb2 WhitWeb3		Cloud / LilCloud Cloudier / MedCloud Cloudest / BigCloud
	RingZap1 RingZap2 RingZap3			
	Thunder1 Thunder2 Thunder3			

All BattleChips are listed as they appear in the *Mega Man Battle Network* series. Note that some names have been abbreviated due to the technical limitations of the Game Boy Advance (for example, the full name of GunSol1 is "Gun del Sol 1"). Not all BattleChips appeared in the same game, and some BattleChips appeared in multiple games. (No single resource type is represented by chips all from a single game.) Note that the element designation on the resource cards may not match the actual type of the associated BattleChip; for example, sword chips are listed as non-elemental in *Rockman.EXE Catan Standard*, while they are listed as their own BattleChip type in *Mega Man Battle Network*. Uniquely, amongst the BattleChips chosen as resource cards, only Meteors / ShotStar is a Mega class chip; the rest are all Standard class chips.

Harbors in *Rockman.EXE Catan Standard* is represented by chip trading machines. These machines exist in both the human and NetNavi world, with the vast majority being operated by Higsby and his NetNavi partner, NumberMan.EXE. Higsby himself appears on the Year of Plenty development card alongside his shop, while NumberMan is one of many NetNavis appearing on the Knight development cards (fittingly, the Largest Army bonus is known as the "NetNavi Award"). The Road Building and Monopoly development cards are represented by the AreaGrab and Fan BattleChips, respectively. Roads are represented by "network links", and the Longest Road bonus is known as the "Network Award".

The Second Islands

Single Ore Harbor NumberMan.EXE, ThunderMan.EXE, BurnerMan.EXE	Brick and 3:1 Harbors SparkMan.EXE, GutsMan.EXE, SearchMan.EXE
Single Wool Harbor KendoMan.EXE, ColdMan.EXE, TopMan.EXE	Grain and 3:1 Harbors VideoMan.EXE, Roll.EXE, FIrMan.EXE
Single 3:1 Harbor WindMan.EXE, MetalMan.EXE, ProtoMan.EXE	Lumber and 3:1 Harbors WoodMan.EXE, MegaMan.EXE, AquaMan.EXE

The 18 major NetNavis from *Mega Man Battle Network 4: Red Sun and Blue Moon* are shown on each of the six frame pieces, in order from left to right, as oriented in the *Catan Standard* section of the Guide. The four NetNavis represented by the players (MegaMan.EXE, Roll.EXE, GutsMan.EXE, and ProtoMan.EXE) all appear together on the five victory point development cards, while the other 14 NetNavis also appear on the Knight cards.

Each NetNavi is represented in two forms: ordinary NetNavis (settlement) and SP Navis (cities). In the *Mega Man Battle Network* series of games, most bosses and supporting NetNavis, after defeating them in friendly (and not-so-friendly) combat, can be rematched, which would pit MegaMan against a stronger version of the NetNavi, known in some of the later games as an SP Navi. (Some may be further rematched, with each version being more powerful than the last, but rarely more than three times.)

Because these mechanics, when combined together, have little semblance of combat, “NetBattle” is a game that tries to encapsulate the battle aspects of the *Mega Man Battle Network* series.

NetNavis

In “NetBattle”, each player has two ordinary navis and one SP navi. All navis are placed in the center of a hex. At the start of the game, the SP navi begins the game in the central column, flanked by the two ordinary navis.

Scenario Rules

- The number tokens and harbors are not used in this scenario.
- **Navi Movement:** At the start of each turn, players may move one of their navis one hex in any forward direction. A player is not obligated to move their navi.
- **Resource Collection:** At the end of each turn, the player to move collects one resource corresponding to the hexes produced at the location of each navi.
- **Hand Limits:** If at any point a player exceeds their hand limit of seven cards, they must discard resources down to the hand limit.
- **Combat:** If a player moves a piece to a hex occupied by an opposing piece, combat occurs. Each player rolls one die, with the player with the lower roll removing their piece from the board. If the outcome is tied, then both pieces are removed.
- **Spending Resources:** Whenever combat occurs, players may spend their collected resources to augment their combat rolls. The attacking player must commit their resources before the defending player.
- A player’s SP navi automatically gets a +1 bonus to any combat roll.
- **Revival:** A player may, instead of moving a piece on the board, revive one of their lost pieces by placing it either on the dark hole at the center of the board, or the space where their SP navi started on their end of the board.

The game ends if either SP navi is defeated, with the owner of the surviving SP navi being declared the winner. In the event that both SP navis are lost due to a tied combat roll, the game is declared a draw.

References

Building Costs

The building costs for this scenario are not true “building costs” *per se*, but serves to map the *Catan* building costs to the resources that may be spent during combat.

Navi +1 Bonus	1 brick, 1 lumber
Navi +2 Bonus	1 brick, 1 grain, 1 lumber, 1 wool
Navi +3 Bonus	2 grain, 3 ore
Discard 2 cards from opposing hand	1 grain, 1 ore, 1 wool

Setup Diagrams

2 Player Game						
Note that six hexes will be unused.						
Hexes						
Hills	Fields	Forest	Mountains	Pasture	Desert	
3	4	4	3	4	1	

Catan: Seafarers Scenarios

Catan: Seafarers, titled *The Seafarers of Catan* prior to the 4th edition, was the first full expansion to the base game. The key attraction of this expansion is new rules and mechanics so as to allow for multiple islands, and expansion between different islands. One of the side effects of that is the thing that the Guide is ultimately all about: the scenario.

Because of the age of *Seafarers*, this section of the Guide is the longest section. Few scenarios can lay claim to having more distinct setups and minor balance changes due to the evolution of the game, and these scenarios, in turn, have made large influences on those that have followed, both official and fan-made. Ultimately, *Seafarers* is what made *Catan* evolve from being a mere game to a full system of games, adding even more to the legendary replayability of the base game.

About the Scenarios

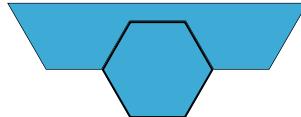
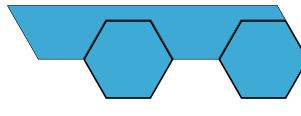
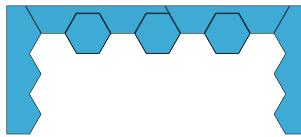
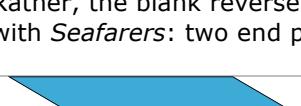
The scenarios in this section of the Guide are presented in the order in which they appear in the *Seafarers* manual. Note that there is no single edition of *Seafarers* released in any language that contains all of the scenarios listed here.

The general narrative of *Seafarers* is that the settlers of the base game island have moved on to find new lands to settle. Along the way, they discover uninhabited islands with new resources, as well as islands that are inhabited by native tribes that wish to establish trade relations. As the various islands are settled, they develop into bustling cities, soon to be known the world over. However, before that happens, new worlds still await to be explored.

The Game Frame

As the 3rd edition lacked a frame to hold the board together, which was necessary for the larger boards found in *Seafarers*, a special square frame was included with this expansion. The frame consists of eight pieces forming the ends of the board, as well as a number of frame extension pieces. The frame is held together with a system of tabs and slots, with each tab and slot being labeled with an uppercase letter. To assemble the frame, the tabs and slots with matching labels are affixed to each other.

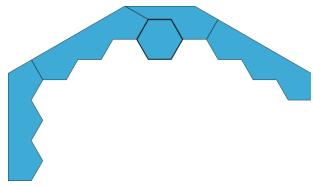
By convention, the tab and slot with the letter A is located on the top-right corner or the bottom left corner, with letters increasing as one proceeds clockwise around the frame.

	Pictured here on the left is piece HA, which is identical in shape to piece DE on the opposite end of the board. This piece is the basic piece on each end of the board, and contains a pre-printed ocean hex. This piece has tabs on both ends.
	In theory, by attaching piece FG directly on the left, one could construct a board three hexes wide, though no scenario in <i>Seafarers</i> makes use of this.
	Pictured here on the left is piece GH, which is identical in shape to piece CD on the opposite end of the board. This piece acts as a frame extension for the top and bottom sides, extending the basic frame formed by DE and HA by four columns. Also note that there are two preprinted ocean hexes on the board, and that the slot on the right actually extends into the right side hex. The left end of the piece contains a tab.
	In theory, with multiple copies of <i>Seafarers</i> , it is possible to further widen the board by multiples of four columns with additional copies of this piece, but no scenario in <i>Seafarers</i> (or in general) requires multiple copies of an expansion.
	On the left, we see the four pieces that make up one end of the board: the two pieces mentioned above, as well as the frame pieces FG (far left) and AB (far right) that form the corner of the board. FG, as well as its counterpart BC on the opposite end of the board, has a slot on its bottom edge, while AB and its counterpart EF has a tab on its bottom edge.
	If the two ends were to be joined together without any frame extensions, the outer columns would thus be able to hold a total of five hexes. This is sufficient to hold the 3-4 player base game board together, but not the 5-6 player base game board, due to the presence of the pre-printed hexes.
	The frame extension pieces serve to extend the board by one hex or two hexes in length, respectively. They are meant to fit between the tab and slot labeled F on the left side of the board, and B on the right side of the board. Thus, the tabs are located on the top side and the slots are located on the bottom side. All tabs and slots are labeled with an X.
	It can be said that FG and AB can be thought of as modified three-hex extensions, with their specific modification being to account for the fact that those pieces form the corner of the board.
	<i>Seafarers</i> include two one-hex extensions and four two-hex extensions, while the extension includes three additional two-hex extensions. Note that there is no single scenario that requires a total extension of more than six hexes, and thus no scenario requiring that both one-hex extensions be placed on the same side of the board.

Because the 4th edition game came with a frame, the 4th edition *Seafarers* does not come with a complete frame. Rather, the blank reverse sides of each frame piece is used with the new frame piece additions that are included with *Seafarers*: two end pieces as well as a set of frame extensions.

	Pictured here is an end piece. The end piece contains a pre-printed ocean hex, and around the frame is a building cost reminder for the cost of a ship, as <i>Seafarers</i> does not include new building cost references. The tab for this piece extends out of the upper-left edge of the pre-printed hex, and the slot for this piece is located on the bottom-right side of the frame proper.
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Catan: Seafarers Scenarios



When an end piece is combined with three of the frame pieces from the base game, it forms the proper assembly for one end of the game board. If the two ends of the game board are joined directly together, this would create a board three hexes deep on the outside columns, widening to six hexes (counting the pre-printed ocean hexes) down the middle column. As with the 3rd edition frame, this is large enough to hold the 3-4 player base game, but not the 5-6 player base game due to the presence of the pre-printed hexes.

Frame extension pieces in the 4th edition are identical in shape to their 3rd edition counterparts, notwithstanding the different shape of the tabs and slots on each. (Note that since the reverse sides of the base game frame pieces are used in *Seafarers*, this also means that the tabs extend counterclockwise in the 4th edition, as opposed to tabs extending clockwise in the 3rd edition. Because the 3rd edition frame pieces cannot be used on their reverse sides, frame extensions are not compatible between different editions.) The 4th edition *Seafarers* includes only a single pair of one-hex and a single pair of two-hex extensions, and the *Seafarers* extension adds a second pair of two-hex extensions. The typical 4th edition scenario will be of roughly the same size as their 3rd edition counterparts; the removal of the second pair of frame extension pieces (and the third unmatched extension piece in the extension) between extensions largely has to do with the removal of "Greater Catan" from the scenario rotation in the 4th edition; "Greater Catan" was the only scenario that made use of two pairs of two-hex frame extensions in the 3rd edition.

Note that due to rotational symmetry, there is nothing that says that frame extension pieces cannot be used to make the game board wider rather than longer, although no *Seafarers* scenario does so. (*Traders & Barbarians* and *Explorers & Pirates* both use frame extension pieces to both widen and lengthen the board.)

Additional Hexes and Number Tokens

Seafarers includes an additional set of base game hexes and number tokens. One fields, forest, and pasture hex is included in *Seafarers*, and two each of hills and mountains are included, bringing the total number of hexes to five for each basic terrain type (seven with the base game extension) when combined with the base game. A total of three desert hexes is included with the 3rd edition *Seafarers*, while 4th edition *Seafarers* divides these three hexes: two are included in *Seafarers* itself and one in the *Seafarers* extension.

One of each type of number token is included with *Seafarers*. Unlike the number tokens from the base game or the base game extension, no letters are attached to these number tokens.

Ships

The new mechanic introduced in *Seafarers* is the concept of ships. Rather than representing individual seagoing vessels (a concept that is explored in *Explorers & Pirates*), a ship represents a network of ships in a shipping lane, and as such, acts as an extension of the road network over water.



Pictured on the left is a comparison between the Viking wood ship (left) and the traditional wood ship (right). Although the Viking wood ship is slightly taller and has a more recognizable shape, the footprint that they take up is not significantly larger than their traditional counterpart.

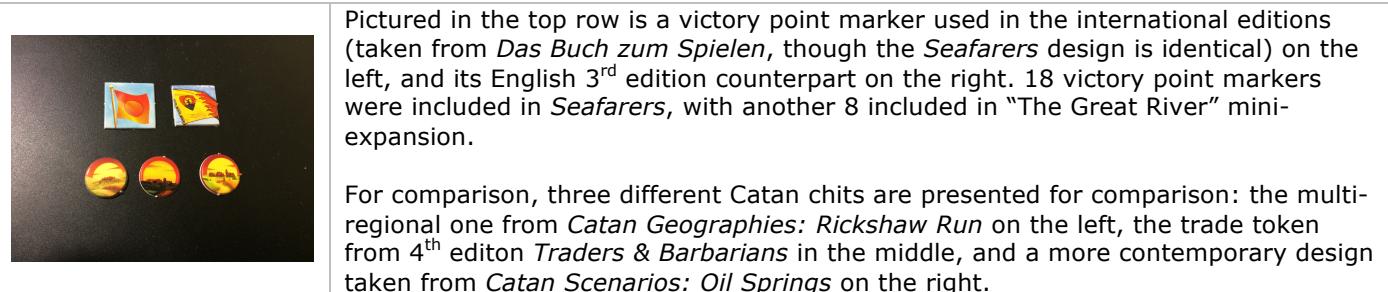
Ships are player pieces, and each player begins with 15 ships in their supply at the start of the game. The *Catan Big Game Event Kit*, due to incorporating rules from *Seafarers*, also includes ships as part of the player pieces.

- A line of ships is called a **shipping lane**, and all ships must be part of a shipping lane that is anchored at a coastal settlement at all times.
- A ship and a road may not occupy the same edge. This means that coastal edges may have either a road or ship on it, but not both.
- A shipping lane is considered open if it is not anchored on both ends, and closed if it is. Note that as shipping lanes may branch, ships may belong to both open and closed shipping lanes at the same time. Ships are considered open if and only if they are not part of any closed shipping lanes.
- **Ship Movement:** Once per turn, a player, as a build action, may take the last open ship in any single lane and place the ship elsewhere.
- A player may not build a ship and immediately move it: the ship being moved must be already present at the start of the turn.

- In the 3rd edition, the ship being moved must be placed such that it is still connected to its original anchoring settlement or city. Starting with the 4th edition, there are no restrictions on where the ship may be placed: the ship may be placed as if it was newly built.
- During initial setup, a player may place a ship instead of a road extending from their initial settlements.

Victory Point Markers

In the original German release of *Seafarers*, as well as the English 3rd edition *Seafarers*, a number of victory point markers were included, for the scenarios where certain settlements and cities could be worth additional victory points. The use of distinct victory point markers was removed in 2003 (and later in the English 4th edition), in favor of the multipurpose Catan Chit.



Victory point markers were also included in other expansions, such as "The Great River" or *Das Buch zum Spielen*.

Catan Chits

Catan Chits are multipurpose markers, introduced in the 2003 German release of *Seafarers*, and later in the 4th edition of the English *Seafarers* expansion, replacing the victory point markers from earlier editions. Like the victory point markers before them, they are to denote additional victory points in some scenarios, but a number of newly-introduced scenarios (most notably, "Cloth for Catan") use them for other purposes. Because of this, there is a greater number of Catan chits that were included in the 4th edition compared to the victory point markers in the 3rd edition.

Catan chits are also included in later expansions, including *Traders & Barbarians* and *Catan Geographies: Rickshaw Run*. Though designs may differ slightly, all Catan chits are meant to be interchangeable.

Ocean Hexes

In earlier editions of the base game, the base game included nine ocean hexes and nine harbor hexes to frame the board. Starting with the 4th edition, this was replaced with a proper frame, and although each hex now had a blue reverse side making them suitable for use as ocean hexes, true ocean hexes (that is, with ocean on both sides) were introduced in *Seafarers*.

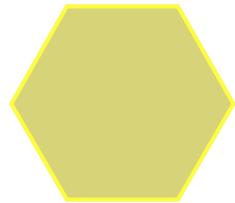
As of the 4th edition, *Seafarers* includes 12 ocean hexes, and the *Seafarers* extension includes 7 additional hexes. In the 3rd edition, owing to the larger frame, there are 19 ocean hexes in *Seafarers* and 8 in the *Seafarers* extension, in addition to the 9 from the base game and 2 in the base game extension.

Harbor Markers

Although the earliest editions of the base game included harbor hexes, *Seafarers* has always included a set of harbor markers matching that of the harbors that came with the base game (and the extension's harbors in the *Seafarers* extension). This is as some scenarios may require that harbors be placed on the frame itself, to be attached to land hexes that lie along the outside rows or columns. The practice of having separate harbor markers continued onto the 4th edition of *Seafarers*, where harbor markers already existed to accommodate variable harbor setup in the base game.

The 4th edition's harbor markers are of a different shape than the base game's markers, and extended to the edge of a hex, unlike those of the base game. However, they are substantially smaller than the 3rd edition's harbor markers, which extended to the middle of a hex; part of the reason for its redesign may be to allow the presence of more than one harbor to be placed on a hex (for example, on opposite edges) at a time. Regardless of its shape, each harbor marker designated two intersections as intersections where a player may make use of improved prevailing trade rates if they built a settlement there.

Catan: Seafarers Scenarios
Gold Fields



Gold fields are a new type of hex introduced in *Seafarers*. This hex acts as a “wildcard” terrain, producing any resource for any adjacent settlement or city. The chosen resource may be the same or different every time the gold field produces.

Whenever a gold field produces for a city, its owner may take any two resources of their choosing. These two resources may be the same resource or different resources.

Because gold fields may produce any resource, players with large amounts of production from gold fields can potentially use them to deny other players resources by introducing resource shortages. Doing so is generally considered to be against the spirit of the game.

Note that in scenarios where gold pieces as a currency is introduced (for example, *Traders & Barbarians* scenarios), the fact that gold pieces do not produce gold coins may cause some confusion.

Seafarers has always included two gold field hexes, and the *Seafarers* extension includes one additional gold field hex in the 3rd edition, and two additional ones in the 4th edition.

Pirate

In *Seafarers*, the pirate is considered to be the naval counterpart of the robber, in the sense that they are both moved on a roll of 7, are displaced by knights, and can steal resources from other players.



Pictured on the left is a comparison between the Viking wood pirate (left) and the traditional pirate (right). The traditional pirate is simply a black version of the traditional wood ship, and it has attracted criticism for not being particularly imposing or threatening. Later international releases of *Seafarers* (before the conversion to plastic pieces) instead came with the barbarian ship from *Cities & Knights* as a stopgap measure.

The Viking wood pirate has since been reused in both *Explorers & Pirates* (in player colors) as well as *Legend of the Sea Robbers*, making it one of the few Viking wood pieces currently available separate from the traditional wood pieces.

- On a production roll of 7, the pirate may be moved to any ocean hex.
- The robber and pirate may not both be moved at the same time; only one of the two may be moved on a production roll of 7.
- Whenever the pirate is moved, the player to move may steal one resource from any player with a ship adjacent to the pirate's new position.
- Almost all actions targeting the robber may instead target the pirate: for example, a Knight development card may be used to move the pirate.
- Note that in many scenarios there is generally enough water to *de facto* expel the pirate from the board; nevertheless, like the robber, the pirate may be expelled and removed from the board, if the scenario allows for it. This is considered different from moving the pirate out of harm's way.
- A player may not build a ship on an edge adjacent to the pirate. Similarly, a player may not move an existing ship to an edge adjacent to the pirate.
- Ships adjacent to the pirate may not be moved away from the pirate until the pirate is moved.

Heading for New Shores

"Heading for New Shores", titled "New Shores" in the 3rd edition, is the introductory scenario for *Seafarers*, introducing the ability to expand off of the main island and providing increased incentive for doing so. Interestingly, it is the only *Seafarers* scenario to have lacked a 5-6 player setup in the 3rd edition *Seafarers* extension.

Scenario Rules

- Players may only place their initial settlements on the main island.
- As originally presented, the first settlement a player builds on each outlying island is worth one additional victory point. This rule was changed in 2008 to award two victory points, to further incentivize expanding off of the main island.

Game is to:

- 13 points, under the original rules
- 14 points, under current rules

The following additional rules are in effect if playing with the "Spices for Catan" variant from *Legend of the Sea Robbers*. Consult with that section of the Guide for more information on the rules therein.

- Each setup contains an area called the undiscovered area, each of which is divided into sub-areas. Each sub-area consists of one spice hex from the reserve and enough non-spice hexes from the reserve to fill the sub-area (not all sub-areas are of equal size).
- At the start of the game, each hex in the undiscovered area is revealed, and, if it is a resource-producing hex, a number token from the reserve is assigned to it. The number token assigned to each resource-producing hex must be one that was assigned to it in the base scenario (without "Spices for Catan"), and, if there is more than one number token from that type of hex left to be assigned, be the least probable of those remaining. (Players may choose if more than one number token is equally likely.)
- The first player to place a merchant on any spice hex may, as a reward, draw a card from the spice stack.
- This scenario may also be played using the discovery rules introduced in "The Fog Islands". Consult with the section of the Guide for additional details.

Setup Notes

The setups are recommended setups as shown on official documentation. The number tokens and the terrain hexes making out the outlying islands may be freely rearranged. Set up the main island as per the rules of the base game.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Catan: Seafarers Scenarios
Setup Diagrams

3-4 Player Game (1997)											
Hexes											
Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest	Fields	Hills	Mountains	Desert
Main Island	3	4	4	3	4	1					
Outlying Areas	1	1	1	2	1					2	19
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
2	3	4	5	6	8	9	10	11	12		
Main Island	1	2	2	2	2	2	2	2	1		
Outlying	1	1	1	1		1	1	1	1		
HARBORS											
Brick	Grain	Lumber	Ore		Wool		3:1				
1	1	1	1		1		1				

3-4 Player Game (2003)											
Hexes											
Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest	Fields	Hills	Mountains	Desert
Main Island	3	4	4	3	4	1					
Outlying Areas	1	1	1	2	1					2	15
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
2	3	4	5	6	8	9	10	11	12		
Main Island	1	2	2	2	2	2	2	2	1		
Outlying	1	1	1	1		1	1	1	1		
HARBORS											
Brick	Grain	Lumber	Ore		Wool		3:1				
1	1	1	1		1		1				

3 Player Game (2008)



Hexes

Ocean	
Gold Field	
Pasture	
Mountains	
Forest	
Fields	
Hills	

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

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	1	1	1	2	2	2	1	2	2	
Outlying		1	2	1		1	1	1		1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



3 Player Game (2008) with "Spices for Catan"

Hexes

Ocean	
Gold Field	
Pasture	
Mountains	
Forest	
Fields	
Hills	

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

Hexes do not include pre-printed hexes on the frame.

Number Tokens

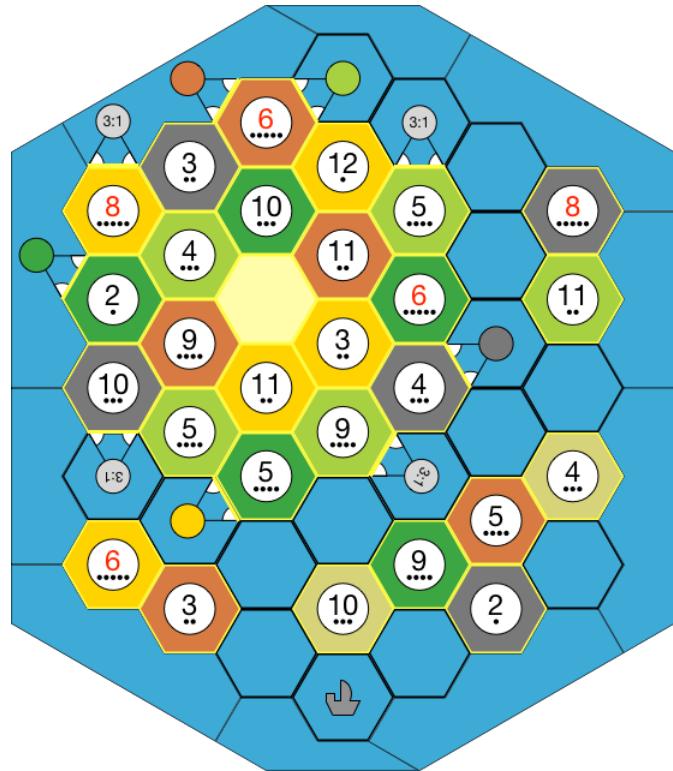
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	1	1	2	2	2	1	2	2	
Outlying		1	2	1		1	1	1		1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



4 Player Game (2008)

Hexes

Ocean							
Gold Field							
Desert							
Pasture							
Mountains							
Forest							
Fields							

Hills							
Forest							
Fields							

Main Island	3	4	4	3	4	1	
Outlying Areas	2	1	1	2	1		2 14

Hexes do not include pre-printed hexes on the frame.

Number Tokens

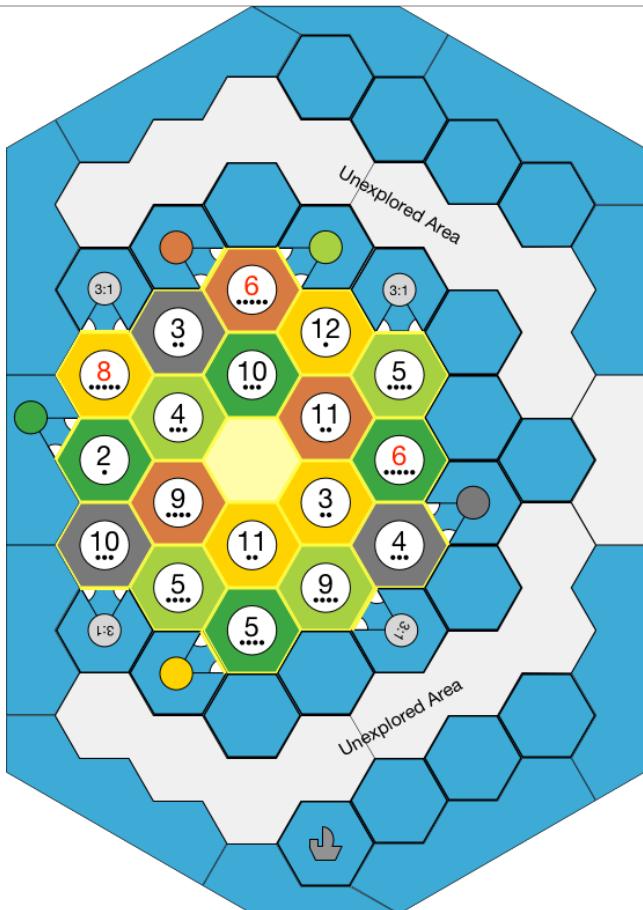
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	2	2	2	2	2	1
Outlying	1	1	1	1	1	1	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



4 Player Game (2008) with "Spices for Catan"

The single gray frame piece is the two-hex frame extension piece from *Legend of the Sea Robbers*. Due to its use, players may extend a road network along the edges of the frame piece from one area to the other.

Hexes

Ocean							
Spice							
Gold Field							
Desert							
Pasture							
Mountains							
Forest							
Fields							

Hills							
Forest							
Fields							

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

Hexes do not include pre-printed hexes on the frame.

Number Tokens

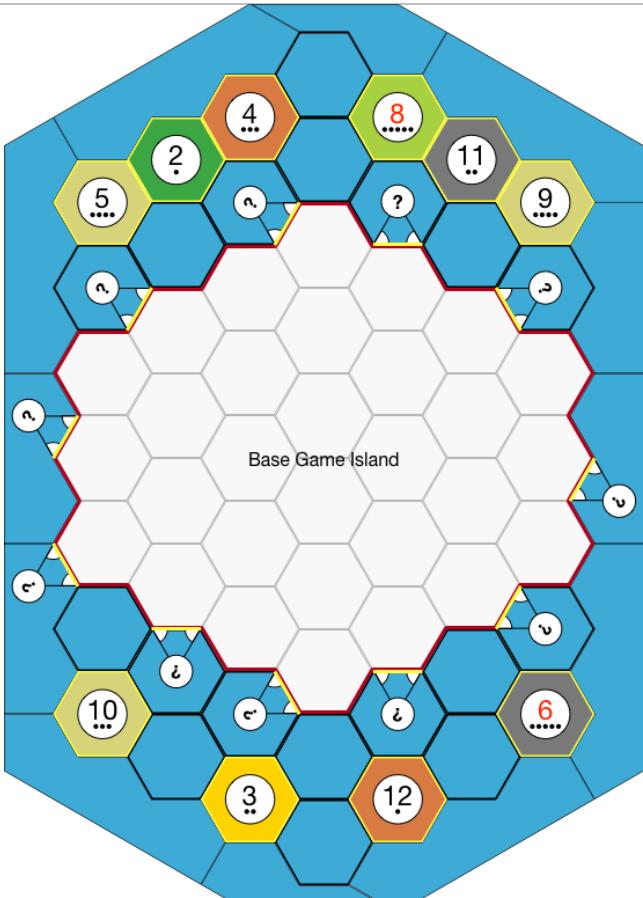
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	2	2	2	2	2	1
Outlying	1	1	1	1	1	1	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



5-6 Player Game

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
Main Island	5	6	6	5	6	2		
Outlying Areas	2	1	1	2	1		3	16

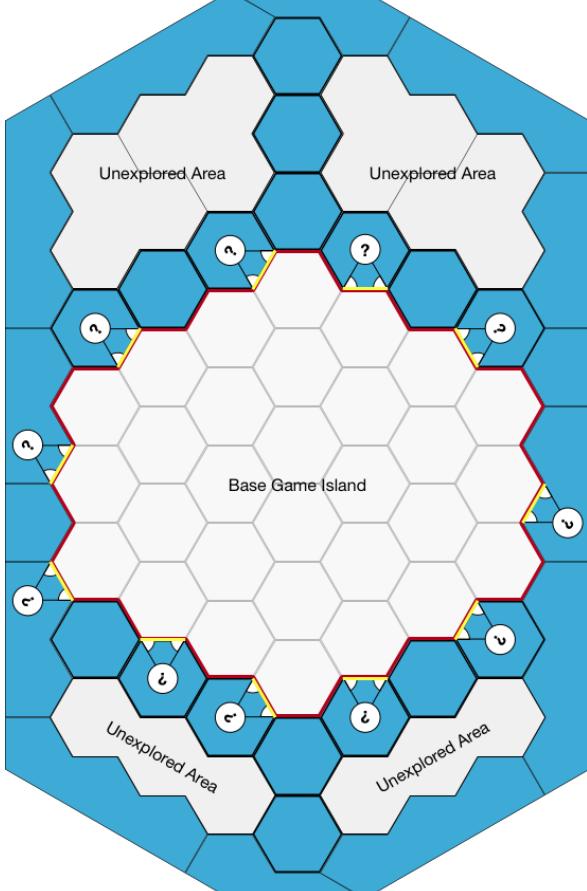
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5



5-6 Player Game with "Spices for Catan"

Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.

Hexes

	Ocean	Spice	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
Main Island	5	6	6	5	6	2			15
Outlying Areas	2	1	1	2	1		3	6	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

The Four Islands

"The Four Islands" is the second scenario in *Seafarers*, and largely demonstrates how a scenario can be built using smaller landmasses as opposed to a single larger one. The scenario is named for the number of islands that are present on the board, so the six-player setup is known as "The Six Islands".

Scenario Rules

- The islands a player places their initial settlements on is termed their home islands.
- Under the 3rd edition rules, a coastal settlement facing the interior of the game board must be built with a ship instead of a road during initial setup. In the present rules, there is no such restriction.
- The pirate is present in the game, and will begin off of the board if its starting location is not present in the setup diagrams.
- The first settlement a player builds on each island outside of their home island is worth two additional victory points. In the 3rd edition rules, the first settlement a player builds on the first island outside of their home island is only worth one additional victory point.

Game is to:

- 12 points using 3rd edition rules
- 13 points using present rules
- 14 points in any setup using rules from "The Caravans" in *Traders & Barbarians*. Consult with the section on "The Caravans" in the Guide for additional details with regards to rules from that scenario.

The following additional rules are in effect if using rules from "The Fishermen of Catan" in *Traders & Barbarians*. Consult with the section on "The Fishermen of Catan" in the Guide for additional details with regards to rules from that scenario.

- Each player begins the game with two single-fish tokens, two double-fish tokens, and one triple-fish token.

Setup Notes

The setups are recommended setups as shown on official documentation. Terrain hexes and number tokens may be freely rearranged, but care must be taken to ensure that forests and pastures are not all assigned poor number tokens, due to a heavy reliance on ships in this scenario.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
---	---

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3 Player Game (1997)

Hexes

Hills

Mountains

Pasture

Ocean

3	3	3	3	3	17
---	---	---	---	---	----

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

4 Player Game (1997)

Hexes

Hills

Mountains

Pasture

Ocean

4 4 4 4 5 19

Hexes do not include pre-printed hexes on the frame.

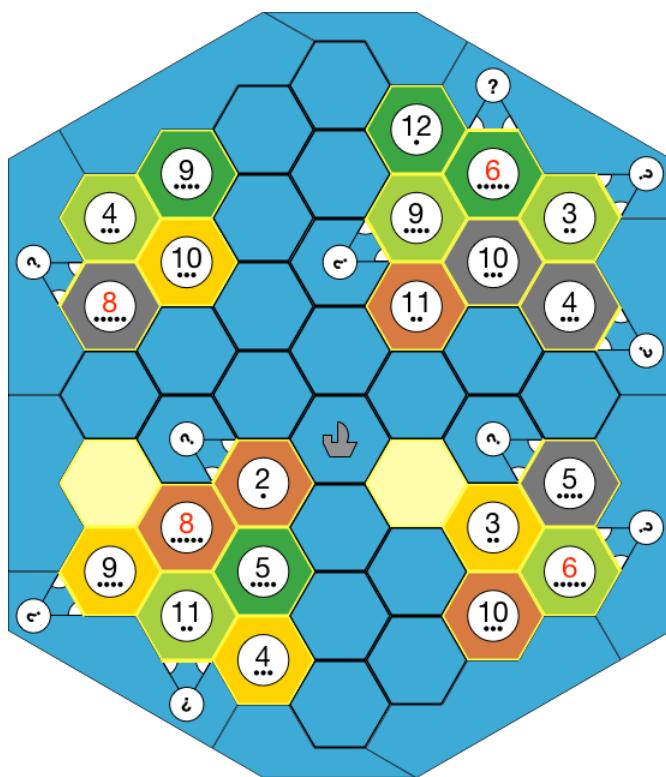
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Catan: Seafarers Scenarios



3-4 Player Game (2003)

Hexes

	Ocean	Desert	Pasture	Fields	Mountains	Hills	
	4	4	4	4	5	2	19

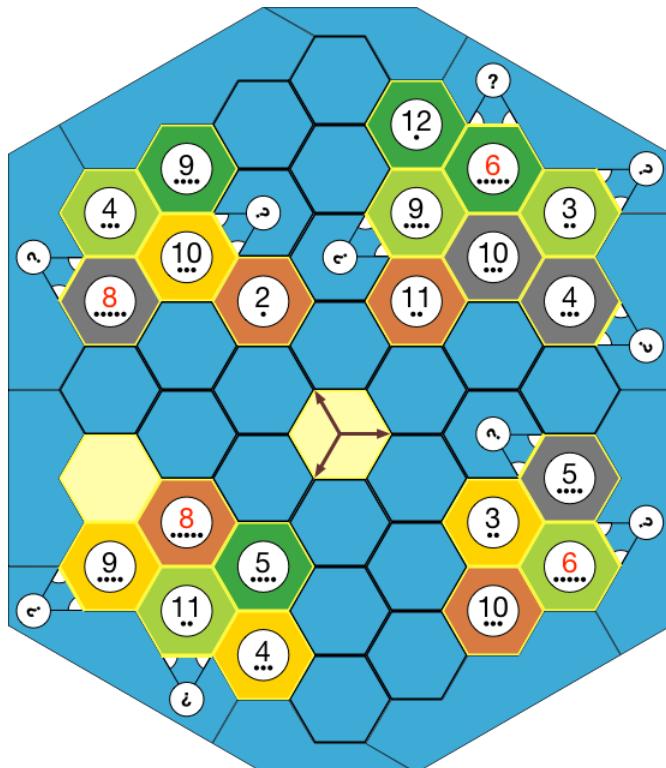
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5



3-4 Player Game with "The Caravans"

Hexes

	Ocean	Oasis	Desert	Pasture	Fields	Mountains	Hills	
	4	4	4	4	5	1	1	19

Hexes do not include pre-printed hexes on the frame.

Number Tokens

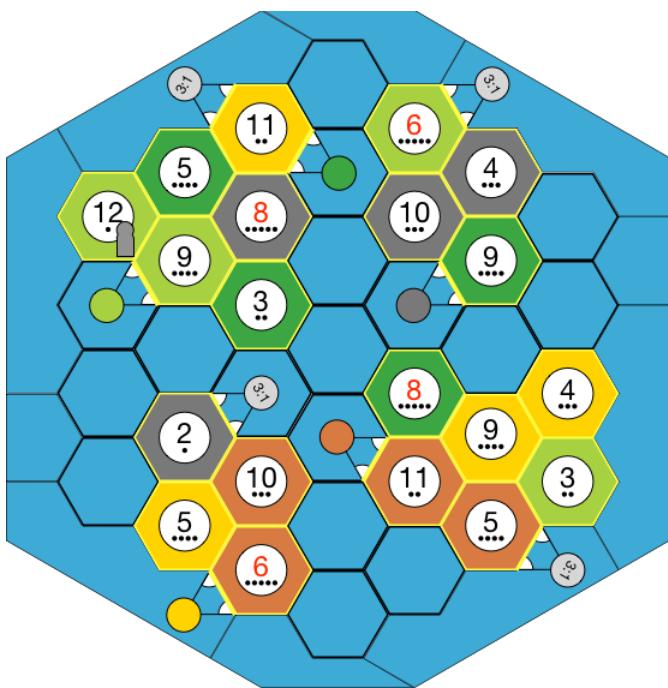
2	3	4	5	6	8	9	10	11	12
1	2	3	2	2	2	3	3	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

3 Player Game (2008)

Hexes



Ocean	Pasture	Mountains	Forest	Fields	Hills
4	4	4	4	4	15

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

4 Player Game (2008)

Hexes



Ocean	Pasture	Mountains	Forest	Fields	Hills
12	5	4	5	5	4

Hexes do not include pre-printed hexes on the frame.

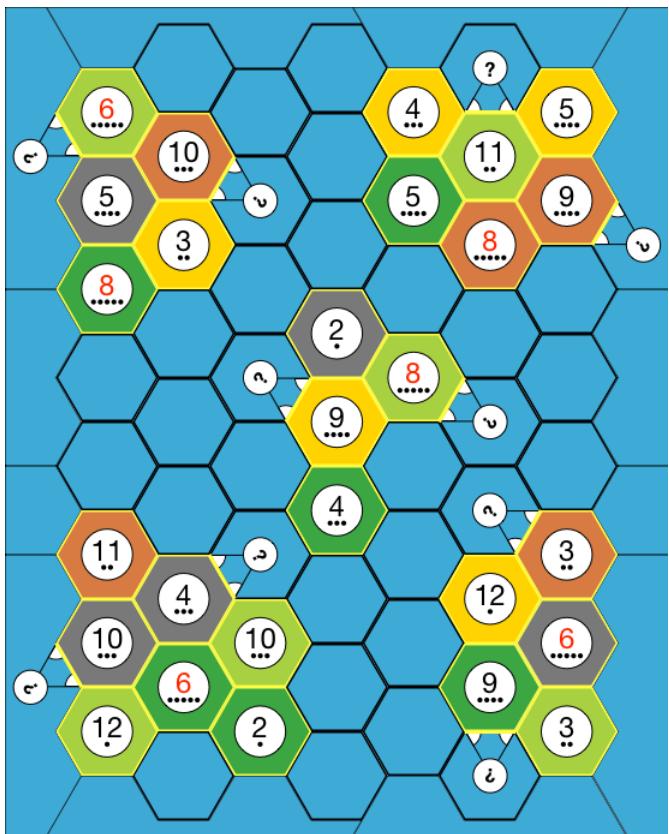
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



5 Player Game (1997)

Hexes

Hills

Fields

Mountains
Pasture

Pasture

Ocean

	Hills	Fields	Forest	Mountains	Pasture	Ocean	
	5	5	6	5	6	26	

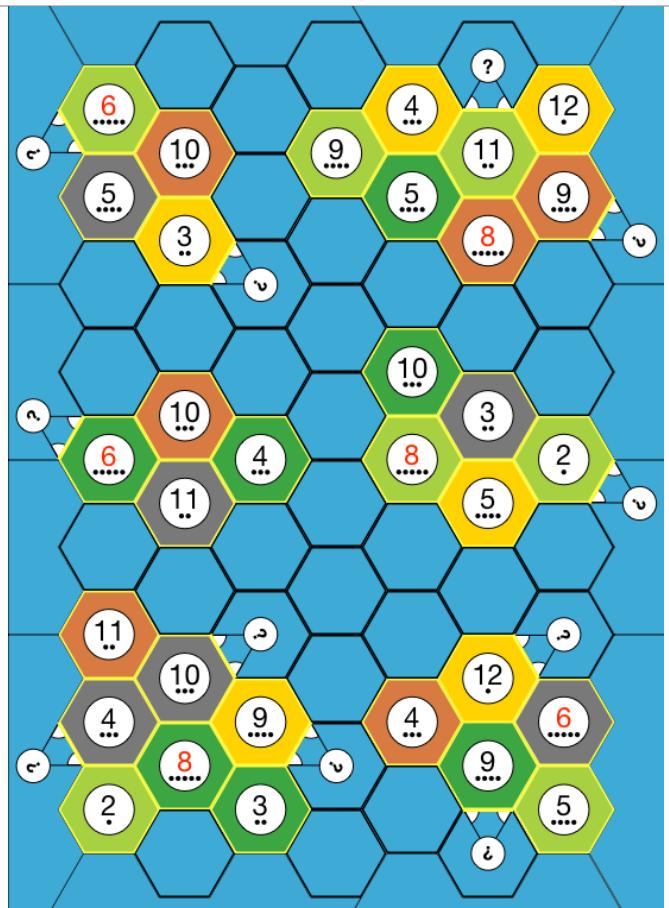
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5



6 Player Game (1997)

Hexes

Hills

Fields

Mountains

Pasture

Ocean

	Hills	Fields	Forest	Mountains	Pasture	Ocean	
	6	6	7	6	7	28	

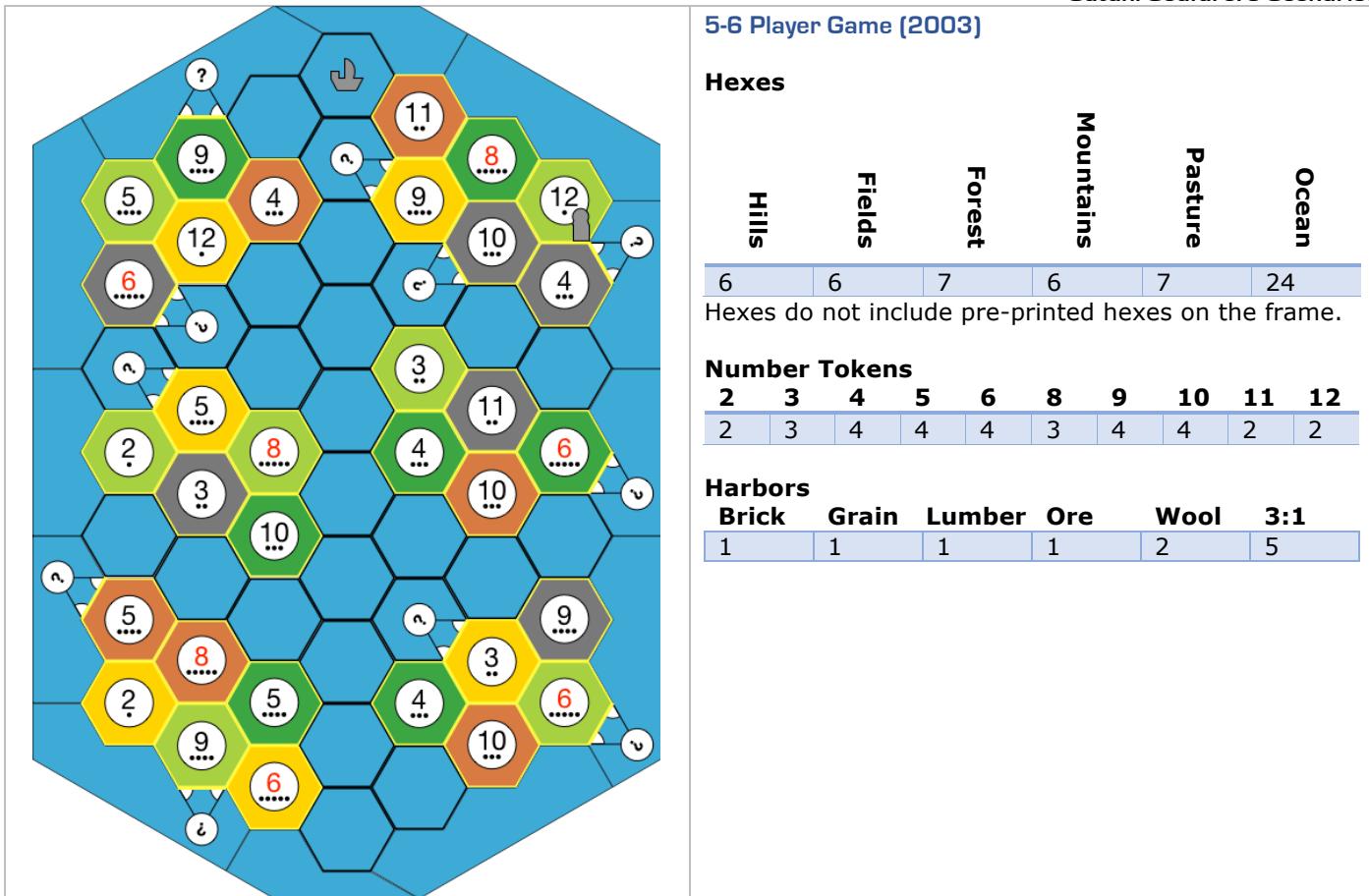
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	6



The Fog Islands

"The Fog Islands", originally titled "Oceans" in the 3rd edition of *Seafarers* and renamed to "The Fog Island" (singular) in the 4th edition before adopting its present name in the 5th edition, is the first *Seafarers* scenario to introduce a significant mechanic aside from extra points for expanding over water.

The primary difference between the present setups, originally introduced as a separate scenario with identical rules titled "Oceania" for the *Catan: Cities & Knights* computer game (a mid-2000s computer implementation of the game), and the older setups was the reduction of undiscovered terrain from an area covering half of the board to only a thin strip separating two islands.

Undiscovered Terrain

The primary purpose of undiscovered terrain is to have a board that would slowly be built over the course of the game, a concept that would be greatly be expanded upon in general in *Explorers & Pirates*. The concept of undiscovered terrain is similar between the two, but there are certain differences, which will be outlined in the *Explorers & Pirates* section of the Guide.

- Each setup contains a reserve of hexes and number tokens that are used to complete the board. Note that not all hexes and number tokens may be used.

Scenario Rules

- The robber is present in the game. If not present in the setup diagram, the robber begins the game off of the board.
- **Discovery:** If a ship or road is built such that it extends to an intersection where not all three of its adjacent hexes have been discovered, discovery will occur. Draw the top hex from the reserve, and, if it is a resource-producing hex, one resource of the type produced by the hex is given as a reward for discovery.

Game is to:

- 12 points, for all setups without the "Spices for Catan" variant from *Legend of the Sea Robbers*
- 14 points, for all setups with the "Spices for Catan" variant from *Legend of the Sea Robbers*

The following additional rules are in effect if playing with any scenario making use of gold, such as "The Rivers".

Consult with the *Traders & Barbarians* section of the Guide for more information on gold pieces.

- Unless otherwise specified by the rules of the scenario, whenever a gold field hex is discovered, players are rewarded with any single resource of their choosing, consistent with the rules from *Seafarers*, and not gold pieces. In general, the reward for discovering a gold field hex will be gold pieces only if the scenario rules specifically state that gold fields produce gold pieces. This is consistent with the rules of this scenario.

The following additional rules are in effect if playing with the "Spices for Catan" variant from *Legend of the Sea Robbers*. Consult with that section of the Guide for more information on the rules therein.

- The undiscovered area of these setups are divided into sub-areas. Each sub-area consists of one spice hex from the reserve and enough non-spice hexes from the reserve to fill the sub-area (not all sub-areas are of equal size).
- This scenario may be played without the discovery rule by revealing hexes after all of them have been placed, and placing number tokens where appropriate. Naturally, there will be no discovery rewards. Instead, the first player to place a merchant on a spice hex may draw a card from the spice draw stack as a comparable analogue to discovery.

Setup Notes

The diagrams are recommended setups as shown on official documentation. The terrain hexes and number tokens may be freely rearranged, but altering the actual shape of the starting landmasses is not recommended.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

- Cities & Knights Additions*
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3 Player Game (1997)											
Hexes											
Ocean											
Gold Field											
Pasture											
Mountains											
Hills											
Fields											
Forests											
Main Island	2	2	3	2	2	1	6				
Unexplored Area	1	1	1	2	1		8				
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
2 3 4 5 6 8 9 10 11 12											
Main Island	1	1	2	1	2	1	1	2	1		
Unexplored		1		1		1	1		1	1	
Harbors											
Brick Grain Lumber Ore Wool 3:1											
1 1 1 1 1 3											
Unexplored Area											
Main Island											
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4 Player Game (1997)

Hexes

Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	3	3	3	3	2	7
Unexplored Area	1	2	1	1	2	1	14

Hexes do not include pre-printed hexes on the frame.

Number Tokens

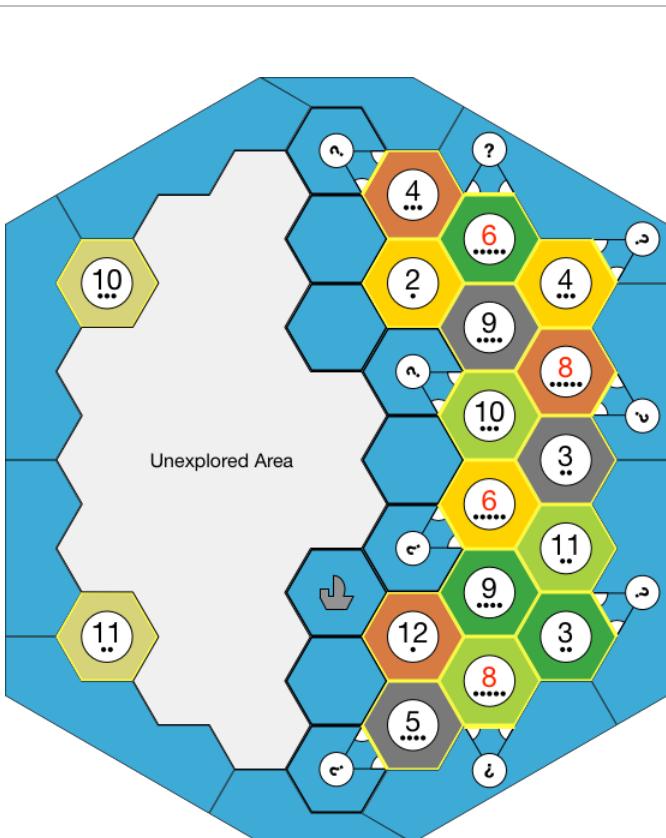
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	1	2	2	2	2	1
Unexplored	1	1	2	1		1	1		

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



3-4 Player Game (2003)

Hexes

Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	3	3	3	3	2	7
Unexplored Area	1	1	2	2	2	1	9

Hexes do not include pre-printed hexes on the frame.

Number Tokens

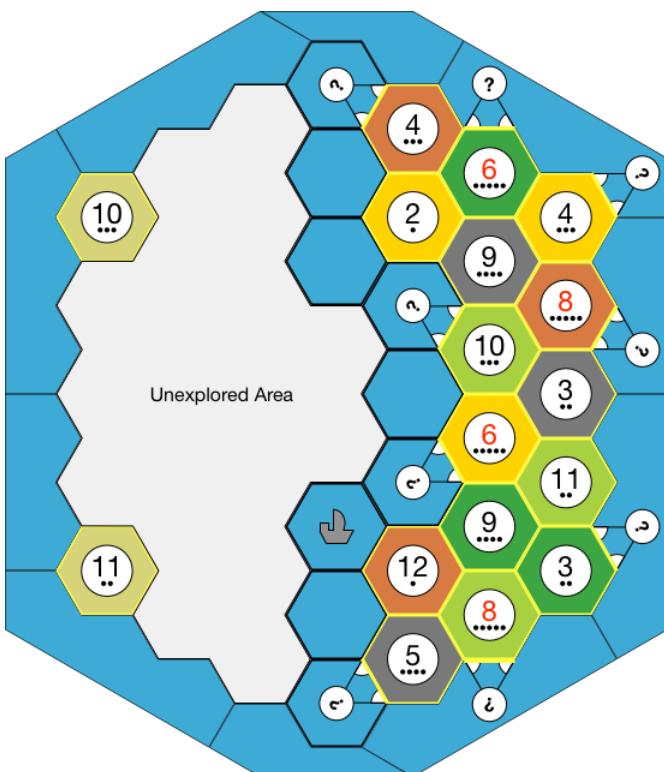
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	1	2	2	2	2	1
Unexplored	1	1	2	1	1	1	1		

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

**3-4 Player Game with "The Fishermen of Catan"**

All fishing grounds must be placed on the coast of the main island. There are 7 spots for 6 fishing grounds.

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Lake	Ocean
Gold Field							
Lake							
Pasture							
Mountains							
Fields							
Forest							
Hills							

Main Island	3	3	3	3	3		2	7
-------------	---	---	---	---	---	--	---	---

Unexplored Area	1	1	2	2	2	1		9
-----------------	---	---	---	---	---	---	--	---

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

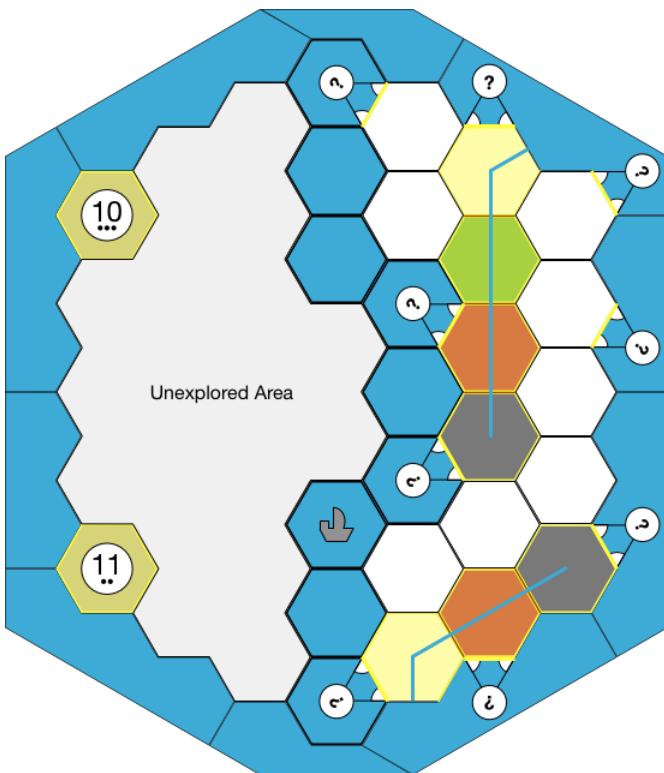
Main Island	1	2	2	1	2	2	2	2	1
-------------	---	---	---	---	---	---	---	---	---

Unexplored	1	1	2	1	1	1	1	1	
------------	---	---	---	---	---	---	---	---	--

Number tokens do not include pre-printed number tokens on fishing grounds or lake hexes.

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**3-4 Player Game with "The Rivers"**

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, and the least favorable field hex receives the other. If there is a tie, pick one at random.

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Rivers	Ocean
Gold Field							
Lake							
Pasture							
Mountains							
Fields							
Forest							
Hills							

Main Island	1	2	3		2		2	7
-------------	---	---	---	--	---	--	---	---

Unexplored Area	1	1	2	2	2	1		9
-----------------	---	---	---	---	---	---	--	---

Hexes do not include pre-printed hexes on the frame or the river tiles.

Number Tokens

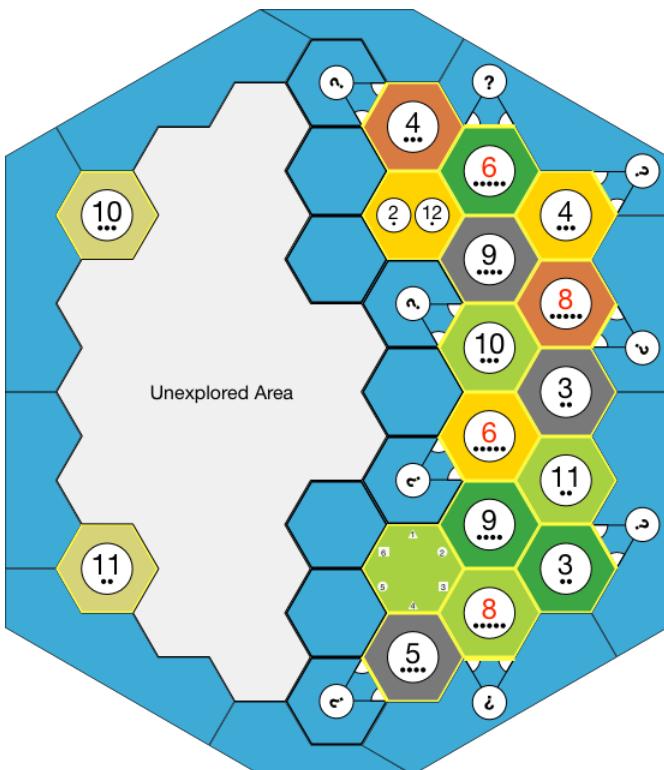
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	1	2	2	2	2	1
-------------	---	---	---	---	---	---	---	---	---

Unexplored	1	1	2	1	1	1	1	1	
------------	---	---	---	---	---	---	---	---	--

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**3-4 Player Game with "Barbarian Attack"**

This setup recommends that the second settlement in initial setup be replaced with a city.

Hexes

	Ocean	Castle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
--	-------	--------	------------	--------	---------	-----------	--------	-------

Main Island	2	3	3	3	3	2	1	7
Unexplored Area	1	1	2	2	2	1		9

Hexes do not include pre-printed hexes on the frame.

Number Tokens

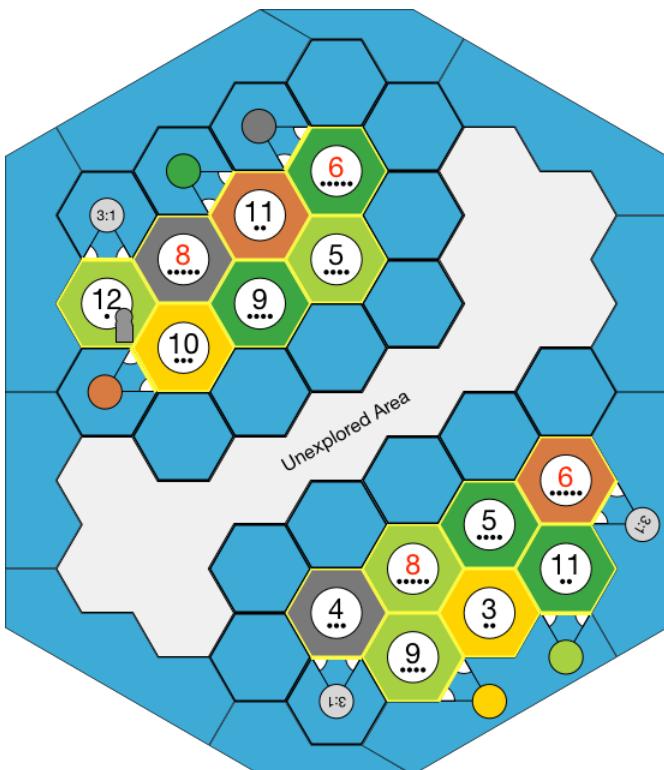
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	1	2	2	2	2	1
Unexplored	1	1	2	1	1	1	1	1	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

**3 Player Game (2008)****Hexes**

	Ocean	Castle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
--	-------	--------	------------	--------	---------	-----------	--------	-------

Main Island	2	2	4	2	4			16
Unexplored Area	2	2	1	2	1	2	2	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island		1	1	2	2	2	1	2	1
Unexplored	2	1	1	1	1	1	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

3 Player Game with “Spices for Catan”



Hexes

	Ocean	Spice	Gold	Field	Pasture	Mountains	Forest	Fields	Hills
	2	2	4	2	4				16
	2	2	1	2	1				1

Hexes do not include pre-printed hexes on the frame.

Number Tokens

Harbors

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

4 Player Game (2008)

Hexes



	Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills	
Main Island	3	3	4	3	4			13
Unexplored Area	2	2	1	2	1	2	2	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**4 Player Game with "Spices for Catan"**

The two areas with two hexes are considered a single sub-area of four hexes.

Hexes

	Ocean	Spice	Gold Field	Pasture	Mountains	Forest	Fields	Hills
--	-------	-------	------------	---------	-----------	--------	--------	-------

Main Island	3	3	4	3	4			16
-------------	---	---	---	---	---	--	--	----

Unexplored Area	2	2	1	2	1	2	4	2
-----------------	---	---	---	---	---	---	---	---

Hexes do not include pre-printed hexes on the frame.

Number Tokens

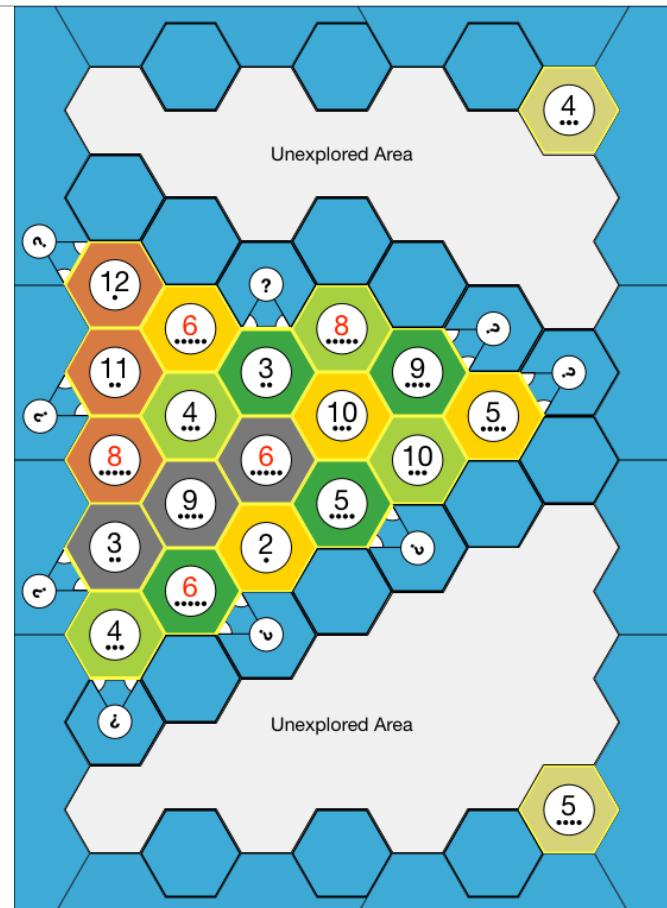
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	2	2	2	2	1	1
Unexplored	2	1	1	1	1	1	1	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

**5 Player Game (1997)****Hexes**

	Ocean	Spice	Gold Field	Pasture	Mountains	Forest	Fields	Hills
--	-------	-------	------------	---------	-----------	--------	--------	-------

Main Island	3	4	4	3	4	2	14	
-------------	---	---	---	---	---	---	----	--

Unexplored Area	2	2	3	2	2	2	15	
-----------------	---	---	---	---	---	---	----	--

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	1	2	3	3	3	2	2	1	1
Unexplored	1	1	2		1	2	2	2	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

**6 Player Game (1997)****Hexes**

Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills
-------	------------	---------	-----------	--------	--------	-------

Main Island	4	4	4	4	5	2	12
Unexplored Area	2	2	3	2	2		14

Hexes do not include pre-printed hexes on the frame.

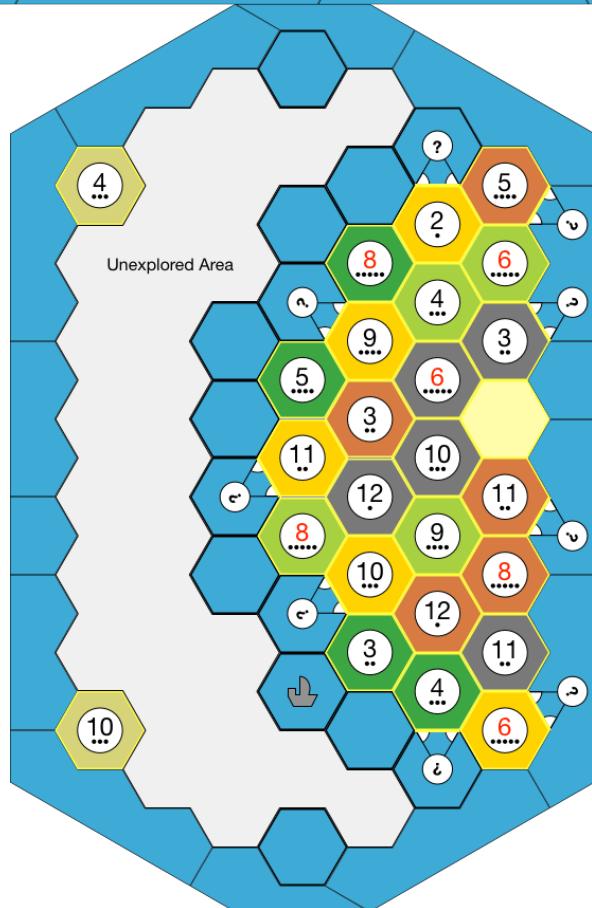
Number Tokens

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

Main Island	1	2	3	3	3	4	2	2	1
Unexplored	1	1	2	1		2	2	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

**5-6 Player Game (2003)****Hexes**

Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	5	5	4	5	4	1	2	12
Unexplored Area	2	2	3	2	3		1	12

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	1	3	3	2	3	3	2	3	2
Unexplored	2	1	1	2	1	1	2	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Catan: Seafarers Scenarios



5-6 Player Game (2003) with "Spices for Catan"

This setup is exclusive to the English language version of *Legend of the Sea Robbers*.

Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.

Hexes

	Ocean	Gold Field	Spice	Desert	Pasture	Forest	Hills
--	-------	------------	-------	--------	---------	--------	-------

Main Island	5	5	4	5	4	1	2	12
Unexplored Area	2	2	3	2	3	1	6	6

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	3	3	2	3	3	2	3	3	2
Unexplored	2	1	1	2	1	1	2	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



5-6 Player Game (2008)

This setup was not included in the English 5th edition manual in favor of the older 2003 setup, though it is included with international versions.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	5	5	5	4	5				14
Unexplored Area	2	2	2	3	2	1	3	3	

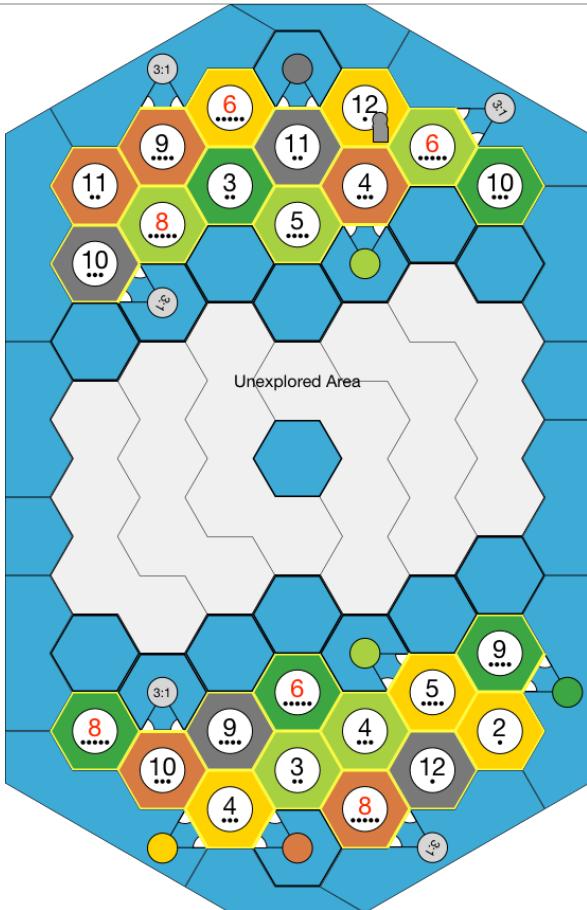
Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	2	3	2	3	3	3	3	2	2
Unexplored	2	2	1	2	1	1	1	1	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

**5-6 Player Game (2008) with "Spices for Catan"**

This setup is exclusive to the international editions of *Legend of the Sea Robbers*.

Note that as there are not enough spice hexes included with *Legend of the Sea Robbers*, nor are there units for the green and brown players, equipment from *Explorers & Pirates* may need to be used as a stand-in.

Hexes

	Hills	Forests	Mountains	Desert	Pasture	Ocean	Spice	Gold Field	Fields
Main Island	5	5	5	4	5				15
Unexplored Area	2	2	2	3	2	1	3	6	3

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	2	3	2	3	3	3	3	2	2
Unexplored	2	2	1	2	1	1	1	1	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

Through the Desert

"Through the Desert", titled "Into the Desert" in the 3rd edition of *Seafarers*, is the fourth scenario presented in *Seafarers*. Like "The Four Islands", it offers few additional rules, instead reinforcing that expanding over land remains a plausible alternative over expanding over water. In these scenarios, in addition to outlying islands, there is a small area on a large island that is separated from the rest of the island by a strip of desert hexes.

Scenario Rules

- The large island is divided into the main area and one or more small land strips, separated by a set of desert hexes.
- Players must place their initial settlements in the main area of the large island.
- The robber begins the game on any desert hex.
- The first settlement a player builds outside the mainland is worth two extra victory points. (One victory point prior to 2008)

Game is to:

- 14 points, under current rules
- 12 points, under rules prior to the 2008 revision

Setup Notes

The diagrams are recommended setups as shown on official documentation. The terrain hexes and number tokens on the main area may be rearranged freely. The terrain hexes in the outlying areas may also be freely rearranged, with the restriction that gold field hexes should not be assigned a 6 or 8 number token.

References

Player Supplies

<ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> 3 City Walls 2 Basic Knights 2 Strong Knights 2 Mighty Knights
---	---

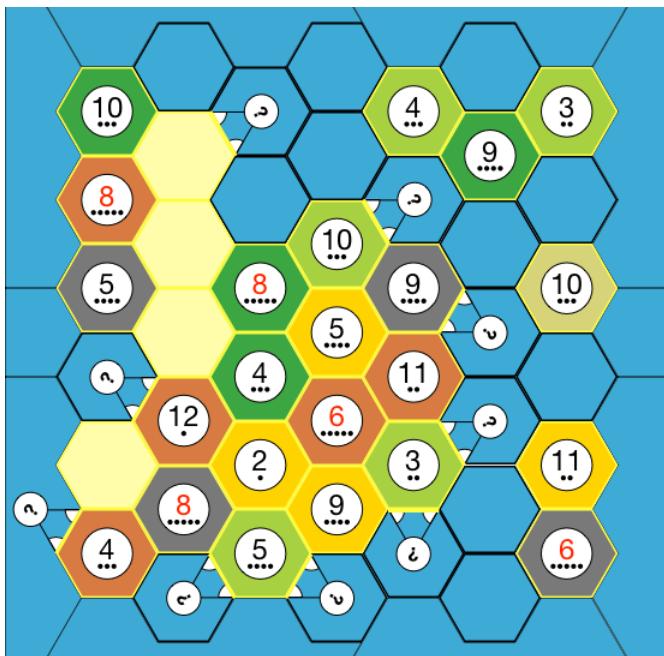
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3 Player Game (1997)

Hexes

Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
5	4	4	4	5	4	1	12

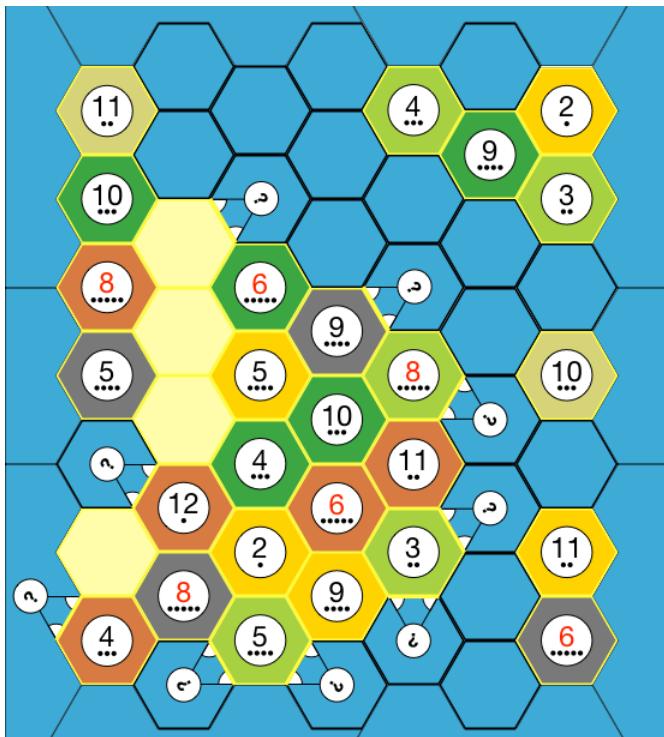
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



4 Player Game (1997)

Hexes

Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	4	5	4	2	16

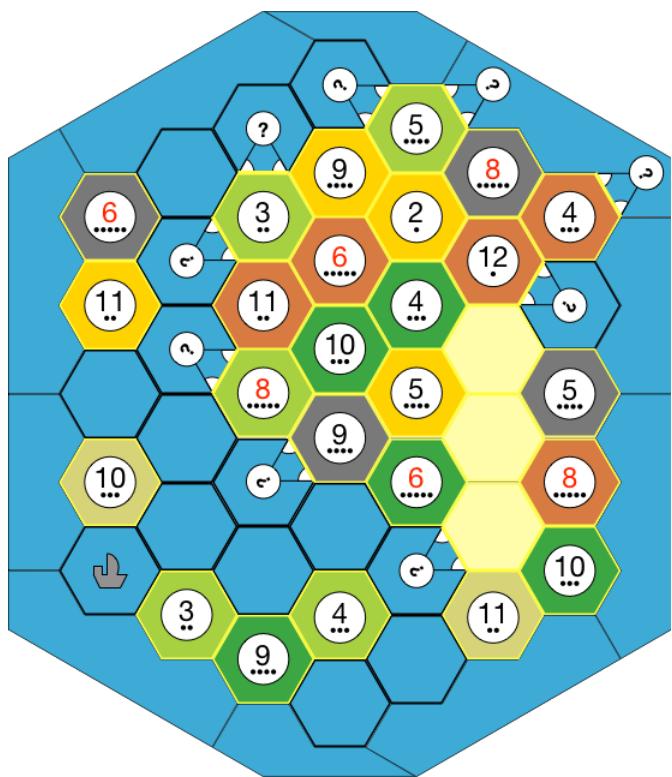
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game (2003)

Hexes

	Ocean	Gold Field	Field	Pasture	Desert	Mountains	Fields	Forest	Hills
	14	2	3	5	3	2	11	10	6

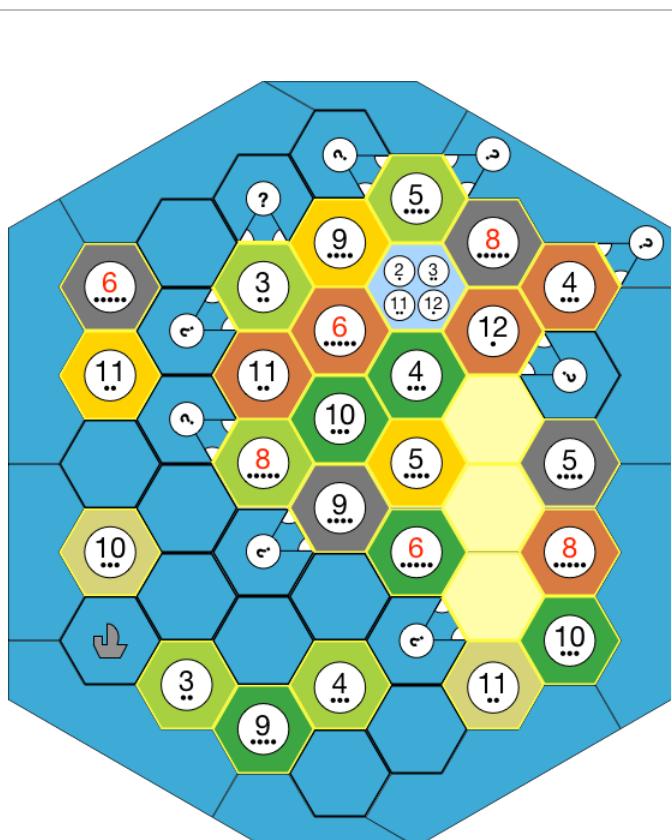
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



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

Fishing grounds may be placed randomly. Note that the main area can only accommodate two fishing grounds; some will need to be set up in outlying areas.

Hexes

	Ocean	Gold Field	Field	Pasture	Desert	Mountains	Fields	Forest	Hills
	14	2	1	3	2	1	5	4	3

Hexes do not include pre-printed hexes on the frame.

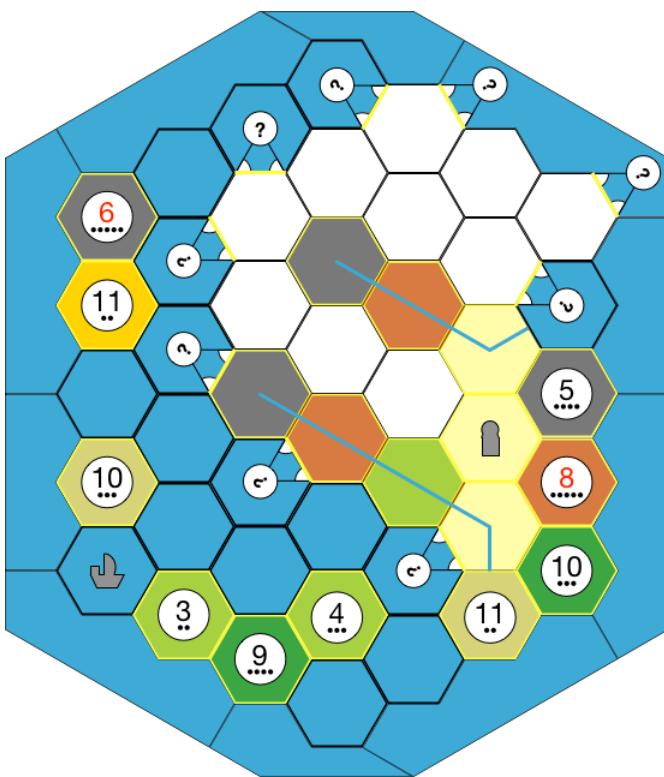
Number Tokens

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

Number tokens do not include pre-printed ones on fishing grounds or lake hexes.

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game with "The Rivers"

Note that the swampland hexes form the desert belt.

Hexes

	Ocean	Lake	Pasture	Desert	Mountains	Fields	Forest	Hills	Gold Field
3	4	5	2	4	1	2	2	2	14

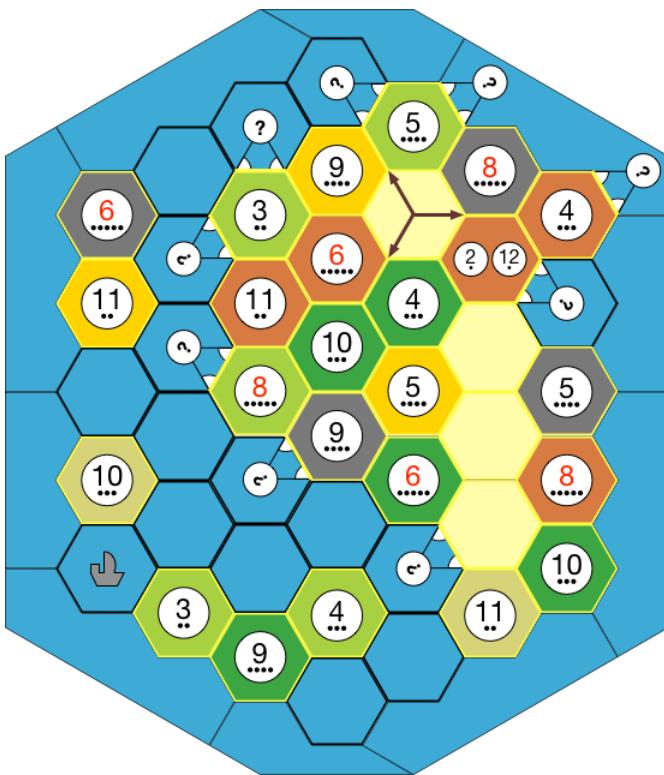
Hexes do not include pre-printed hexes on the frame or on the river tiles.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game with "The Caravans"

Hexes

	Ocean	Oasis	Pasture	Desert	Mountains	Fields	Forest	Hills	Gold Field
5	3	5	4	5	3	2	1	14	

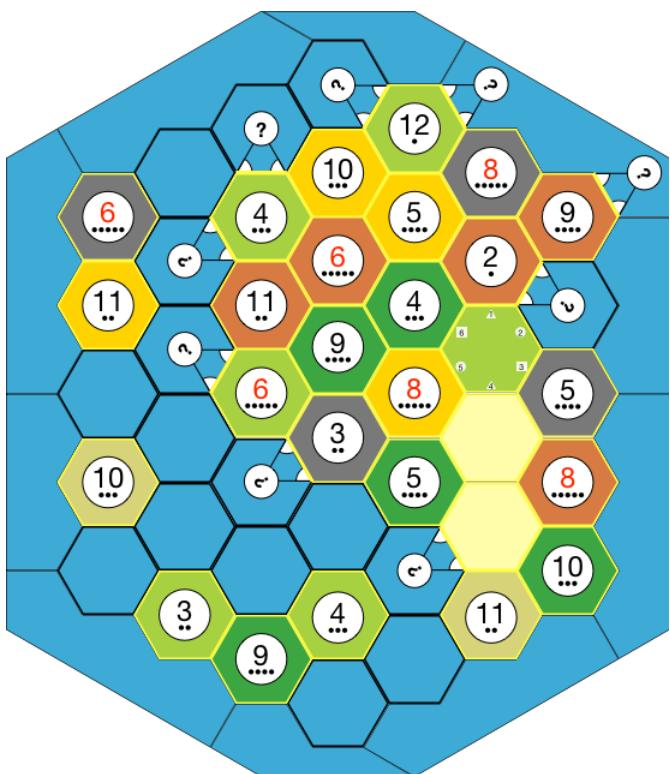
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game with "Barbarian Attack"

Hexes

	Ocean	Castle	Gold Field	Desert	Pasture	Fields	Mountains	Hills
5	4	5	4	5	2	2	1	14

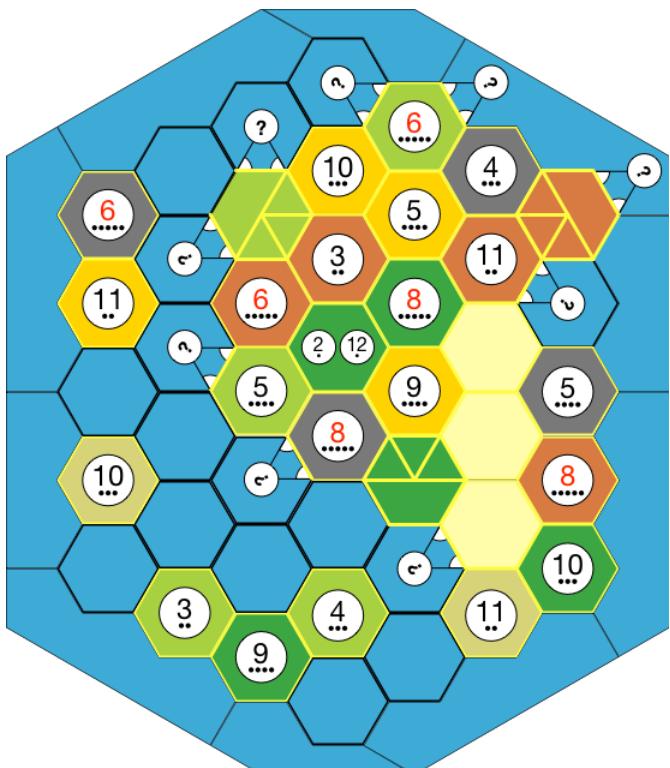
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game with "Traders & Barbarians"

The trade hexes may need to be rotated (or its rear paths made accessible) to make the harbors more accessible.

Hexes

	Ocean	Trade	Gold Field	Desert	Pasture	Fields	Mountains	Hills
4	3	5	4	4	3	2	3	14

Hexes do not include pre-printed hexes on the frame.

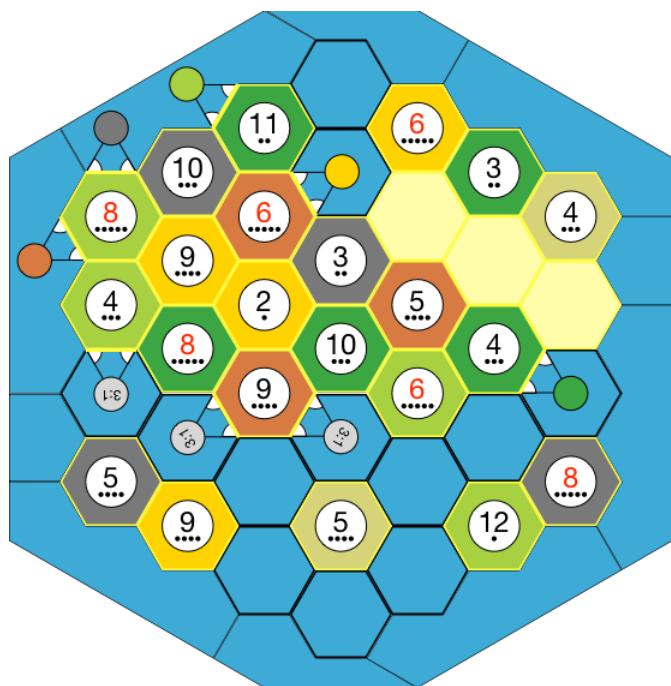
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

3 Player Game (2008)



Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
3	4	5	4	4	5	2	10

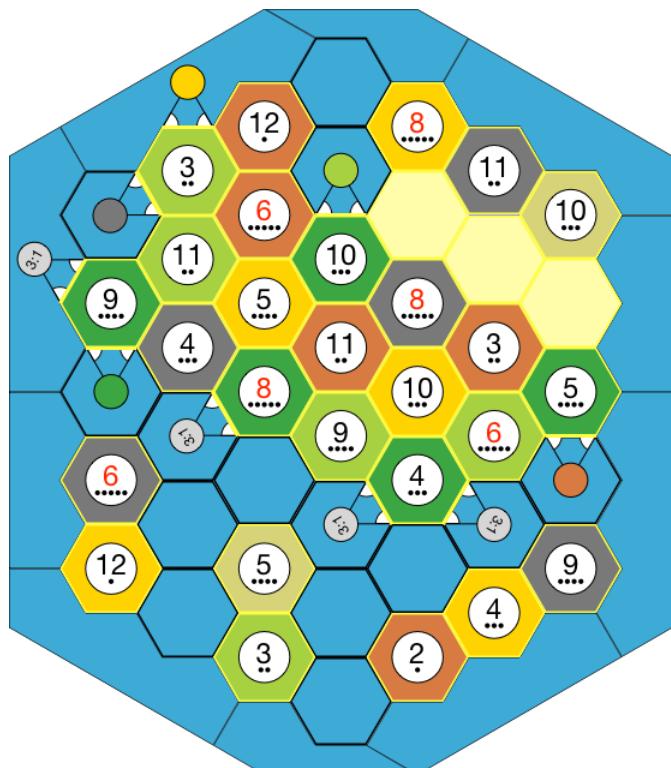
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



4 Player Game (2008)

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
5	5	5	4	5	3	2	12

Hexes do not include pre-printed hexes on the frame.

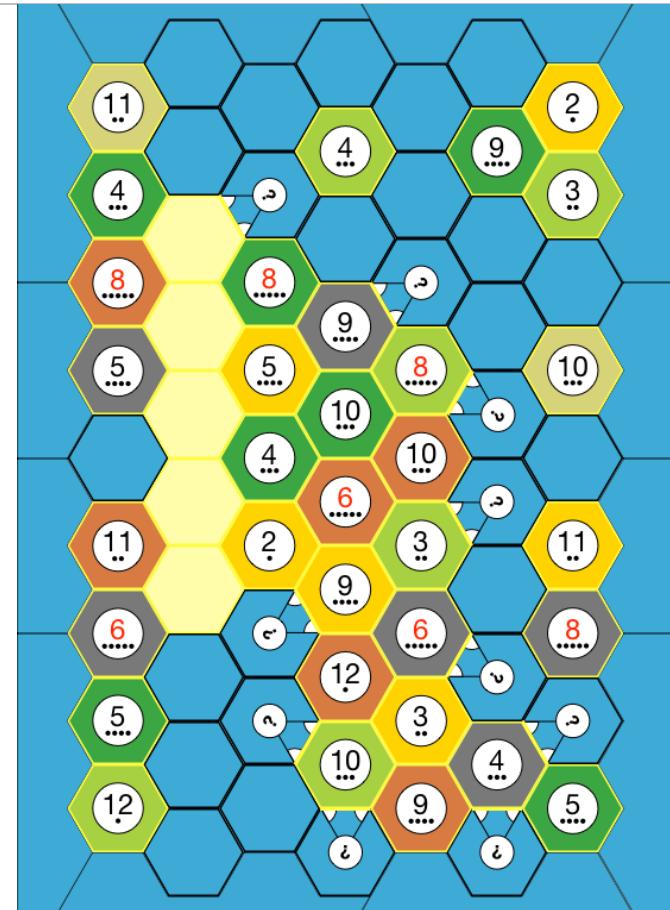
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Catan: Seafarers Scenarios



5 Player Game (1997)

Hexes

Hills	Mountains	Fields	Forest	Desert	Pasture	Ocean
6	6	7	6	6	5	22

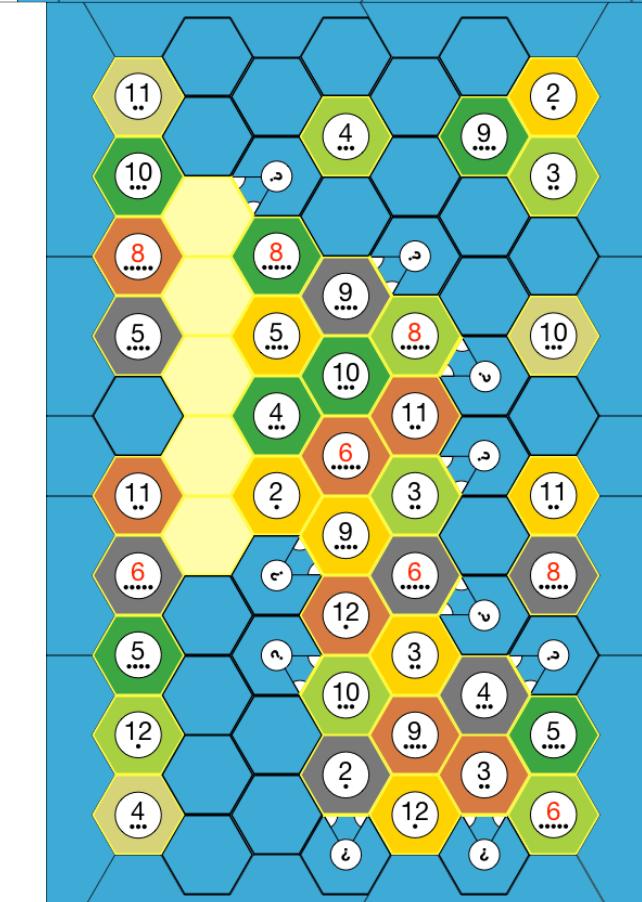
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5



6 Player Game (1997)

Hexes

Hills	Mountains	Fields	Forest	Desert	Pasture	Ocean
7	7	7	7	7	5	3

Hexes do not include pre-printed hexes on the frame.

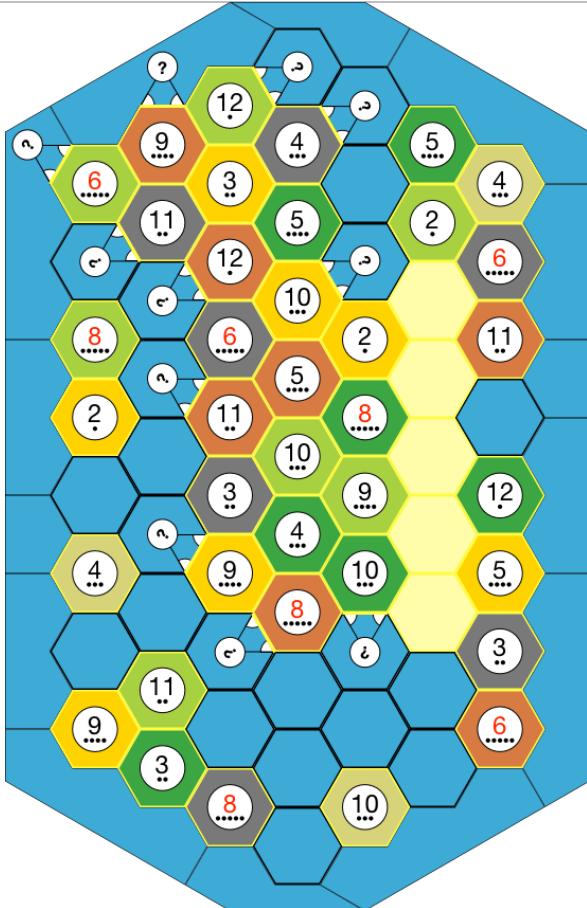
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

5-6 Player Game (2003)



Hexes

	Ocean	Gold Field	Field	Desert	Pasture	Mountains	Forest	Hills
	7	7	7	7	7	5	3	20

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

The Forgotten Tribe

"The Forgotten Tribe" was originally presented in the 2002 issue of *Catan-News*, under the title of "Friendly Neighbors", before being included in the 2003 German edition of *Seafarers*, and later in the English 4th edition game.

The premise of this scenario is the discovery of a tribe known as the Forgotten Tribe, a friendly group of natives willing to engage the settlers in trade. To date, this is the only scenario in which harbors may be placed mid-game.

This scenario is known to not be compatible with *Cities & Knights*.

Scenario Rules

- The large island at the center of the board is referred to as the **main island**.
- The robber begins the game on any desert hex on the main island. If the setup does not contain a desert hex on the main island, then the robber begins the game off of the board.
- The robber may not be moved off of the main island, unless it is expelled completely. If the robber has been expelled, it may only be subsequently be placed on the main island.
- If playing by the rules originally introduced in *Catan-News*, the pirate is present, and begins the game off of the board. Otherwise, the pirate is absent.
- Players may not expand to the outlying islands.
- **Gift of the Forgotten Tribe:** The first player to place or move a ship to the marked edges receives the item set there at the start of the game.
- Any development cards received as a gift from the Forgotten Tribe is treated as if they were purchased on the same turn.
- Any Catan chits received as a gift from the Forgotten Tribe is worth one victory point.
- Any harbors received as a gift must be placed immediately. Harbors must be placed on an ocean hex, adjacent to a player's coastal settlements. Only one harbor may be placed on an edge, and harbors may not be placed on adjacent edges.
- If for any reason a harbor cannot be immediately placed, it may be kept in reserve, but it must be placed at the first possible opportunity.

Game is to 13 points.

The following additional rules are in effect if playing with "The Harbormaster". Consult with the section on "The Harbormaster" for additional details.

- Harbors held in reserve do not contribute to the Harbormaster bonus. Only settlements and cities placed at the location of harbors on the board may contribute to the Harbormaster bonus.

Setup Notes

The diagrams are recommended setups as shown in official documentation. The terrain hexes and number tokens on the main island may be freely rearranged, though it is highly discouraged to have the 5, 6, 8, or 9 number tokens be assigned to the hexes at the bottom of the main island.

Note that, as a result of the scenario rules all land hexes on the outlying areas are there for show, and may be swapped out for other land hexes without affecting gameplay.

References

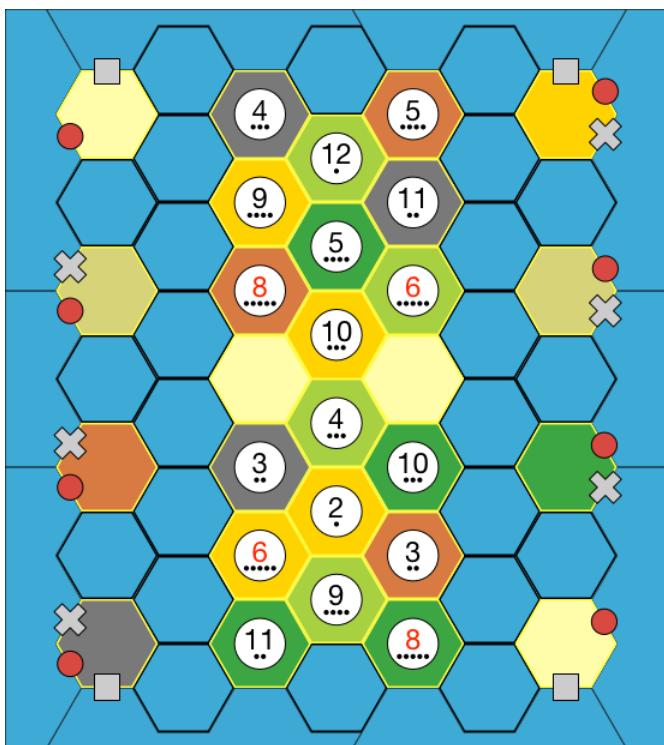
Player Supplies

- | |
|--|
| <ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships |
|--|

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



3-4 Player Game (2002)

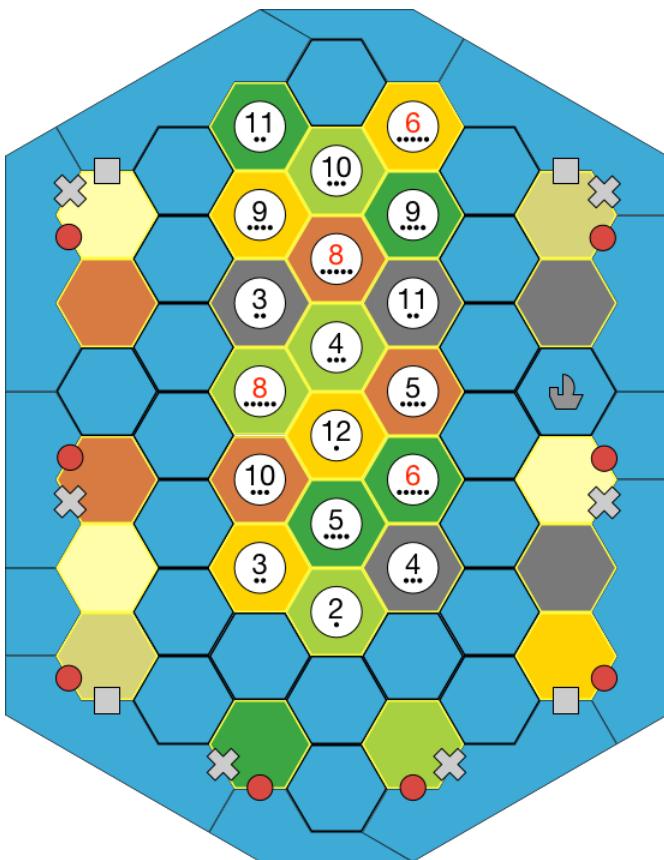
The harbors should be placed, from top to bottom:
3:1, brick, and wool on the left side, grain, 3:1, and lumber on the right side.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
Main Island	3	4	4	3	4	2	
Outlying Areas	1	1	1	1	2	2	18

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

	Harbors	Brick	Grain	Lumber	Ore	Wool	3:1
		1	1	1		1	2



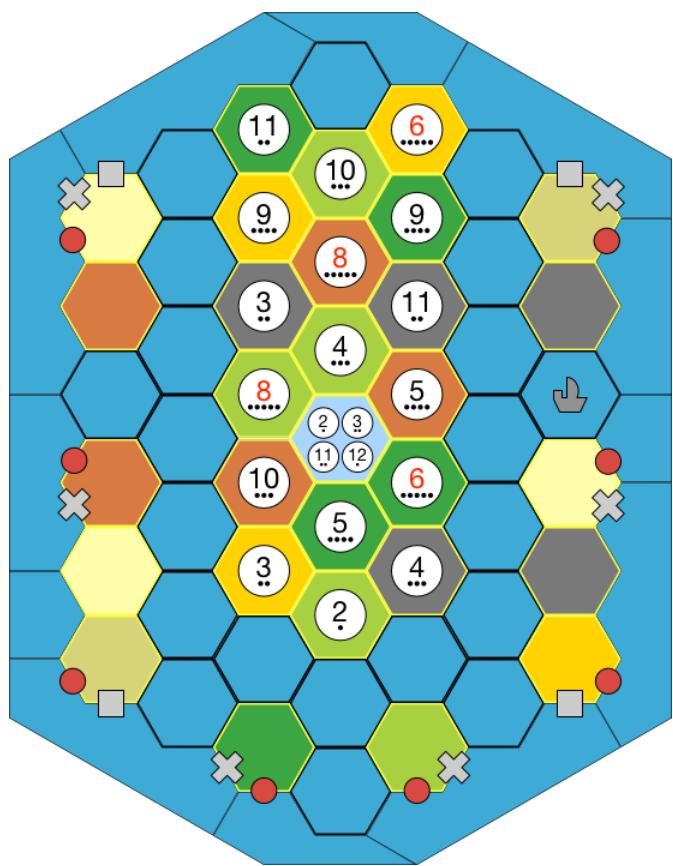
3-4 Player Game (2003)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
Main Island	3	4	4	3	4		
Outlying Areas	2	1	1	2	1	3	2

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

	Harbors	Brick	Grain	Lumber	Ore	Wool	3:1
		1	1	1	1	1	1

**3-4 Player Game with "The Fishermen of Catan"**

All fishing grounds must be placed on the coast of the main island. Harbors may not be placed where fishing grounds are present.

Hexes

	Ocean	Lake	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills	
Main Island	3	3	4	3	4					1
Outlying Areas	2	1	1	2	1	3	2			19

Hexes do not include pre-printed hexes on the frame.

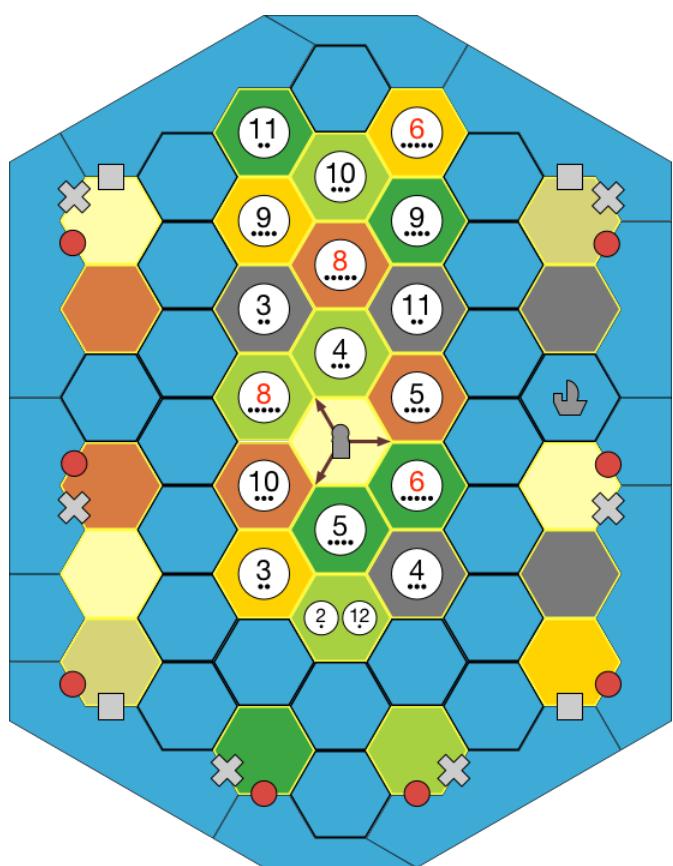
Number Tokens

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

Number tokens do not include those pre-printed on fishing grounds or lake hexes.

Harbors

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

**3-4 Player Game with "The Caravans"****Hexes**

	Ocean	Oasis	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills	
Main Island	3	3	4	3	4					1
Outlying Areas	2	1	1	2	1	3	2			19

Hexes do not include pre-printed hexes on the frame.

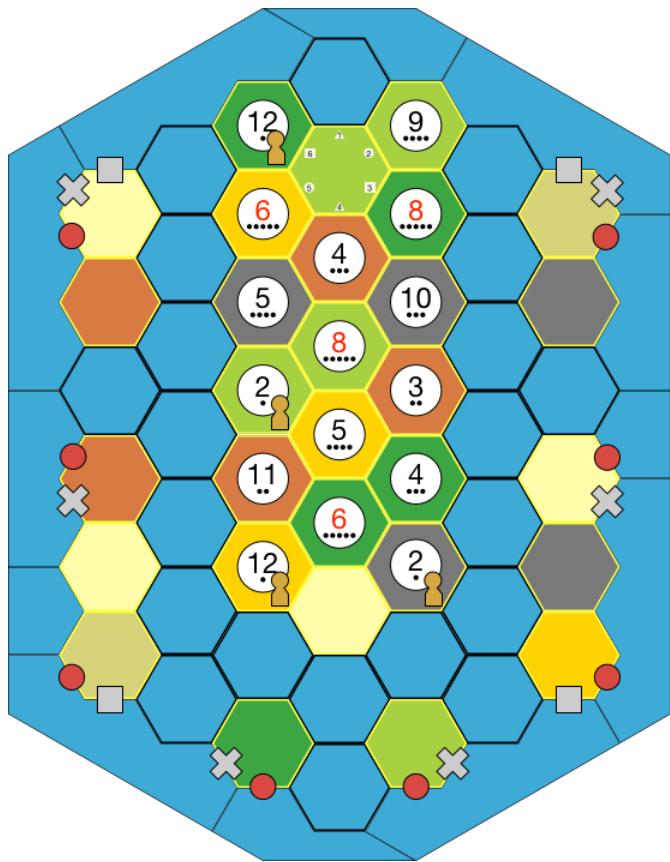
Number Tokens

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

Harbors

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

3-4 Player Game with “Barbarian Attack”



Hexes

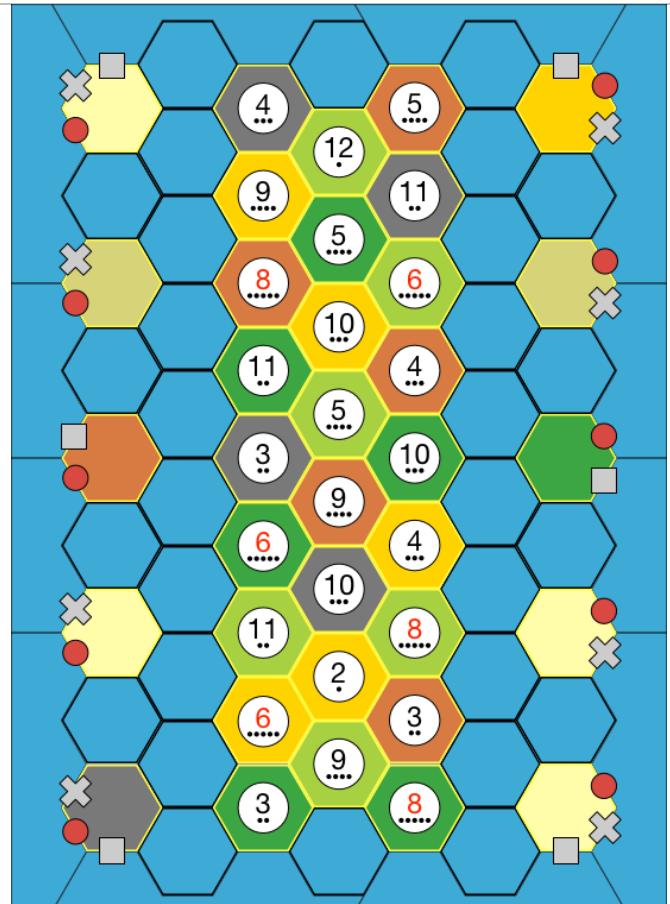
Ocean
Castle
Gold Field
Desert
Pasture
Mountains
Forest
Fields

Number Tokens

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

Harbors

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



5-6 Player Game (2002)

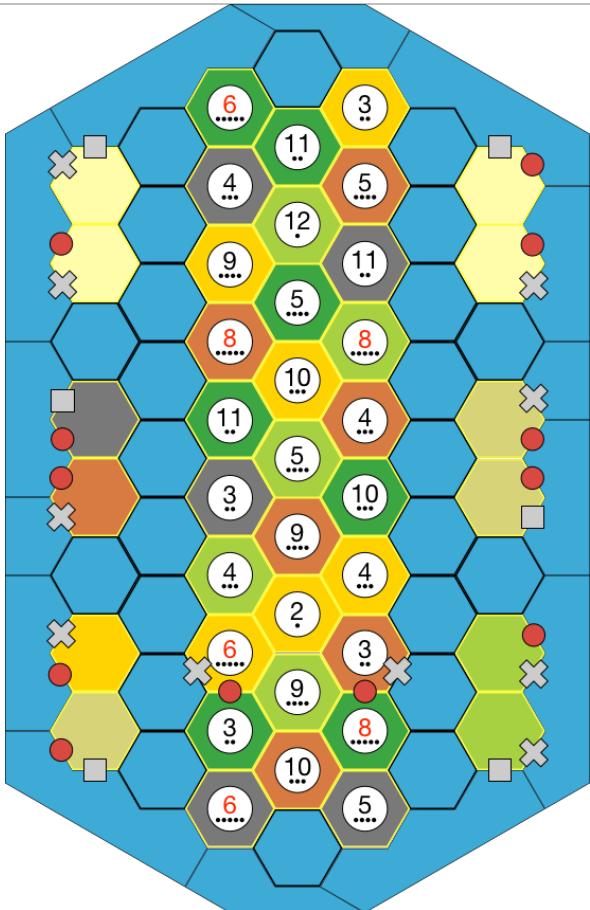
The harbors should be placed, from top to bottom: brick, ore, wool, and 3:1 on the left side, grain, 3:1, lumber, 3:1 on the right side.

Hexes

Ocean
Gold Field
Desert
Pasture
Mountains
Forest
Fields
Hills

Number Tokens

Harbors



5-6 Player Game (2003)

Hexes

Ocean
Gold Field
Desert
Pasture
Mountains
Fields
Forest
Hills

Main Island	6	6	7	5	5			
Outlying Areas	1	1		1	2	4	3	22

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

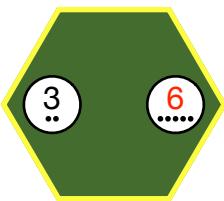
Harbors

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

Cloth for Catan

"Cloth for Catan" was first introduced in the 1/2000 issue of *Catan-News* as "Coffee for Catan", and was one of the Dutch "Six Scenarios" expansion under the name *De Diamanten*, before being introduced in *Seafarers* when the scenarios were revised in 2003.

Coffee Island Hexes and the Villages of the Forgotten Tribe



When originally released in *Catan-News*, the scenario included four print-and-play hexes that show two villages on opposite points, each labeled with a hut and a number token. These were known as "coffee island hexes", and were specifically made for this scenario. The four hexes had the pairs 3/6, 9/10, 8/11, and 4/5 printed on them, oriented so that the two number tokens were upside-down relative to each other.

In the Guide, the number tokens depicted on these hexes are always oriented so that they are right-side up relative to the reader.

For its reintroduction in *Seafarers*, the specialty hexes were removed, and the role of the coffee island hexes (renamed the villages of the Forgotten tribe) was replaced with regular number tokens placed on opposite points of desert and gold field hexes. For the purposes of the Guide, the latter terminology will be used throughout.

- At the start of the game, 5 Catan chits are placed at each Forgotten Tribe village. These Catan chits represent the cloth (or other trade good) traded from the Forgotten Tribe
- Whenever a player connects a settlement or city to a Forgotten Tribe village, one Catan chit is taken from the village's supply. On subsequent turns, if the number matching that of the number token is rolled, each player with a direct connection to the village receives one Catan chit from the village's supply until the village's supply is exhausted.
- If, in distributing Catan chits from a single Forgotten Tribe village, there are not enough Catan chits for all players, Catan chits from the general supply may be taken as needed. In any event, this should result in the Forgotten Tribe village being unproductive.
- The rules do not specify whether connection to a Forgotten Tribe village closes the shipping route (at least until the village is exhausted); it is in theory possible to move the last ship repeatedly to harvest Catan chits once every two turns.

Cloth

Cloth is the currency produced by the Forgotten Tribe. Cloth may not be traded, but they may be stolen by the robber or pirate in lieu of one resource. As the name implies, the original "Coffee for Catan" and *De Diamanten* used different trade goods (coffee and diamonds, respectively) in place of cloth, but they serve an identical function.

Player Dice

De Diamanten includes a set of dice for each player, in player colors. They serve no additional purpose in the game.

Scenario Rules

- If the robber and pirate's starting location is not specified on the setup diagrams, they begin the game off of the board.
- The Longest Road bonus is not used in this scenario.
- Players begin the game with three initial settlements. They must be placed on the initial islands, and not on any island with a Forgotten Tribe village.
- During the course of the game, players may not expand to the islands with Forgotten Tribe villages.
- The robber may not be moved to any Forgotten Tribe village hex.
- Under rules from 2000, the Robber may not steal resources or Catan chits from players with 3 or fewer victory points. (In modern terms, the rules from "The Friendly Robber" variant, introduced in *Traders & Barbarians* and detailed in that section of the Guide, is in effect.)
- Under rules from 2000, the pirate may not steal resources from players who do have not made any connection to a Forgotten Tribe village.
- Every pair of Catan chits is worth one victory point.

Game is to 14 points. The game may also end if there are three or fewer Forgotten Tribe villages that are still supplied with Catan chits, in which case the player with the most victory points wins. In the event of a tie, the player amongst those tied with the greatest number of Catan chits is declared the winner.

Catan: Seafarers Scenarios Setup Notes

The setups are recommended setups as shown on official documentation. The terrain and number tokens on the two main islands may be freely rearranged.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

- Cities & Knights Additions*
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

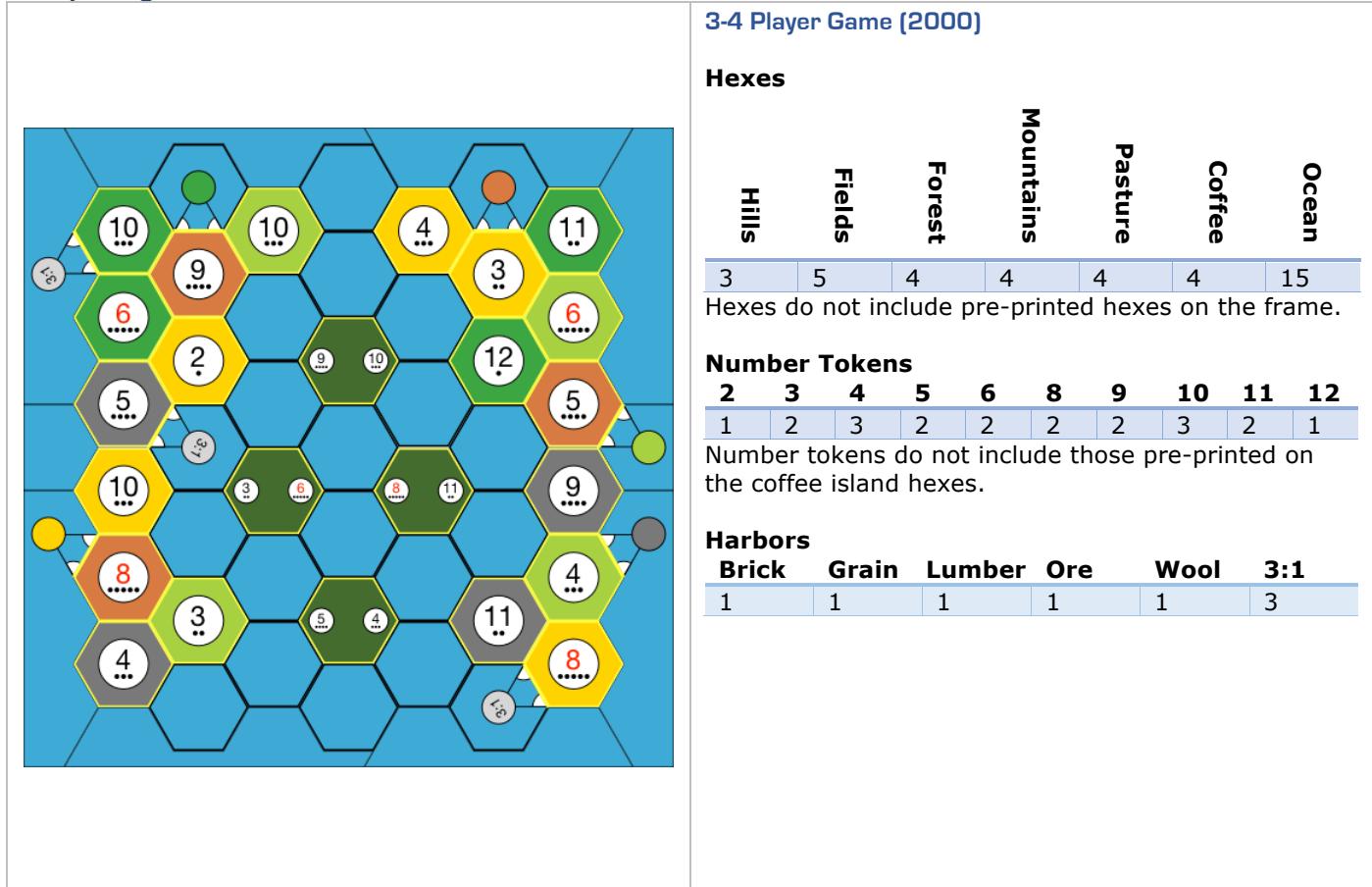
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

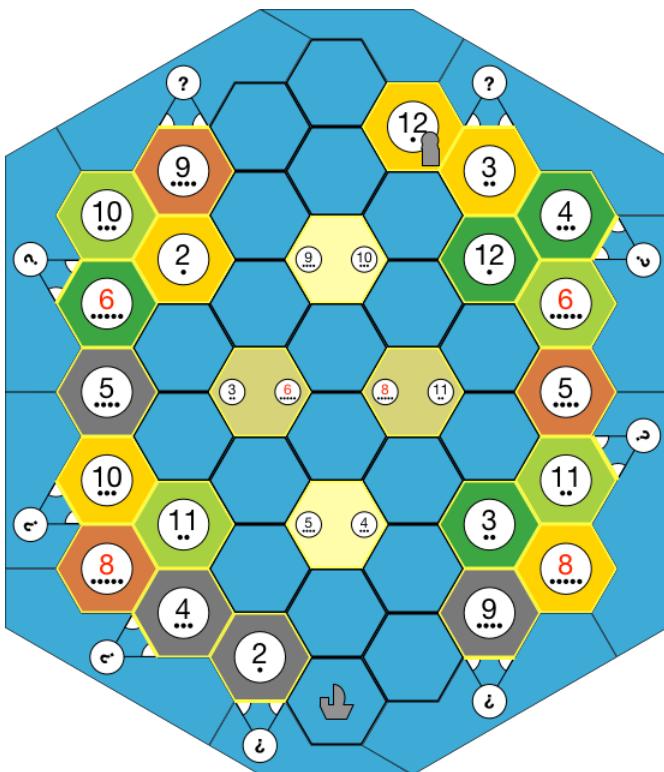
Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game (2003)



Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	-------

Main Island	3	5	4	4				19
Forgotten Tribe							2	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

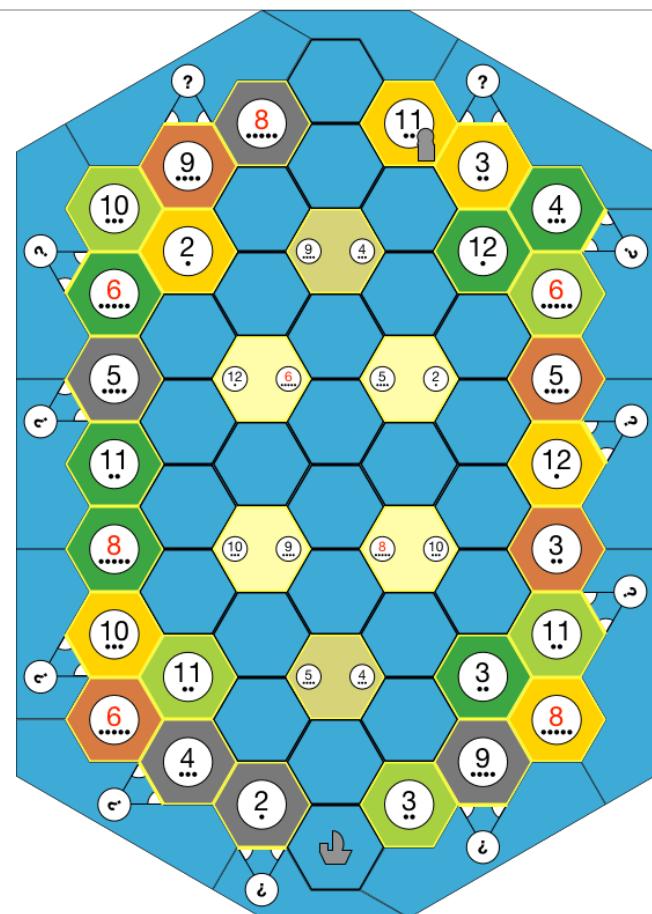
Main Island	2	2	2	2	2	2	2	2	2
Forgotten		1	1	1	1	1	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

5-6 Player Game (2003)



Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	-------

Main Island	4	6	6	5	5			24
Forgotten Tribe							4	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	2	4	2	2	3	3	2	2	3	2
Forgotten		1		2	2	1	1	2	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

1	1	1	1	2	5
---	---	---	---	---	---

The Pirate Islands

"The Pirate Islands" was originally introduced in the 1/1999 issue of *Catan-News* (then named *Siedler-Zeitung*) before being added to *Seafarers* proper in German editions starting in 2003; the English 4th edition followed in 2005.

This scenario is known to not be compatible with *Cities & Knights*.
This scenario is known to not be compatible with "Catan for Two".

Gold Field Hexes

As *Seafarers* without the extension includes only two gold field hexes, a print-and-play gold field hex was provided in *Catan-News* so that the scenario, which requires three gold field hexes, may be played. This gold field hex matched the German artwork for the gold field hex at the time.

Warships

Warships are an upgrade to a ship, denoted by placing a ship on its side. Warships assist in conquering a player's Pirate Fortress.

- Warships are converted from regular ships whenever a player uses a Knight development card.
- The ship closest to the anchoring settlement that has not already been upgraded is upgraded whenever a ship is upgraded to a warship.
- The ship placed in initial setup is unupgraded.

Pirate Fortresses

Each player, at the start of the game, has a single settlement on an outlying island. This settlement is known as the player's Pirate Fortress. At the start of the game, three Catan chits are placed at each Pirate Fortress.

- If a player's shipping route reaches their Pirate Fortress, the player may choose to 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 in a player's possession, the player loses the last two ships in their shipping line. If this amount is the same as the number of warships in a player's possession, the player loses only the last ship in their shipping line. Otherwise, one Catan chit is removed from the Pirate fortress.
- Once all Catan chits are removed from the Pirate Fortress, the Pirate Fortress is considered conquered, and is treated as a regular settlement.
- Under the original set of rules, the pirate is no longer in play once all players have conquered their Pirate Fortress.

Pirate

The pirate operates on its own set of rules, specific to this scenario.

- The pirate moves about the hexes in the path indicated on the setup diagram. After the dice are rolled but before resources are collected, the pirate moves a number of hexes along the path equal to the lower of the two dice. If the pirate ends in a hex adjacent to a settlement or city, the pirate attacks.
- 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 player has fewer warships, the player must discard one resource card plus one additional resource card for each of their cities. If the player has greater warships, the player may take one resource of their choosing. No action occurs in the event of a tie.

Scenario Rules

- All victory point development cards function as Knight cards in this scenario.
- During initial setup, place the pirate fortress and the anchoring settlement as indicated on the setup diagrams. Then, place two additional settlements in the standard fashion.
- The robber is absent in this scenario.
- The Largest Army and Longest Road bonuses are not present in this scenario.
- On a roll of 7, the player to move may steal a resource from any other player.
- Only one shipping route may be built, extending from a player's anchoring settlement towards their Pirate Fortress. This shipping route must reach an intermediate point and the Pirate Fortress in as short of a route as possible, so as to not block the other players. For convenience, the highlighted route on the setup chart represents the shipping route that a player may build over the course of the game.
- **Island Settlements:** The only expansion over water that may take place is at the intermediate point.
- Note that in some setups, it is possible to reach a player's Pirate Fortress from their intermediate point over land if they have built a settlement at their intermediate point. A player cannot attack their Pirate Fortress over land: they must expand their shipping line to their Pirate Fortress.

Game is to 8 points. A player is also required to conquer their Pirate Fortress in order to claim victory. In earlier editions, game was to 10 points; however, after playtesting, it was found that 10 points may be difficult to achieve for some players.

The following additional rules are in effect when combining this scenario with "Barbarian Attack". Consult with the "Barbarian Attack" section of the Guide on rules specific to that scenario.

- Knights do not contribute to defending against the pirate, nor in attacking the Pirate Fortress.
- As the "Barbarian Attack" development card deck replaces the standard development card deck, the Knighthood development card is instead used to upgrade ships to warships. A player may deploy a knight and upgrade a ship with a single development card.
- Ships may only be built, and ships upgraded to warships, if the anchoring settlement has not been conquered.
- The number of victory points needed to claim victory is increased by 2.

References

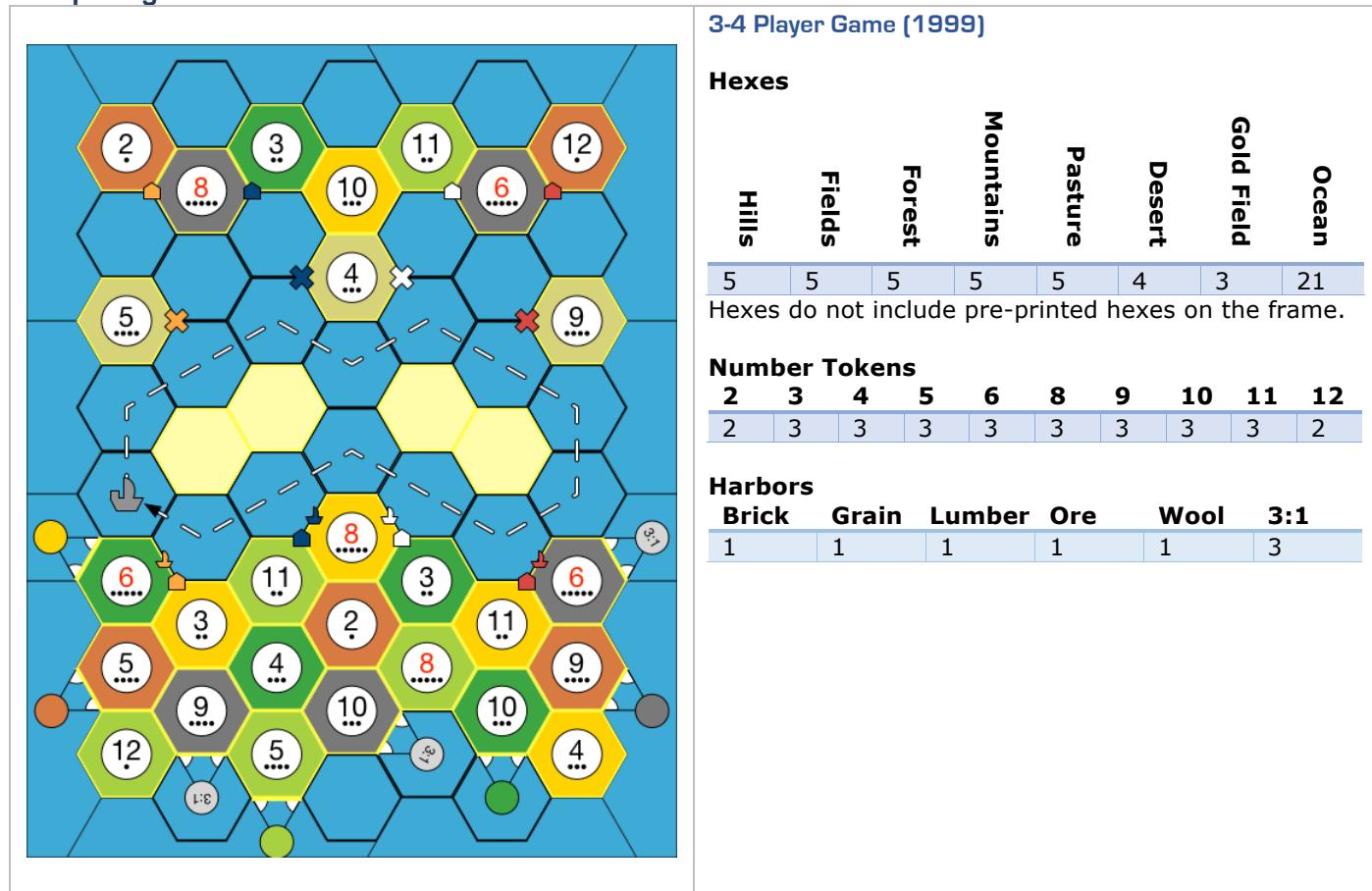
Player Supplies

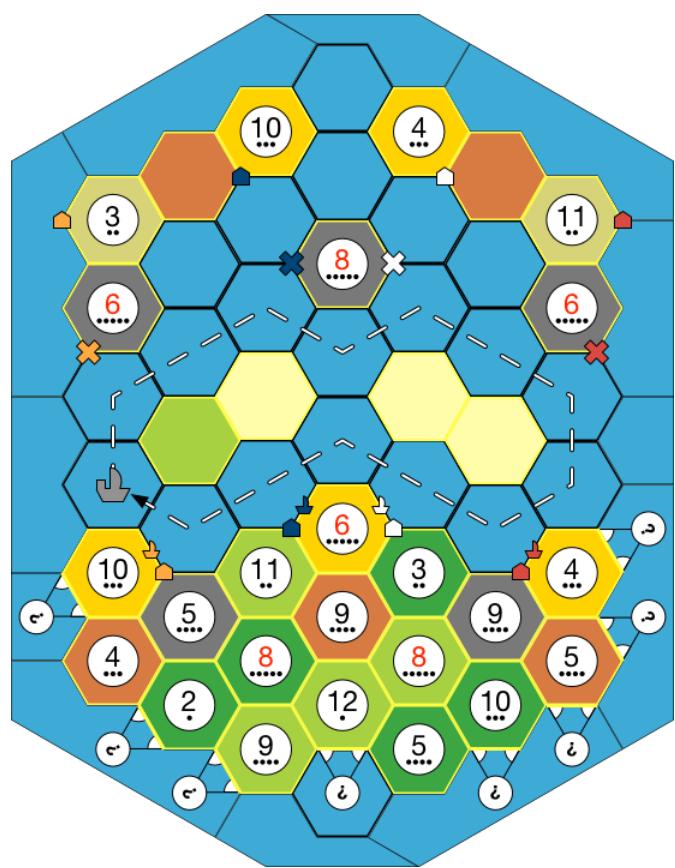
- | |
|-----------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 15 Ships |

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



**3-4 Player Game (2003)**

Note that the two hills hexes and the pasture hex away from the main island do not produce resources; they may be substituted for other hexes without issue.

Hexes

	Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
2	5	5	5	5	5	3	2	19
3	5	2	3	3	3	3	3	
4	6	3	3	3	3	3	3	
5	6	3	3	3	3	3	3	
6	6	3	3	3	3	3	3	
8	8	3	3	3	3	3	3	
9	9	3	3	3	3	3	3	
10	10	3	3	3	3	3	3	
11	11	3	3	3	3	3	3	
12	12	3	3	3	3	3	3	

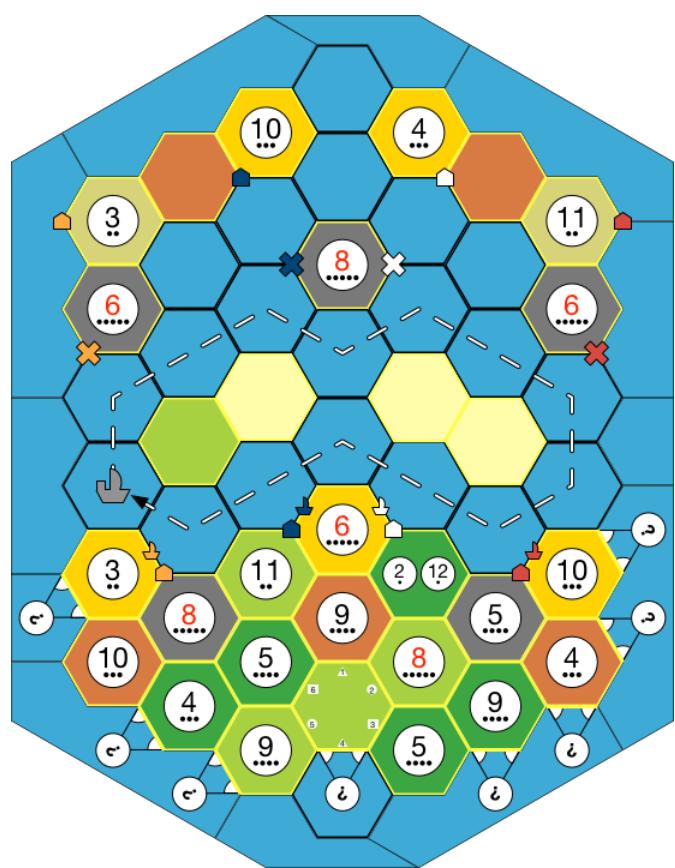
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

**3-4 Player Game with "Barbarian Attack"**

Note that the two hills hexes and the pasture hex away from the main island do not produce resources; they may be substituted for other hexes without issue.

Hexes

	Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
2	5	5	5	5	4	3	2	19
3	5	2	3	3	3	3	3	
4	6	3	3	3	3	3	3	
5	6	3	3	3	3	3	3	
6	6	3	3	3	3	3	3	
8	8	3	3	3	3	3	3	
9	9	3	3	3	3	3	3	
10	10	3	3	3	3	3	3	
11	11	3	3	3	3	3	3	
12	12	3	3	3	3	3	3	

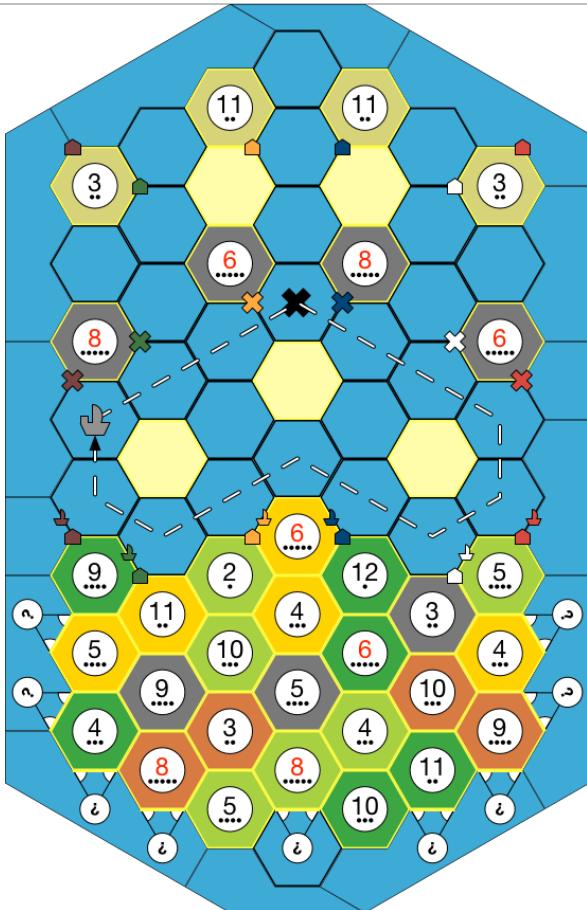
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**5-6 Player Game (2003)**

If the pirate ends in the marked hex, it does not attack even if there is an adjacent settlement or city at its location. This is to ensure that the orange and blue settlements are only attackable from one hex.

Hexes

	Ocean	Gold Field	Field	Desert	Pasture	Mountains	Forest	Hills
4	5	6	7	6	5	4	26	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Wonders of Catan

"The Wonders of Catan" was first published in the 1/2000 issue of *Catan-News* (at the time, recently renamed from *Siedler-Zeitung*), and was one of the Dutch "Six Scenarios" expansions. It was also available for free download in English from the University of Catan, what was then the official *Catan* website.

Wonder Cards

The Wonder Cards are the only pieces of equipment from *Seafarers* that are not already obtained in card form, and have to be cut out of the *Seafarers* manual. Each Wonder Card depicts one of the titular wonders of Catan, as well as the requirements to claim a wonder and the cost to build it. Each wonder must be built in four stages, and a Catan chit is used by players to mark the number of stages a player building a wonder has completed. In the Dutch "Six Scenarios" release, the marker chit was shaded in the player colors, to differentiate it from Catan chits that were being used for other purposes.

- At the start of the game, all of the wonders are unclaimed by any player.
- To claim a wonder, a player must meet the wonder's requirements, and build the first stage of that wonder. After a wonder has been claimed, no other player may attempt to build a stage of the claimed wonder.
- A player may not claim multiple wonders, nor relinquish their claim on an existing wonder in order to claim another one. Once a player claims a wonder, they are stuck with the wonder for the rest of the game.
- Each wonder may only be claimed by one player. However, there are enough wonders that no player should be prevented from claiming a wonder.
- Building a stage of their wonder is considered a build action. A player may build multiple stages of their wonder in the same turn.
- Once claimed, players may only build additional stages of their claimed wonder as long as the wonder's requirements are met. If for any reason a player no longer meets the requirements, they may not build additional stages of their claimed wonder until the wonder's requirements are met again.
- In the 4th edition rules, instead of a Catan chit, a player uses one of their unused ships to mark the number of stages that have been completed.

Name	Requirements	Stage Cost
Cathedral	1 city and at least 6 victory points	1 brick, 1 lumber, 3 ore
Great Bridge	A settlement on either end of the purple line	1 grain, 3 lumber, 1 wool
Great Wall	A settlement at any point on the brown line	3 brick, 1 grain, 1 lumber
Library	2 cities	1 brick, 1 lumber, 3 wool
Monument	1 city at a harbor, and a trade route of length at least 5	3 grain, 2 ore
Theater	2 cities	1 brick, 1 lumber, 3 wool

Note that when originally released in 2000, the Monument was named the "Colossus", and the Theater was named the "Grand Theater". When playing with 5-6 players, note that there are two Great Bridges that may be claimed. The Library, which is otherwise identical to the Theater, is only available in 5-6 player games.

Scenario Rules

- Players may not place their initial settlements on any of the outlying islands, nor on any intersection at the end of the purple lines, nor on any intersection on the brown line. (That is, players may not place their initial settlements such that they may immediately claim the Great Bridge or the Great Wall.)
- Where applicable, players may not also place their initial settlements on any intersection on the red lines, so as to not make claiming the Great Bridge potentially impossible.
- The robber begins the game on any desert hex.
- The pirate is absent in this scenario.
- The first settlement a player builds on any of the outlying islands is worth one extra victory point. The settlement in question is marked with a Catan chit to denote its value.

The first player to claim a wonder and build all four stages of it is declared the winner. A player may also claim victory if they have 10 victory points and have completed more stages of their claimed wonder than any other player.

The following additional rules are in effect when combining this scenario with "Barbarian Attack". Consult with the "Barbarian Attack" section of the Guide on rules specific to that scenario.

- The robber is not used when combining "The Wonders of Catan" with "Barbarian Attack", consistent with the rules of the latter.
- Unlike the "Barbarian Attack" scenario proper, all of the desert hexes are considered to be conquered, and cannot be liberated. To denote this, place all of the barbarians in the supply on the desert hexes as evenly as possible. This change is mainly so as to not specifically advantage players attempting to claim the Great Wall.
- The number of victory points needed to claim victory without completing a wonder is increased by 2.

Setup Notes

The setups are recommended setups as shown in official documentation. The terrain and number tokens on the mainland may be freely rearranged, with the restriction that the 6 and 8 number tokens may not be placed adjacent to desert hexes.

- The original English release further restricts variable setup by disallowing changing the hexes and number tokens on any hex adjacent to the Great Bridge and Great Wall locations.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	<i>Cities & Knights Additions</i> <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

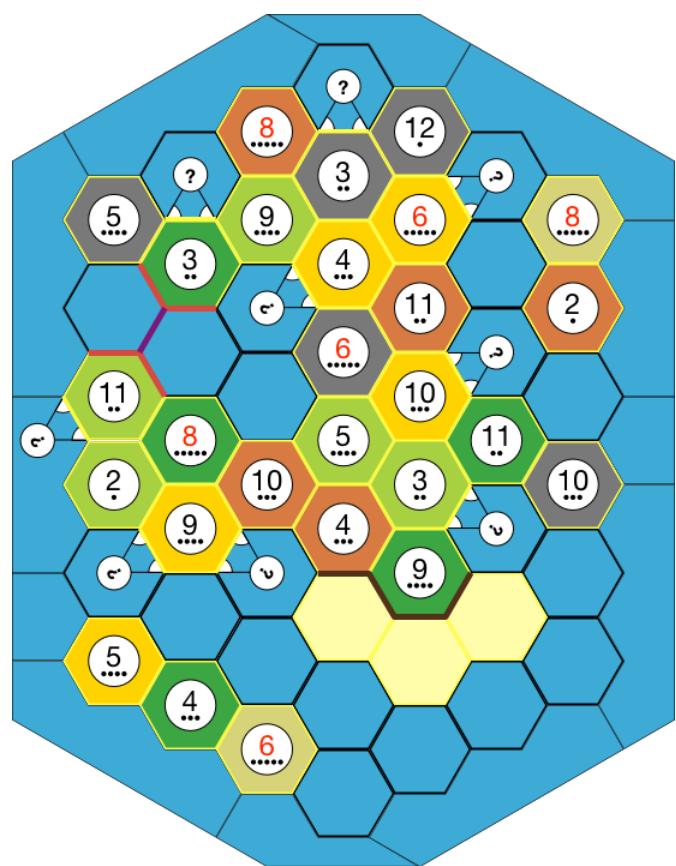
Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3-4 Player Game (2000)									
Hexes									
Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean		
4	4	5	5	5	4	2	18		
Hexes do not include pre-printed hexes on the frame.									
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	3	3	2	3	3	2	3	2	2
HARBORS									
Brick	Grain	Lumber	Ore	Wool	3:1				
1	1	1	1	1	3:1				



3-4 Player Game (2003)

Hexes

	Ocean	Gold Field	Desert	Field	Pasture	Forest	Mountains	Hills
	5	5	5	5	5	3	2	19

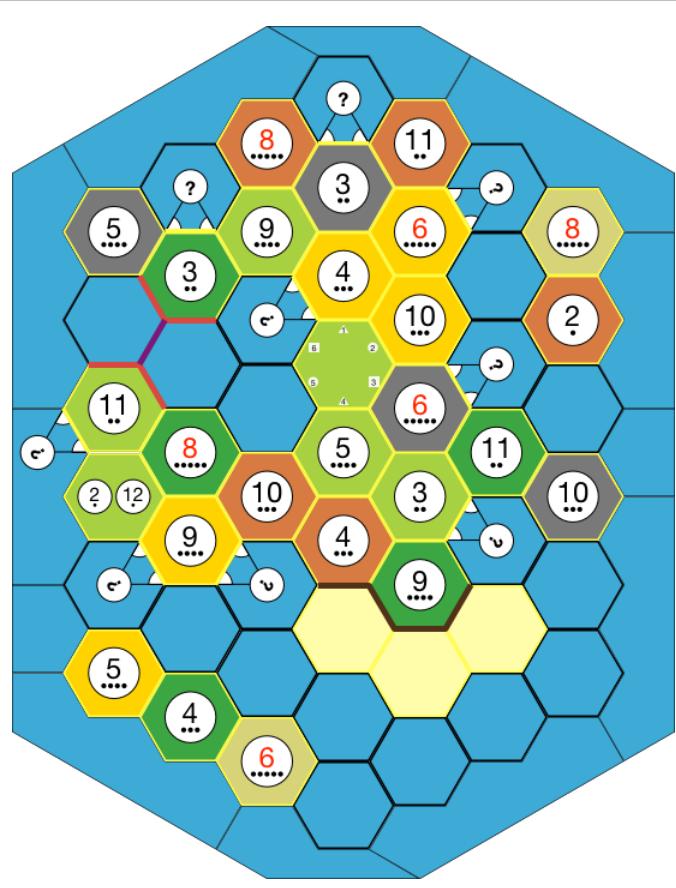
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game with "Barbarian Attack"

Hexes

	Ocean	Gold Field	Desert	Field	Pasture	Forest	Mountains	Hills
	5	5	5	4	5	3	2	19

Hexes do not include pre-printed hexes on the frame.

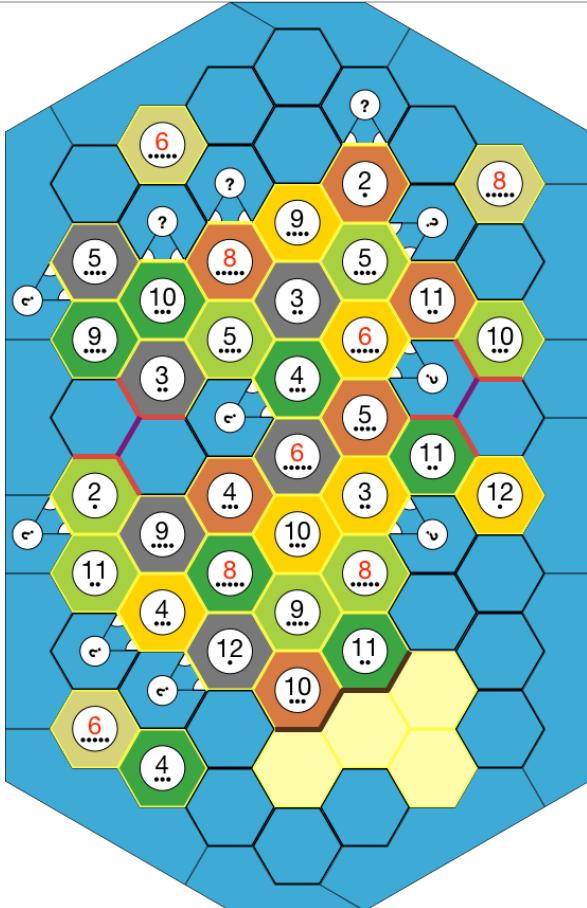
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

5-6 Player Game (2003)



Hexes

	Ocean	Gold Field	Hills	Mountains	Fields	Pasture	Desert	
6 Hexes	6	6	7	6	7	4	4	24

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

The Great Crossing

"The Great Crossing" is the second-to-last scenario in the 3rd edition *Seafarers* manual, and one of the one removed in later editions. This scenario is predicated on the existence of two islands separated by sea: one Catan, the other Transcatania. There is no convention in denoting which island is which.

This scenario was removed in the 4th condition due to the complexity of the rules, and the fact that an even number of players was required for play, unlike other scenarios.

Scenario Rules

- Players must set up both of their initial settlements on the same island.
- Both the robber and pirate begin the game off of the board.
- **Trade Routes:** A trade route between Catan and Transcatania is defined as any line of roads or ships belonging to any combination of players that links a settlement or city on Catan to one on Transcatania. A trade route is called **direct** if all of the links in a trade route belong to a single player.
- Trade routes may branch off, and individual roads or ships may be considered part of more than one trade route. However, trade routes never extend past the first settlement or city on either side.
- Note that trade routes, even if direct, need not be continuous for the purposes of the Longest Road bonus.
- **Victory Points for Trade Routes:** Each trade route is worth one victory point, awarded to the owners of one of the two anchoring settlements on either end. In a direct trade route, the player establishing the route is awarded to the victory point. (If both ends of a route belong to the same player, either settlement may be considered the anchoring settlement.) In an indirect trade route, the player with the most links in the route is awarded the victory point. If both anchoring players have the same number of links, the player completing the trade route is awarded the victory point. All victory points awarded in this manner is shown by placing a Catan chit on the anchoring settlement.
- The rules have no special provisions for a third party completing a trade route between two opponents, or whether a third party can steal a trade route by building an intervening settlement.
- Note that since all indirect trade routes, as well as direct trade routes to opposing settlements, are considered open shipping lines, it is possible for players to sever trade routes and lose victory points by moving ships.

Game is to 13 points.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	Cities & Knights Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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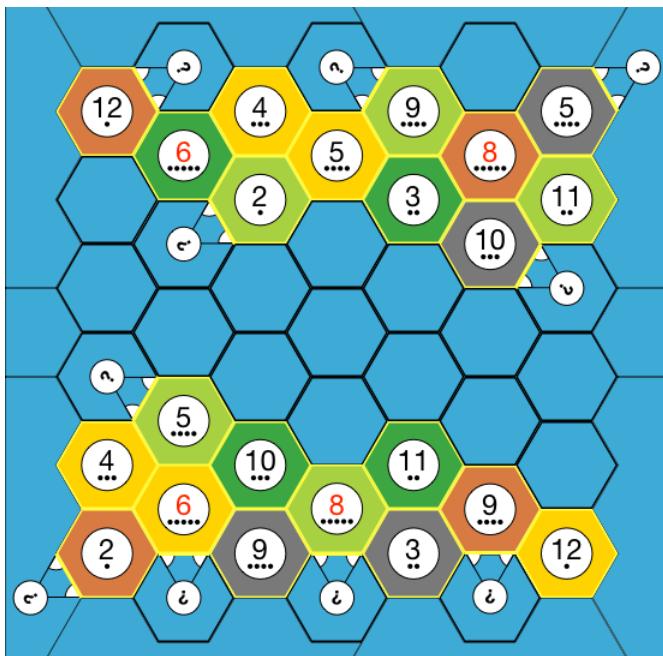
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



4 Player Game

Hexes

Hills

Fields

Forests

Mountains

Pasture

Ocean

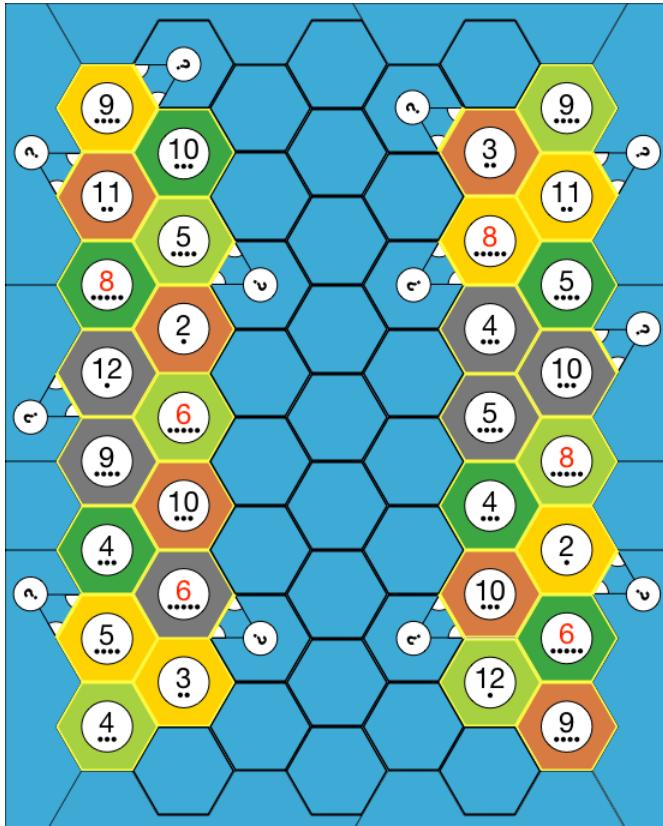
4	5	4	4	5	17
---	---	---	---	---	----

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5



6 Player Game

Hexes

Hills

Forests

Mountains

Pasture

Ocean

6	6	6	6	6	6	23
---	---	---	---	---	---	----

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	7

Greater Catan

"Greater Catan" was originally released in the 1/1997 issue of *Catan-News*, then known as *Siedler-Zeitung*, months before the release of *Seafarers*. It was then included as part of the *Seafarers* release, as the only scenario specifically requiring two copies of the base game, and, for a 5-6 player game, two copies of the base game extension. Because of this, "Greater Catan" was removed from the scenario rotation in subsequent editions. However, the popularity of the scenario endured, and despite the introduction of "Settlers in Need" (found in the "Miscellaneous Scenarios" section of the Guide), a scenario with a similar premise that only required a single copy of the base game, it was ultimately reintroduced in *Schätze, Drachen & Entdecker*.

The premise of "Greater Catan" is that resource exhaustion on the main island is forcing settlers to expand off of it onto nearby islands. As players expand, settlements and cities on the main island will cease to be productive.

Bridges

Prior to the introduction of ships in *Seafarers*, additional mechanics were used so as to allow for expansion over water. In "Greater Catan", this was in the form of bridges. To account for the need to use bridges, players start with 30 roads, provided from two copies of the base game. Since the introduction of *Seafarers*, ships are used as normal, and players start with 15 roads and 15 ships in their supply, as in a standard *Seafarers* game.

- Bridges cost the same as roads, unlike ships.
- Bridges, unlike ships, may not branch; road networks can only be branched on land.
- Players may voluntarily remove their own bridges. Unlike ships, there is no free "bridge movement": players attempting to move a bridge like a ship must remove the ship and pay the cost of a replacement bridge as two separate build actions.

Scenario Rules

- The robber begins the game on a desert hex on the main island. If the main island lacks a desert hex, the robber begins the game off of the board.
- If playing with rules introduced after the introduction of *Seafarers*, the pirate begins the game off of the board.
- Players may only place their initial settlements on the main island.
- **Outlying Islands:** Note that resource-producing hexes on the outlying islands are not assigned a number token. Whenever a ship or road is placed bordering a resource-producing hex on an outlying island, a number token will be assigned to that hex. Initially, these number tokens will be taken from the reserve. Once the reserve is empty, players must move number tokens from the main island.
- If a number token is to be moved off of the main island, the following three restrictions must be observed whenever possible. If it is not possible to satisfy all three restrictions, then they may be ignored in the order stated.
 - The number token must be taken from a hex adjacent to one of a player's own settlements or cities.
 - The number token taken must not render a settlement or city completely unproductive – all settlements or cities must have at least one adjacent hex with a number token
 - The 6 and 8 number tokens may not be in adjacent hexes.

Game is to:

- 17 points if using bridges instead of ships
- 18 points using ships
- 20 points if using any rules from *Cities & Knights*, regardless of whether bridges or ships are used

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 8 Cities • 15 Roads (30 with pre-<i>Seafarers</i> rules) • 15 Ships (<i>Seafarers</i> rules) 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

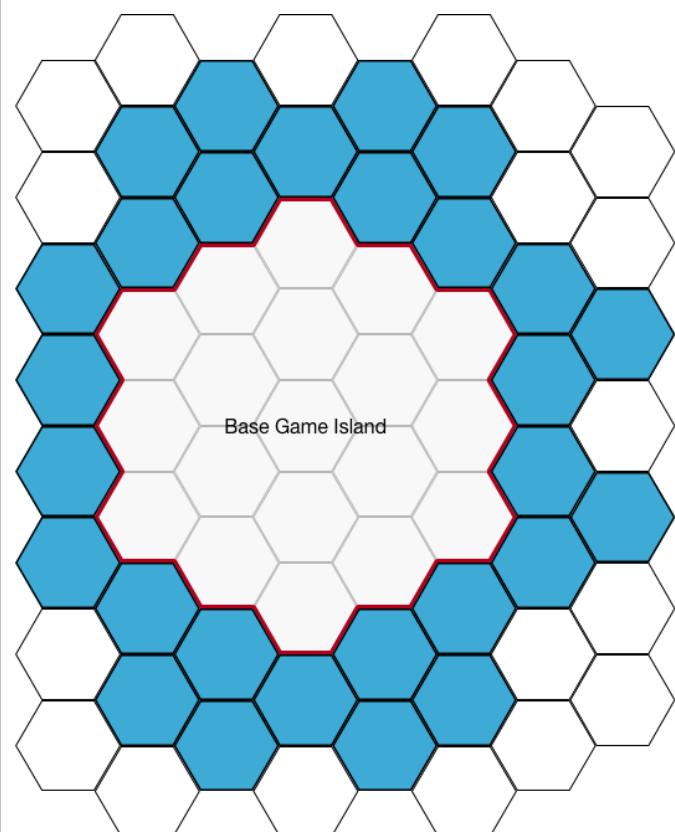
Road	1 brick, 1 lumber
Bridge (pre- <i>Seafarers</i> rules)	1 brick, 1 lumber
Ship (<i>Seafarers</i> rules)	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

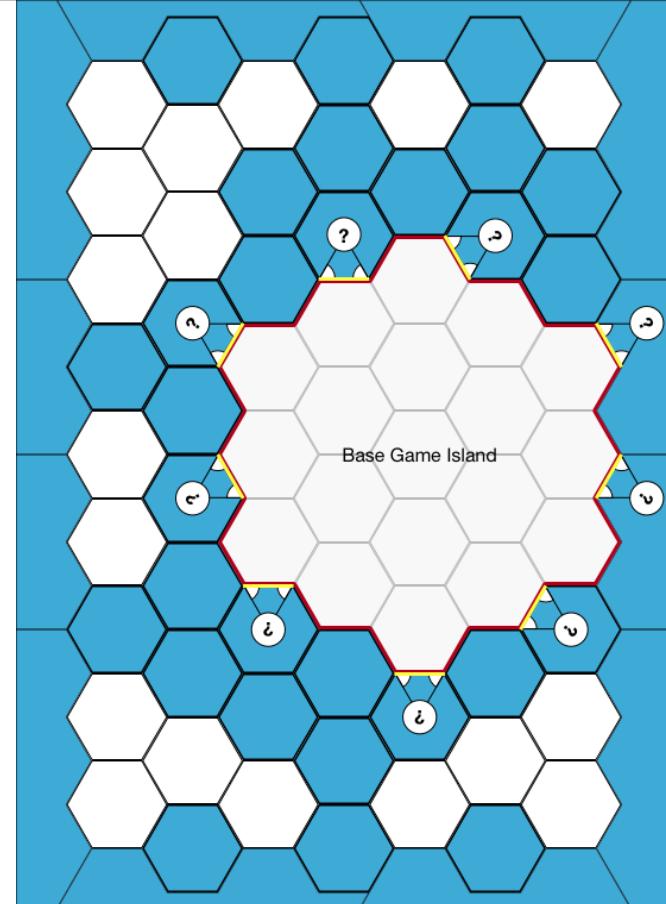
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3-4 Player Game (pre-Seafarers)																																															
Harbor hexes are used in place of harbor tokens. Set up the harbor hexes as in the base game.																																															
Hexes																																															
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Main Island	1	2	2	2	2	2	2	2	1																																						
Reserve	1	1	1	1			1	1	1																																						
Harbors																																															
<table border="1"> <tr> <td>Brick</td><td>Grain</td><td>Lumber</td><td>Ore</td><td>Wool</td><td colspan="6">3:1</td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>1</td><td>4</td><td></td></tr> </table>												Brick	Grain	Lumber	Ore	Wool	3:1						1	1	1	1	1	1	1	1	1	1	4														
Brick	Grain	Lumber	Ore	Wool	3:1																																										
1	1	1	1	1	1	1	1	1	1	4																																					



Catan: Seafarers Scenarios



3-4 Player Game (1997)

Hexes

	Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills
	3	4	4	3	4	1	23
Main Island	3	4	4	3	4		
Outlying Areas	3	3	4	4	4		

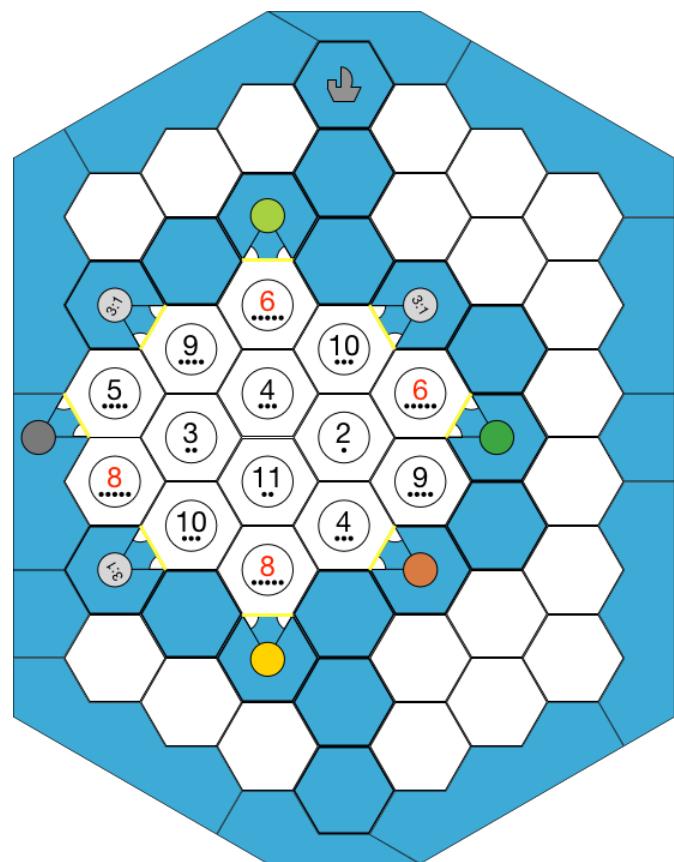
Hexes do not include pre-printed hexes on the frame.

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	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3 Player Game (2009)

Hexes

	Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills
	2	3	3	3	3	15	
Main Island	2	3	3	3	3		
Outlying Areas	3	3	3	2	3	6	

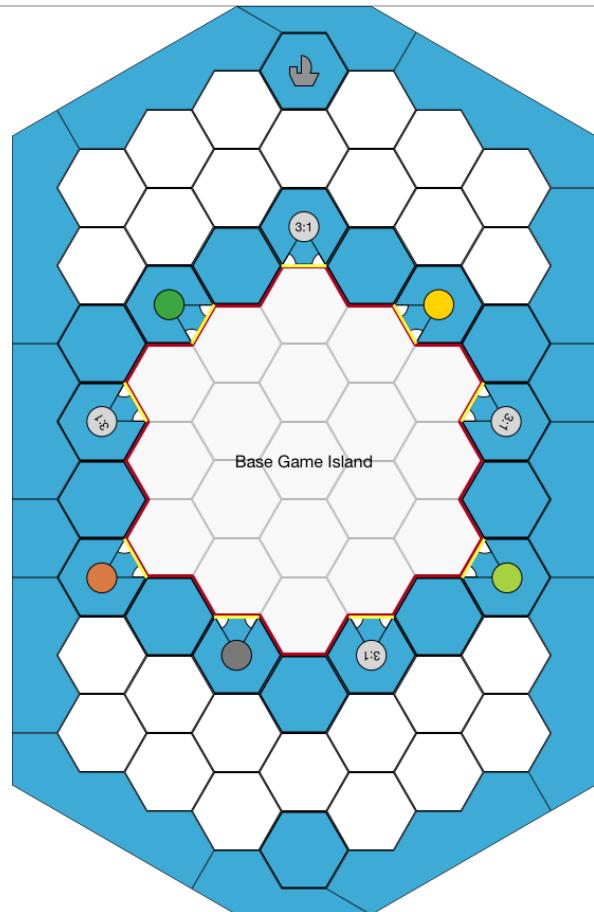
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

**4 Player Game (2009)****Hexes**

Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills
-------	------------	---------	-----------	--------	--------	-------

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

Hexes do not include pre-printed hexes on the frame.

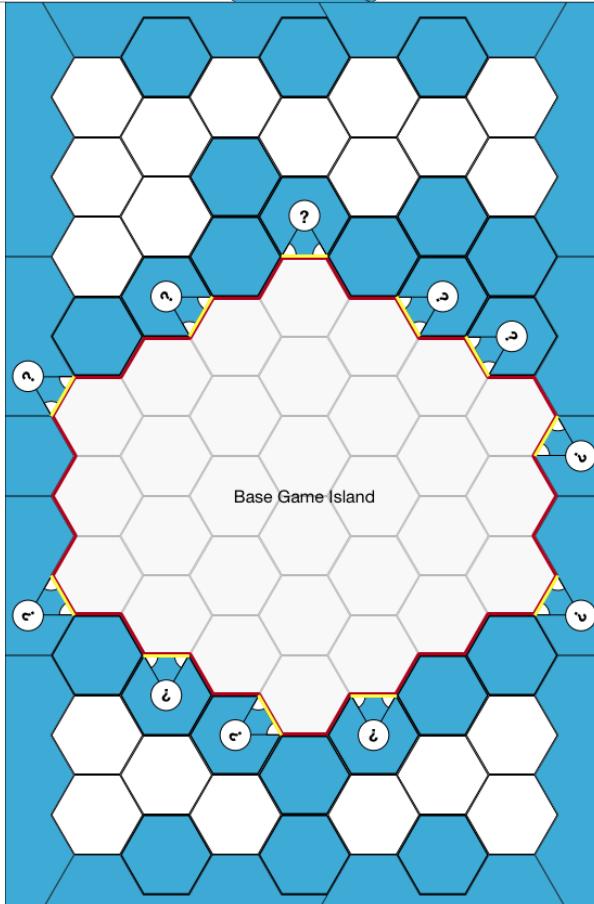
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**5-6 Player Game (1997)****Hexes**

Ocean	Gold Field	Pasture	Mountains	Forest	Fields	Hills
-------	------------	---------	-----------	--------	--------	-------

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

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	2	3	3	3	3	3	3	3	2
Reserve	1	1	1	1			1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	6

New World

"New World" is the final scenario presented in the *Seafarers* manual, meant to give an open ending to the adventures of the settlers. Note that in the 3rd edition *Seafarers*, "New World" was not the final scenario presented there: both "The Great Crossing" and "Greater Catan" followed it.

Scenario Rules

- The scenario uses a fully-randomized board. Place all hexes at random, and place number tokens on all resource-producing hexes. Ensure that the 6 and 8 number tokens are not on adjacent hexes.
- After all hexes are placed and number tokens are assigned, players take turns placing each harbor. Harbors must be placed on ocean hexes facing a land hex. Note that there is no restriction to whether or not multiple harbors may be placed on the same hex, though the shape of the harbor pieces in the 3rd edition appears to fully discourage this practice.
- The robber and pirate are both present, and both begin the game off of the game board.
- The islands containing a player's initial settlements are known as their **home islands**.
- The first settlement a player builds on each island other than their home islands is worth one additional victory point.

Game is to 12 points.

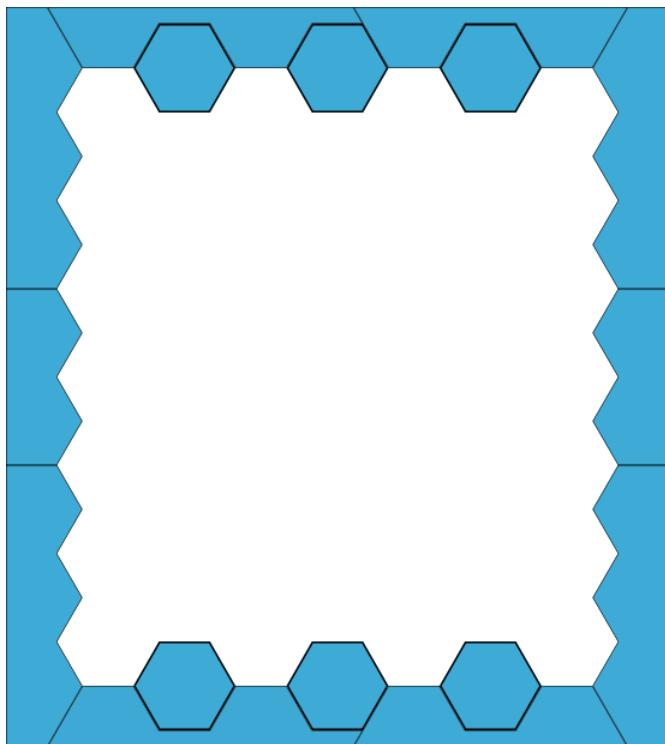
Setup Notes

Although this scenario uses a fully-randomized board, this scenario is little more than an invitation for players to create their own scenarios, with a suggested frame and distribution of hexes and harbors for that frame. As such, all setups for this scenario are effectively rough guidelines as opposed to the concrete setups for many other scenarios in the Guide.

Setup Diagrams

3 Player Game (1997)									
Hexes									
Hills	Fields	Forest	Mountains	Pasture	Ocean				
4	4	4	4	4	4	19			
Hexes do not include pre-printed hexes on the frame.									
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	3	3	2	1
Harbors									
Brick	Grain	Lumber	Ore	Wool	3:1				
1	1	1	1	1	4				

4 Player Game (1997)



Hexes

Hills
FieldsMountains
Pasture

Ocean

4	5	4	5	5	23
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Hexes do not include pre-printed hexes on the frame.

Number Tokens

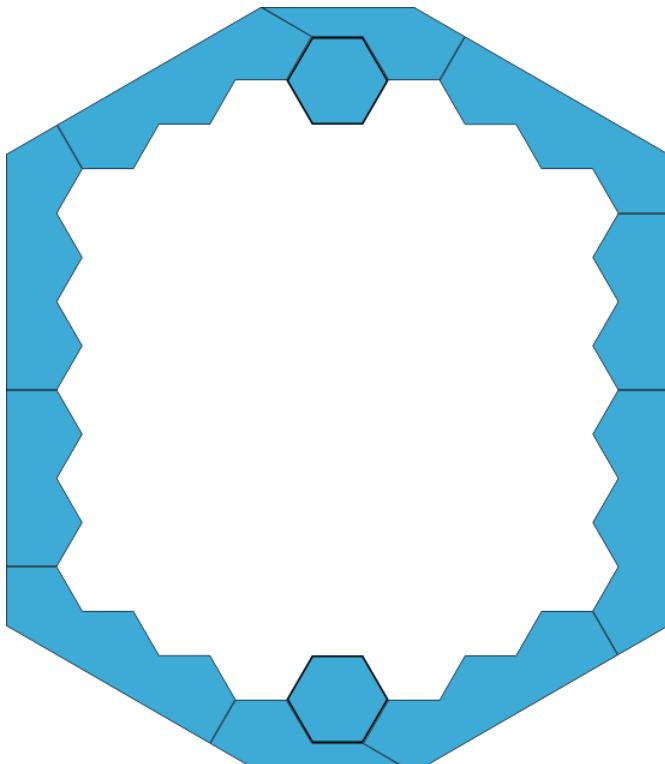
2	3	4	5	6	8	9	10	11	12
1	3	3	3	2	2	3	3	2	1

HARBORS

Brick Grain Lumber Ore Wool 3:1

1	1	1	1	1	1	5
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3-4 Player Game (2003)



Hexes

Hills
FieldsMountains
Pasture

Ocean

4	5	4	5	5	5	19
---	---	---	---	---	---	----

Hexes do not include pre-printed hexes on the frame.

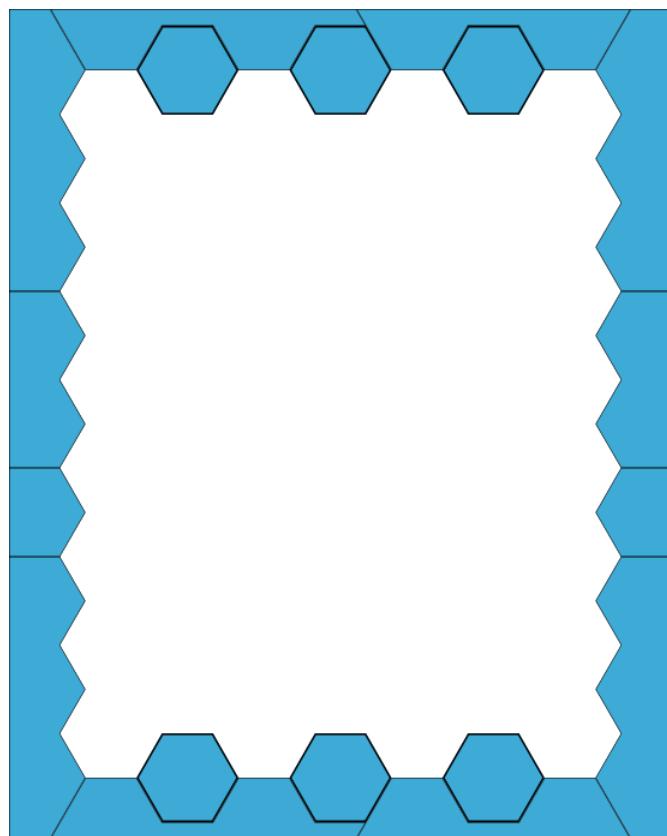
Number Tokens

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

HARBORS

Brick Grain Lumber Ore Wool 3:1

1	1	1	1	1	1	4
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**5 Player Game (1997)****Hexes**

Hills	Fields	Forest	Mountains	Pasture	Ocean
5	6	6	5	6	26

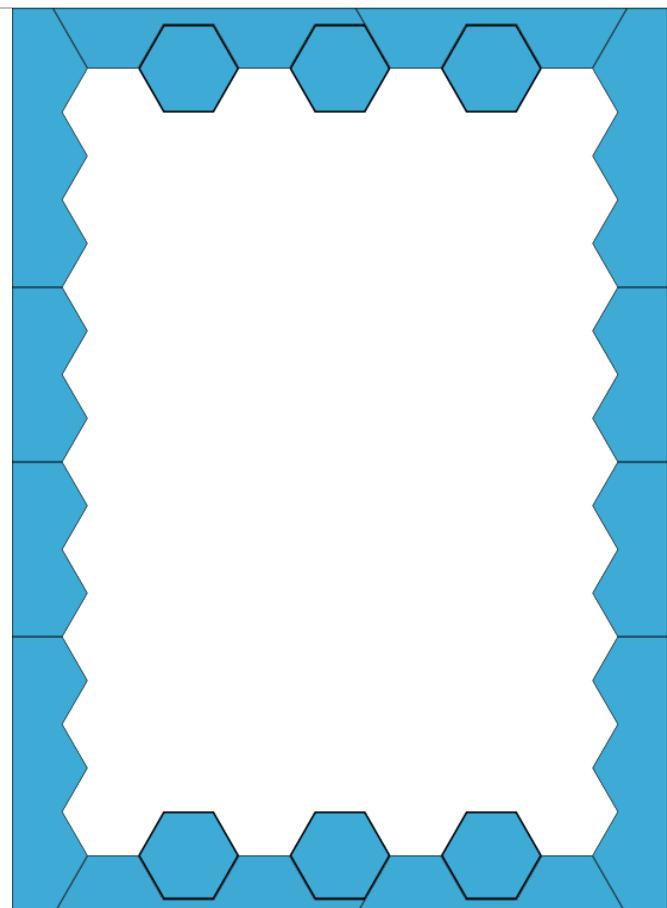
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

**6 Player Game (1997)****Hexes**

Hills	Fields	Forest	Mountains	Pasture	Ocean
6	6	7	6	7	28

Hexes do not include pre-printed hexes on the frame.

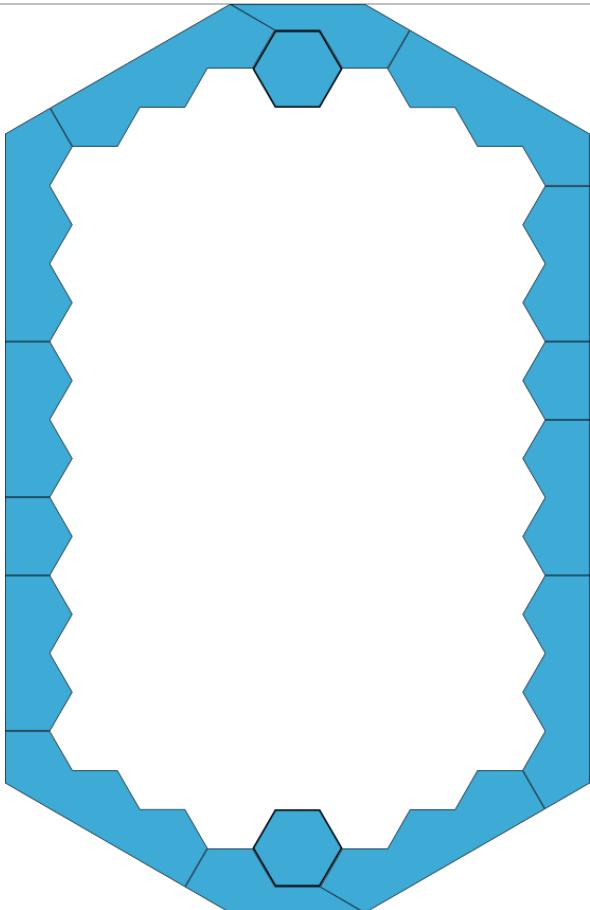
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

5-6 Player Game (2003)

**Hexes**

Hills	Mountains	Forests	Pastures	Deserts	Gold Field	Ocean	
7	7	7	7	7	3	4	21

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

Catan: Cities & Knights

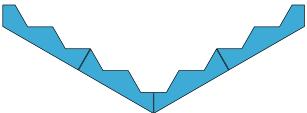
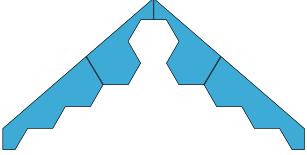
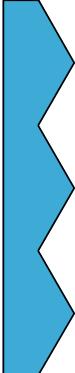
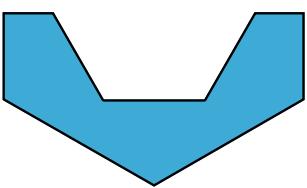
Cities & Knights is the second expansion to the base game. Unlike *Seafarers* and its support of multiple scenarios, *Cities & Knights* added depth to the base game, with all of its new rules contributing to a single scenario. Many of its new mechanics work in tandem with each other, and there are few game concepts that can stand alone for potential integration with other scenarios.

At the time of release, most scenarios had no specific provisions in accommodating the rules of *Cities & Knights*, though some, by nature, are deliberately incompatible.

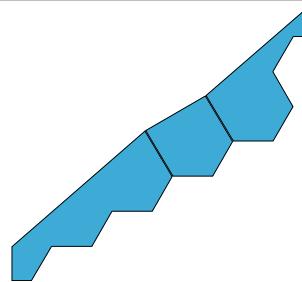
The Game Frame

As the 3rd edition games lacked a frame to hold the hexes together, a frame was provided in *Cities & Knights* to hold the hexes together. Unlike the frames of the later editions, this frame was meant to hold not only the base game island, but also the surrounding ocean and harbor hexes, as well as to accommodate the barbarian track, which was in the shape of two hexes, and replaces one of the ocean hexes on the board.

The frame consists of ten pieces, and is itself held together by a system of tabs and slots. Each tab and slot is labeled with a lowercase letter, and to assemble the frame, the tab and slot with the same letter is matched together. By convention, the bottom of the board has the tab and slot with the letter a is located at the bottom of the board, with letters increasing counterclockwise.

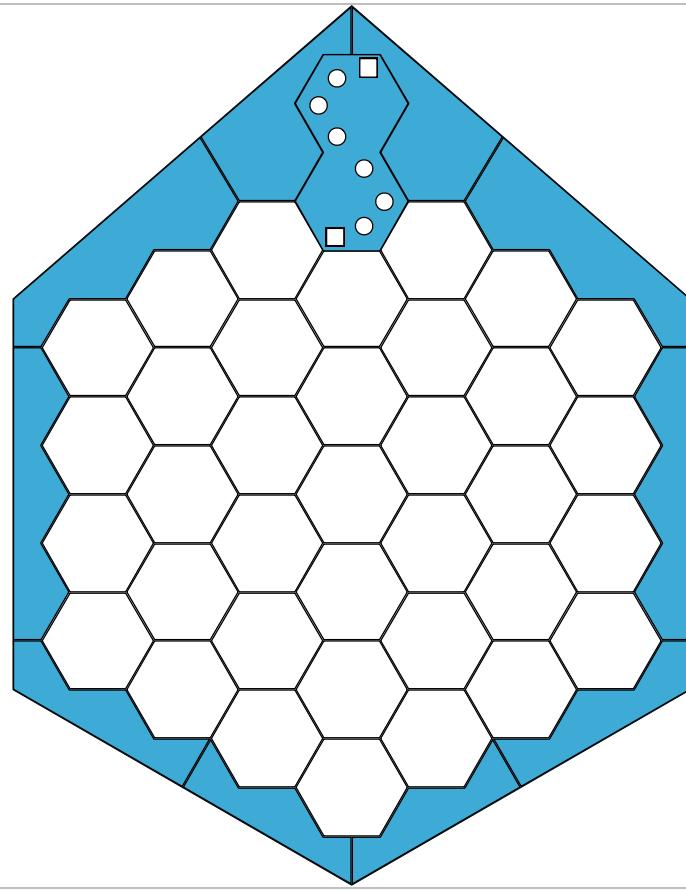
	<p>Unique amongst the various different frames is the fact that a frame piece may only accommodate half of a hex on its longer dimension, as it is the case with pieces ja and ab, and on the opposite end of the board by pieces ef and fg.</p> <p>Pictured here are the four pieces forming the bottom side of the board, with piece ij on the far left and piece bc on the far right. In all but two pieces, the tabs extend counterclockwise, meaning that there is a slot at the top end of ij and a tab at the top end of bc.</p>
	<p>Pictured here is the four pieces forming the opposite end of the game board. The additional hex seen here is to accommodate the barbarian track, which is in the shape of two hexes. In game setup, the barbarian track takes the place of an ocean hex in forming the ring of ocean and harbor hexes that surround the board.</p> <p>The two pieces on the right side, de and ef, are the two exceptions to the general trend of having tabs extend counterclockwise: de has two slots, while ef has two tabs. Aside from this, the pieces are identically-shaped.</p> <p>Because of the additional hex and the fact that the distance between middle of the side of an exterior hex and the outside corner of the frame is the same at all six points, the four pieces here are considerably wider than their counterparts at the bottom of the board, and it is also the only place on the frame where the angles used are not in even multiples of 30 degrees.</p> <p>Also note that, with multiple copies of <i>Cities & Knights</i>, it was possible to construct a frame that used this set of four pieces for both ends of the board, providing a "double double-hex jut-out", or the set of four pieces from the opposite end of the board for both ends, resulting in a more standard board.</p>
	<p>The pieces gh (pictured) and cd effectively act as frame extension pieces for this frame, providing the necessary depth of the board to accommodate the base game. The two pieces are identical, and may be swapped for each other.</p> <p>Note that as frame extension pieces, they are not compatible with the frame pieces of <i>Seafarers</i>, as not only do the tabs extend in opposite directions, the pieces themselves are thinner compared to their <i>Seafarers</i> counterparts. Due to their shape and the location of the tabs and slots, the pieces cannot be used to extend any other side of the board.</p>
	<p>The <i>Cities & Knights</i> extension comes with three additional frame extension pieces. The piece pictured here is known as "piece x", and fits between ij and ja, forming the new central column.</p> <p>Because of the shape of this piece, in theory, multiple copies of this piece could be used to extend the board horizontally. Because of its shape, piece x may also fit between pieces ef and fg.</p>

Catan: Cities & Knights

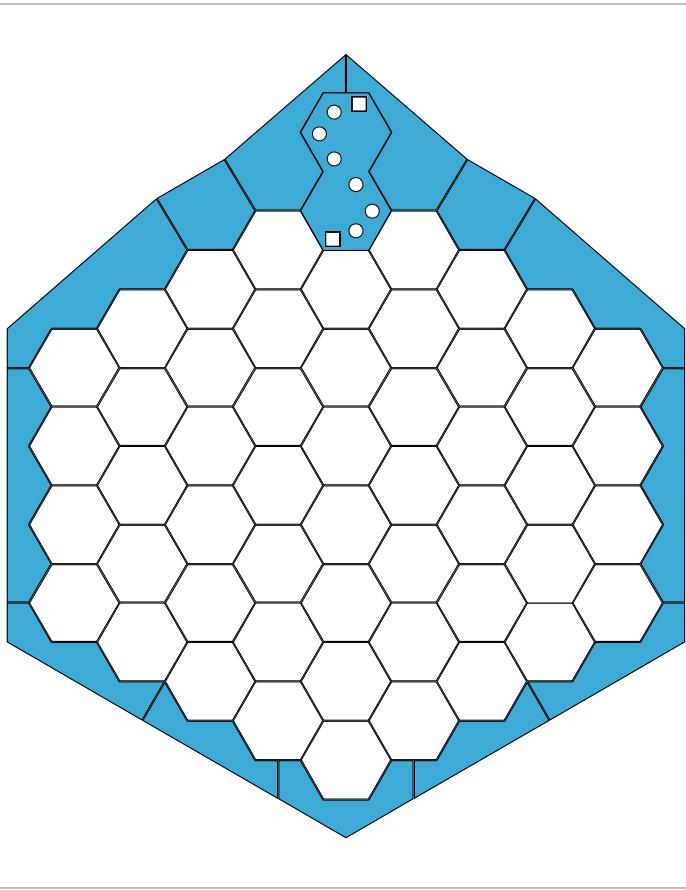


The pieces y and z are frame extension pieces meant to fit on the opposite end of the game board, with piece y fitting between de and ef, and piece z (pictured) between fg and gh. Because of the fact that de and ef are double-slotted and double-tabbed, respectively, the pieces y and z may not be interchanged for each other, as their tabs extend in opposite directions.

Also note that because of the shape of the frame pieces, the exterior of the frame does not form a straight line.



The assembled frame for 3-4 player play, including the barbarian track. Note that one ocean hex will necessarily be excluded from setup.



The assembled frame for 5-6 player play, including the barbarian track. Again, one ocean hex will be excluded from setup.

The 4th edition *Cities & Knights* does not come with any frame pieces (and is the only expansion to not include any frame pieces), and the barbarian track is kept separate from the board.

The Red Die

In the base game, the two dice are treated identically, and the outcome of an individual die, independent of the other die generally has no bearing on the game. In *Cities & Knights*, this is not the case.

In the 3rd edition of the games, because the base game includes two identical white dice, the 3rd edition *Cities & Knights* includes a single red die, replacing one of the white dice. The 4th edition base game includes one yellow die and one red die, eliminating the need for a die to be included with *Cities & Knights*. Furthermore, most diagrams in the *Catan* instruction manuals by convention will use the yellow die whenever a single die needs to be rolled, and reserve the use of the red die solely in reference to *Cities & Knights*, although either die may be used for this purpose (the red die is only significant during production).

Note that most mass-market releases use two identical dice, meaning that the red die is generally the only reason why mass-market releases are incompatible with *Cities & Knights*.

City Walls

City walls are an add-on to cities that allows its owner to raise their hand limit by two cards.



Pictured on the left is the Viking wood (left) and traditional wood (right) city walls, both with (top row) and without (bottom row) a city attached. International editions of the traditional wood city wall also included a sticker to be attached to the piece, giving the side of the piece a brick wall pattern. Plastic pieces also used a ring that is attached to a city figure for city walls.

Note that despite the fact that a player may only build three city walls (and thus, only three walls are provided in the traditional wood set), the Viking wood set includes four city wall pieces.

It is possible to fit a traditional wood city inside a Viking wood city wall, though it is a somewhat tight fit.

- If at any point, a city with city walls is reduced to a settlement, the city walls are removed, and the player's hand limit is correspondingly lowered.

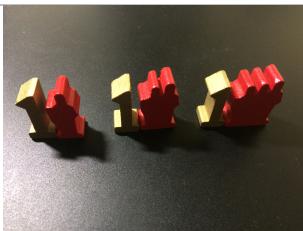
Knights

Knights are a unit introduced in *Cities & Knights* that serve many different purposes. Each knight is available in three different strengths: the basic knight, with a strength of one unit, the strong knight, with two units of strength, and the mighty knight, with three units of strength.



Pictured on the left are the Viking wood (top row) and traditional wood (bottom row) knights, in increasing order of rank. The traditional wood pieces are stickered pieces, with one side in color and the other side in black and white. When the knight is colored-side up, it is said to be **activated**; otherwise it is **deactivated**.

International versions of the traditional wood pieces for knights use different graphics for both sides, with the deactivated side prominently showing its cost of activation.



With Viking wood pieces, activation status is shown by using a separate set of **activation flags**. These are gold colored pieces that are placed next to the knight piece to denote that the knight is activated.

In a Viking wood set, there are enough activation flags for all knights, in the rare case that all of them are on the board at the same time.

International versions of *Catan* use plastic pieces, and two sets of plastic pieces have been used. Both sets of plastic pieces have distinct figures for basic, strong, and mighty knights. The older set of plastic pieces used a figure with a moveable flag arm to denote its activation status; the number of flags on the arm denotes the knight's rank. Newer sets have a fixed flag arm, and used a set of gray body armor that is affixed to the knight to show that it has been activated.

- Knights, when built, are placed on an empty intersection inside a player's own road network.
- Knights, when built, are always placed in the deactivated state.
- Players may not expand past an opposing knight, and the placement of a knight interrupts opposing roads.
- Knights may not be placed in any intersection containing a settlement or a city.
- Knight Actions:** Activated knights may perform certain actions during the build phase of a turn. There are three types of knight actions available: movement, chasing the robber, and displacing other knights. Once a knight action is made, the knight is deactivated.
- Each knight may only perform one knight action per turn. Note that it is legal to activate a knight, perform a knight action, and then reactivate the knight in the same turn.
- A knight that is promoted may perform a knight action if it had not done so before promoting.
- Activation of knights is considered a build action, and thus may be performed during the Special Build Phase, but knight actions themselves are not build actions. Specifically, knight actions may not be performed during the Special Build Phase.
- Knight Movement:** An activated knight may, as a knight action, move any number of intersections along a player's own road network. Knights may pass through other knights, but may not end their movement on an intersection containing a settlement, city, or other knight.

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- Because there may be at most one knight per intersection, swapping the locations of two knights is only possible with three knight actions, which means that it must be done over two turns.
- A player may not build a settlement where a knight is presently located. The knight must be moved before a settlement may be placed.
- **Chasing the Robber:** If an activated knight is located on an intersection adjacent to the robber, it may, as a knight action, move the robber elsewhere. Robber movement is governed by the same rules as the base game.
- **Knight Displacement:** A player with a knight may, as a knight action, move a knight to the location of an opposing knight. The knight must be able to otherwise move to the location of the opposing knight normally, and must be of a higher rank than the opposing knight.
- The knight being displaced must move their knight to another eligible intersection, consistent with the rules for moving knights. If no such intersection exists, it is removed from the board. Knights that are displaced do not change their activation status.
- A player may not displace their own knights.

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for more details on mechanics introduced therein.

- Knights may transfer directly from a road to a ship when moving, without the presence of a settlement or city in between. Note that roads and ships are still not considered to be connected for the purposes of calculating the Longest Road even if a knight stands between them.
- A player may not move a ship such that it results in a knight being disconnected from the road network. Note that a knight on the end of a shipping line does not close the shipping line.
- A closed shipping line is not made open by the presence of an opposing knight along its route.
- **Chasing the Pirate:** If an activated knight is located on an intersection adjacent to the pirate, it may, as a knight action, move the pirate away in the same manner as the robber.

Commodities

Commodities are a type of currency introduced in *Cities & Knights*. There are three commodities, with each of the three commodities being associated with an existing terrain type: cloth is produced from pastures, coin is produced from mountains, and paper is produced from forests.

- Whenever a mountains, forest, or pasture hex produces, players with adjacent cities collect one resource and one commodity, instead of two resources. Hills and fields continue to produce two resources for players with adjacent cities, as brick and grain are not paired with commodities.
- Commodities are considered hand cards, and as such is subject to the hand limit, and may be stolen.
- Commodities may not be used to replace their resource counterparts in paying for actions. For example, roads may not be built with paper in the place of lumber.
- Resources may be traded for commodities, and commodities may be traded for resources.
- Control of a 2:1 harbor does not permit the trading of the related commodity at 2:1. For example, the prevailing trade rate for paper is 4:1 even if a player may trade lumber 2:1.

The Event Die

The event die is an additional die that is rolled at the start of the turn. The event die is a six-sided die, with three sides depicting a barbarian ship and three sides depicting a city gate in one of three colors: blue, green, and yellow.

City Improvements and the City Improvement Calendar

Aside from being trade fodder, commodities are used for building city improvements. There are three types of city improvements, with each type having five levels. Each type of city improvement is associated with one commodity.

In the English language editions of *Cities & Knights*, the City Improvement Calendar is used to denote the number of levels obtained in each type of city improvement. Each page in the calendar depicts the levels of improvement a player has obtained, as well as the cost of the next level of each building improvement. The reverse side of each calendar page acts as a replacement for the building cost reference cards.

Note that the cost of a ship from *Seafarers* is also included on the city improvement calendar, despite ships being absent from *Cities & Knights*; this is as the 3rd edition *Cities & Knights* lacked any form of building cost indication for *Seafarers* in its components, and later edition calendars are identical aside from graphics updates.

Since the switchover to plastic pieces, international version of *Cities & Knights* used a set of square tiles and a frame piece to denote city improvement levels; a separate set of building cost cards are also included. Players could purchase calendars as an alternative to these pieces at the Catan Shop for a nominal fee.

- A player is required to have at least one city in order to build a city improvement.

- A player, upon reaching the third level of a particular type of city improvement, unlocks a special benefit for the remainder of the game.
- Counting House:** The counting house is the third level of trade improvement. A player who has built a counting house may trade commodities at the rate of 2:1. Note that like 2:1 harbors, two of the same commodity must be traded for any resource or (different) commodity.
- Fortress:** The fortress is the third level of politics improvement. A player who has built a fortress may promote strong knights into mighty knights. Note that a player may still be able to acquire mighty knights without having built the fortress.
- Aqueduct:** The aqueduct is the third level of science improvement. A player who has built an aqueduct may, upon any production roll that is not a 7, collect one resource if they otherwise do not gain any resources from the production roll.

Trade (Yellow) City Improvements

Name	Red Die	Cost
Market	1-2	1 coin
Trading House	1-3	2 coin
Counting House	1-4	3 coin
Bank	1-5	4 coin
Great Exchange	1-6	5 coin

The counting house is known as the Merchant Guild in the 3rd edition of *Cities & Knights*.

Politics (Blue) City Improvements

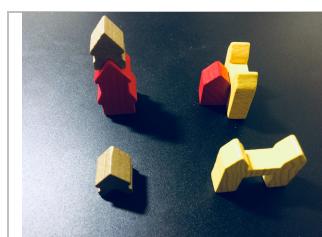
Name	Red Die	Cost
Town Hall	1-2	1 cloth
Church	1-3	2 cloth
Fortress	1-4	3 cloth
Cathedral	1-5	4 cloth
High Assembly	1-6	5 cloth

Science (Green) City Improvements

Name	Red Die	Cost
Abbey	1-2	1 paper
Library	1-3	2 paper
Aqueduct	1-4	3 paper
Theater	1-5	4 paper
University	1-6	5 paper

Metropolises

A metropolis is a type of add-on given to a city as a result of building city improvements. Only three metropolises may be built over the course of the game, one for each type of city improvement. *Cities & Knights* includes three markers to denote the player (or the city) currently in possession of each metropolis.



Pictured on the left is the Viking wood metropolis cap (left column) and the traditional wood metropolis arch (right column), with and without an attached city. All three of the markers are identical in color (gold for the Viking wood caps and yellow for the traditional arches).

It is to be noted that the original German release of *Cities & Knights* did not include metropolis arches, and as such the upgrade kit there (for compatibility between older base games and newer expansions) included metropolis arches.

- The first player to build the fourth level of a particular type of city improvement must claim one of their cities as the metropolis of that type.
- The metropolis status of a city may only be taken away by the player who is the first to build the fifth level of the same type of city improvement. A player stealing away metropolis status must claim one of their cities as the metropolis of that type; for the rest of the game, metropolis status cannot be subsequently stolen.
- A city may only claim metropolis status for only one type of city improvement. If a player wishes to claim metropolis status, they must have at least one non-metropolis city.
- A player with no non-metropolis cities may not build city improvements past the third level, even if the metropolises for the affected types have already been claimed.
- A metropolis is worth two additional victory points, on top of the victory point value of the city.

The Barbarian Track and the Defender of Catan Cards

As previously stated, the barbarian track was originally a special double hex piece meant to fit on the outside of the 3rd edition frame; since then it is a separate piece placed to the side of the game board. The barbarian track consists of eight spaces, and a barbarian ship is moved along the track. Whenever the barbarian ship reaches the final space on the track, a barbarian attack occurs.



Pictured on the left is the Viking wood barbarian ship (left) and the traditional wood barbarian ship (right). With the 3rd edition's double hex track, both pieces are slightly too large to fit a space on the barbarian track (which is able to fit a *Seafarers* ship). Because of its imposing stature, it was common to see, in scenarios using both *Seafarers* and *Cities & Knights*, the role of the pirate and barbarian ship markers be swapped – the pirate became a figure that was larger and visually more recognizable, and the barbarian track had a marker piece that could actually fit in its spaces.

- At the start of the game, the barbarian ship is placed at the start of the track.
- Whenever, during production, the event die shows a barbarian ship, the barbarian ship advances one space along the track.
- **Barbarian Attacks:** Whenever the barbarians reach the last space on the track, a barbarian attack occurs. Barbarian attacks are always resolved before production is resolved.
- In a barbarian attack, the strength of the barbarians is represented by the combined number of cities (including metropolises) of all players, and the strength of the players in defense of the barbarians is represented by the combined strength of all activated knights.
- Barbarians always attack "the board as a whole", and never any single individual island or group of islands therein. Thus, barbarian strength is always the total number of cities across the whole board. Similarly, knight strength is taken from all activated knights across the whole board and not any single individual island or group of islands therein.
- If the barbarians have greater strength, the barbarians are considered to be victorious in their attack. The players with the fewest number of activated knights must reduce one of their cities to a settlement. If there are ties for players with the fewest number of activated knights, all of the tied players must reduce one of their cities to a settlement.
- A metropolis may never be reduced to a settlement. Players with no cities, or whose only cities are metropolises, are excluded from consideration for the purposes of determining the players who are forced to reduce cities to settlements.
- A player may, as a result of a barbarian attack, have more settlements than available in their supply. In this case, a player must place a city on its side to denote that a city has been reduced to a settlement. Players with cities placed on their side are not compelled to upgrade those specific settlements to cities at the earliest opportunity, though they are compelled to replace cities placed on their sides with proper settlement pieces once supplies open up.
- If the knights have greater strength, or if the strength between the knights and the barbarians are tied, the knights are considered to have defeated the barbarians in their attack. The players contributing the highest total strength are rewarded for their efforts.
- If there is a single player with the highest knight strength contribution, that player wins a Defender of Catan card, worth one victory point. If more than one player has the highest contribution, each of the tied players may claim a progress card of any type of their choosing. If multiple players claim the same type of progress card, turn order determines the order in which the players draw their cards.
- The supply of Defender of Catan cards are considered infinite, although only six cards are included with a copy of *Cities & Knights*.
- After a barbarian attack, all active knights are deactivated, and the barbarian ship returns to the first space on the track.

Progress Cards

The Progress Card decks replace the development card deck of the base game. There are three progress card decks, one for each of the three types of city improvements.

- Progress cards are kept face-down until played.
- Progress cards, once played, are returned to the bottom of their decks. The sole exception to this are Constitution and Printer, which are both progress cards that grant victory points.
- A player may have four unplayed progress cards. If a player acquires additional progress cards beyond four, a player must choose cards to return to the bottom of their decks until the player has four unplayed progress cards.

- Normally, progress cards are earned whenever the event die shows a city gate. Depending on a player's city improvement level and the outcome of the red die, a player may earn a progress card of the type specified by the color of the city gate shown on the event die.

Science (Green) Card Manifest

Name	Qty	Effect
Alchemist	2	Play before production dice are rolled. Set the production dice roll.
Crane	2	Build one city improvement for one less commodity. Cannot be combined with other Crane cards. May be used on the first improvement to build it for free.
Engineer	1	Build one city wall.
Inventor	2	Switch two number tokens, other than 2, 6, 8, or 12.
Irrigation	2	Take 2 grain for each fields hex adjacent to a player's own cities or settlements.
Medicine	2	Upgrade a settlement for 1 less ore and 1 less grain. Cannot be combined with other Medicine cards. <i>Explorers & Pirates:</i> May upgrade settlements to either harbor settlements or cities.
Mining	2	Take 2 ore for each mountain hex adjacent to a player's own cities or settlements.
Printer	1	1 Victory Point
Road Building	2	Build two roads. <i>Seafarers:</i> May build any combination of roads and ships totaling 2.
Smith	2	Promote two different knights one level each. Promotion is subject to normal rules.

Politics (Blue) Card Manifest

Name	Qty	Effect
Bishop	2	Move the robber, and steal one resource from each player with a settlement or city at the robber's new location.
Constitution	1	1 Victory Point
Deserter	2	An opponent must remove one of their own knights from the board. Afterwards, place a knight of the same strength with the same activation status at the location of the removed knight. If all knights of the same strength have already been placed, place knights of lower strength instead. No knights are placed if the player does not have any available to be placed.
Diplomat	2	Remove a road at the end of an open trade route. If a player's own road is removed, they may elect to place it again, following normal building rules.
Intrigue	2	Displace an opposing knight connected to a player's own road network.
Saboteur	2	Each opponent that is tied or leading the player must discard half of their hand, rounded down.
Spy	3	Look through another player's set of progress cards and take one.
Warlord	2	Activate all deactivated knights.
Wedding	2	Each opponent that the player is trailing must give two cards from their hand to the player. Affected players with fewer than two cards in their hand must give their whole hand.

- The rules for the Saboteur is different in the English 3rd edition. Consult with the section on "Sabotaged Cities" for the rules therein.

Trade (Yellow) Card Manifest

Name	Qty	Effect
Commercial Harbor	2	Offer a resource card to each opponent. If they have a commodity card in their hand, they must accept the resource for the commodity card. If the opponent has multiple commodity cards, the opponent may choose which card to give away. No cards are exchanged if the opponent does not have any commodity card in their hand. A player is not compelled to offer the resource to an opponent.
Master Merchant	2	Look at the hand of any opponent the player is trailing and take two cards.
Merchant	6	Take control of the merchant (see "The Merchant" for more details).
Merchant Fleet	2	The prevailing trade rate for a single resource or commodity is lowered to 2:1 for the rest of the turn.
Resource Monopoly	4	Name a resource. Each opponent must give the player up to 2 cards of that resource if they are present in their hand.
Trade Monopoly	2	Name a commodity. Each opponent must give the player up to one card of that commodity if they are present in their hand.

- In the English 3rd edition, the player playing the Commercial Harbor may select the commodity taken in the forced trade. This was changed to the present rule, where the opponent chooses, in the English 4th edition.

The Merchant

The merchant is a neutral piece that is deployed using the Merchant progress card.



Pictured on the left is the Viking wood merchant (left) and the traditional wood merchant (right). While the traditional piece is a nondescript cone, the Viking wood piece depicts a person holding a trade cart.

The Viking merchant is potentially one of the more contentious changes from traditional to Viking wood, given that it is considerably shorter, takes up less of a footprint, and doesn't stand out visually as the traditional wood piece it replaced.

- When deployed, the merchant is placed on any resource-producing hex adjacent to a player's own settlements or cities.
- The player to have last played the Merchant progress card is said to be in control of the merchant. The player in control of the merchant may trade the resource produced by the hex at a 2:1 rate.
- The merchant does not grant the player in control of it a 2:1 prevailing trade rate for any associated commodities; only resources are subject to the 2:1 benefit.
- The robber and the merchant act independently of each other. Specifically, the robber and the merchant may occupy the same hex, and if so, the player in control of the merchant may still use the merchant to perform 2:1 trade.
- Control of the merchant is worth one victory point.

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for more details on mechanics introduced therein:

- The merchant may not be deployed on a gold field hex.

Sabotaged Cities

Prior to the 4th edition, a city may be sabotaged through the use of the Saboteur progress card, forcing it to collect resources as if it was a settlement.

- Whenever a hex produces resources, players with adjacent sabotaged cities collect one resource instead of two (or one resource and one commodity, as appropriate).
- A player may not sabotage their own cities.
- Sabotaged cities are still worth two victory points, and contribute to barbarian strength during a barbarian attack. Any city walls present in a sabotaged city continues to function.
- A player may have any number of sabotaged cities. A player may continue to upgrade settlements to cities even if one of their cities is sabotaged.
- A metropolis may not be sabotaged. The rules do not dictate whether a sabotaged city can claim metropolis status.
- Sabotaged cities are represented by placing the city on its side. However, as this also represents cities that were reduced to settlements but cannot be represented due to lack of settlement pieces, care must be taken to ensure that the two can be differentiated.
- Sabotaged cities may be repaired as a build action for 1 lumber and 1 ore.

In the 4th edition, the Saboteur progress card was entirely redesigned, and cities may no longer be sabotaged by any means.

Scenario Rules

- The robber does not enter play until the first barbarian attack has occurred.
- The robber may not steal resources from players with adjacent knights, unless those players also have adjacent settlements or cities.

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for more details on mechanics introduced therein.

- Commodities are never produced from gold field hexes.
- Like the robber, the pirate does not enter play until after the first barbarian attack.
- The number of victory points needed to claim victory is increased by two.

Catan: Traders & Barbarians Scenarios

Traders & Barbarians is the third expansion to *Catan*, and the first expansion to be released after the release of the English 4th edition. Most of the components had been previously available in standalone form, though there are also scenarios that are completely new to *Catan*, all with its own specialized set of components that justify this as a full expansion by itself, and not as a mere compilation.

As the English 4th edition was released after the switch of the international editions to plastic pieces and the introduction of the Viking wood pieces, wooden pieces are made available on the Catan Shop website for purchase. It is to be noted that the pieces used in the English editions of *Traders & Barbarians* is marketed as the Viking wood pieces for international audiences, even though there are no "traditional" counterparts to the Viking wood pieces for any of the pieces found in *Traders & Barbarians*.

When originally released, there was no specific compatibility between scenarios from *Traders & Barbarians* with other expansions. A major addendum was released online outlining scenario and variant compatibility not only between *Traders & Barbarians* scenarios with scenarios from other expansions, but also when combining the rules of different *Traders & Barbarians* scenarios together. Unfortunately, this documentation was not revised when *Seafarers* scenarios were redesigned in 2008, and thus many of these setups continue to reference outdated 2003 setups. (All setups have been reproduced and listed in the Guide, in the section for one of the scenarios making up the scenario combination.)

About the Scenarios

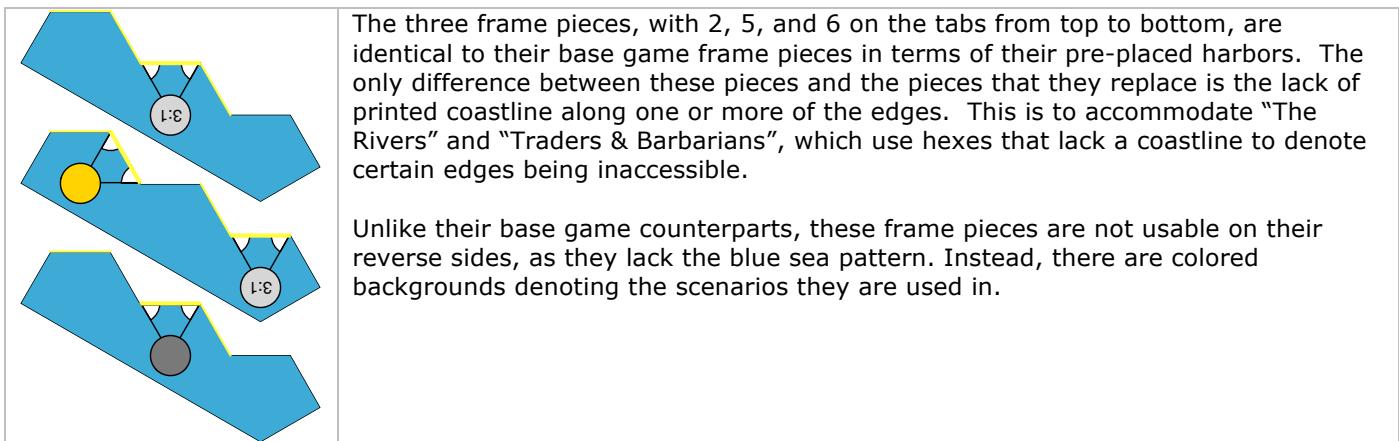
The scenarios in this section of the Guide are presented in the order in which they appear in the *Traders & Barbarians* manual. Note that some of the scenarios are reimplementations of earlier standalone mini-expansions; these will be introduced before their successors for the sake of simplicity.

Many of the scenarios in *Traders & Barbarians* have dedicated equipment specific to their scenario; these will be introduced in their respective sections of the Guide.

Catan: Traders & Barbarians Scenarios

The Game Frame

Traders & Barbarians includes three frame pieces that are meant to replace three frame pieces from the base game. Each frame piece has its tab and slot labeled identically to the frame piece that they replace.



The three frame pieces, with 2, 5, and 6 on the tabs from top to bottom, are identical to their base game frame pieces in terms of their pre-placed harbors. The only difference between these pieces and the pieces that they replace is the lack of printed coastline along one or more of the edges. This is to accommodate "The Rivers" and "Traders & Barbarians", which use hexes that lack a coastline to denote certain edges being inaccessible.

Unlike their base game counterparts, these frame pieces are not usable on their reverse sides, as they lack the blue sea pattern. Instead, there are colored backgrounds denoting the scenarios they are used in.

The *Traders & Barbarians* extension includes two additional frame extension pieces to accommodate some of the scenarios. They are identical to the two frame extension pieces without harbors from the base game extension, with the sole exception that they may not be used on their reverse sides (and thus cannot be used to make longer *Seafarers* or *Explorers & Pirates* boards).

Gold Pieces

Traders & Barbarians introduces gold pieces as a type of currency used in multiple scenarios.

- Gold is not considered part of the hand, and is thus not subject to the hand limit. Gold cannot be stolen, nor may it be taken using the Monopoly development card.
- The supply of gold is considered to be infinite. No player should ever be denied gold due to a resource shortage.
- Gold may be traded with other players, and any resource may be traded for gold.
- A player may, as a trade action, trade two gold for one resource up to twice per turn.

The following rules are also observed when playing any scenario using gold pieces with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for more details on game concepts found there.

- Commodities may not be purchased with gold.
- Commodities may be traded for gold, at the prevailing trade rate.

When combining multiple scenarios that use gold pieces, including scenarios from outside *Traders & Barbarians*, all gold earned is considered identical. For example, gold earned from the rules found in "The Rivers" is not treated as a separate currency from gold earned from the rules found in "Barbarian Attack".

The Fishermen of Catan

"The Fishermen of Catan" was originally released as a standalone expansion for 3-4 players. The English language release was part of issue 12 of *Games Quarterly* magazine, in what would be their last regular issue before ceasing publication, despite having promised to publish more exclusive *Catan* content in the future. After the cessation of *Games Quarterly* magazine, "The Fishermen of Catan" was available for standalone purchase up until the release of *Traders & Barbarians*.

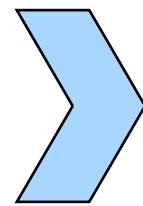
In the Netherlands, "The Fishermen of Catan" is sometimes regarded as the "seventh" of the Six Scenarios, in that it was published after the Six Scenarios, in much the same style of the Six Scenarios, before its inclusion in *Traders & Barbarians*.

Fish Tokens

Fish Tokens are a currency introduced in "The Fishermen of Catan". Each fish token consists of a blue back on its reverse side, and one of four different items on its obverse: a single fish, two fish, three fish, or an old boot.

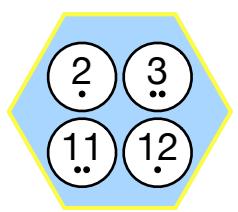
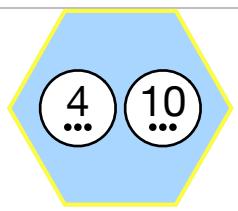
- Fish tokens are not resources. Although they are kept face-down when in a player's possession, visible to only the player in possession of the fish token, they are not considered to be part of the hand, and not subject to the hand limit.
- Fish tokens may not be traded. They may also not be stolen.
- At the start of the game, all of the fish tokens are mixed together to form a draw pile.
- The supply of fish tokens is subject to the same resource shortage rules as resources. However, if the supply of fish tokens is fully depleted, the fish token discard pile is shuffled to form a new draw pile.
- A player may have up to seven fish tokens at any time. If at any point a player with seven fish tokens can acquire more, they may either decline new fish tokens, or return one of their fish tokens face-down to the supply for one of the newly-acquired ones. For example, a player with seven fish tokens may, when they receive a new fish token, return a single-fish token to the supply in the hopes of drawing a triple-fish token.
- All actions requiring fish tokens to be spent are expressed in a total number of fish. To exercise these actions, a number of fish tokens showing an amount of fish greater than or equal to the cost must be discarded. No change is given for excess fish used in an action.
- A player may not split fish tokens across multiple actions. For example, a player wishing to use an action costing two fish and another action costing four fish cannot pay for both actions together with two triple-fish tokens, despite the fact that the two actions cost a total of six fish.
- Despite the fact that fish tokens may be used for actions involving building, actions costing fish tokens are generally categorized as trade actions, as they cannot be used during the Special Build Phase.
- **The Old Boot:** If a player draws the Old Boot, they must immediately reveal it and turn it face up. Thereafter, the old boot does not count towards a player's seven fish tokens.
- The player with the old boot requires one additional victory point in order to declare victory. Note that this is specifically not a victory point penalty: for example, a player with nine victory points and the old boot is considered to be leading against a player with only eight victory points, even though both players require the same number of victory points to declare victory. Similarly, two players with nine victory points are considered tied, even if one of them has the old boot.
- The player with the old boot may pass the old boot to any player they are currently trailing during their turn.

Fishing Grounds

	<p>Fishing grounds are small add-on pieces that are placed either on top of an ocean hex or on the edge of the game frame. Fishing grounds are always placed so that they are adjacent to two land hexes (the top-right edge and the bottom-right edge, as oriented in the diagram on the left), and allow for any settlement or city that are at the three intersections to produce fish tokens on a production roll matching that of the number token printed on the fishing ground.</p> <p>Fishing tokens are typically never placed on top of harbors or vice-versa, although it is possible that an intersection may be affected by both a fishing token and a harbor.</p> <p>All fishing grounds have pre-printed number tokens, though the Guide may present a fishing ground without a number token, as is the case on the left, as a placeholder for a generic fishing ground.</p>
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Catan: Traders & Barbarians Scenarios

Lake Hexes

	<p>Lake hexes are hexes that produce fish tokens. These hexes were first introduced in the <i>Traders & Barbarians</i> expansion proper, and were not part of the standalone expansion.</p> <p>Most scenarios making use of rules from "The Fishermen of Catan" do not specifically use lake hexes, but those that do strongly advise that lake hexes be not placed on a coast. This is to ensure that lake hexes are not also affected by fishing grounds.</p>
	<p>On the left is the lake hex included with the <i>Traders & Barbarians</i> extension. Like the hex included with <i>Traders & Barbarians</i> itself, this hex has pre-printed number tokens, and is designed so that there is a one-in-six chance that the hex produces for an adjacent settlement or city.</p>

Scenario Rules

- During initial placement, a player placing their second settlement on a fishing ground receives a fish token. Players placing their first initial settlement on a fishing ground, or either settlement adjacent to a lake hex, do not receive any fish tokens.
- The robber is present in the game, and begins the game off of the board.

Game is to 10 points.

The following additional rules apply when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for more information with regards to the mechanics found therein.

- Ships do not have any effect on adjacent fishing grounds.
- The pirate does not block production of any fishing grounds.

The following additional rules apply when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for more information with regards to the mechanics found within.

- Fish tokens may not be earned from the effect of the aqueduct or any progress card.
- A player who has built the aqueduct, and otherwise receiving only fish tokens for production, may use the effect of the aqueduct to take a single resource.

The following additional rules apply when playing with rules from "Catan for Two". Consult with the "Catan for Two" section of the Guide for more information with regards to the mechanics found within.

- Trade tokens are not used in this scenario.
- Fish tokens do not fully replace the role of trade tokens. Specifically, they cannot be earned from building coastal or desert settlements, or from discarding played Knight development cards.
- Each player begins the game with two single-fish tokens, two double-fish tokens, and one triple-fish token.
- The trailing player may make any action requiring fish tokens to be spent for one less fish. If both players are tied, both players must pay full price for fish token actions.

Setup Notes

Harbor placement on the frame in the setup diagrams is based on the default harbor placement on the frame pieces. As usual, variable harbor placement is permitted by using the base game's harbor tokens to cover up their counterparts on the frame.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads

- Cities & Knights Additions*
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

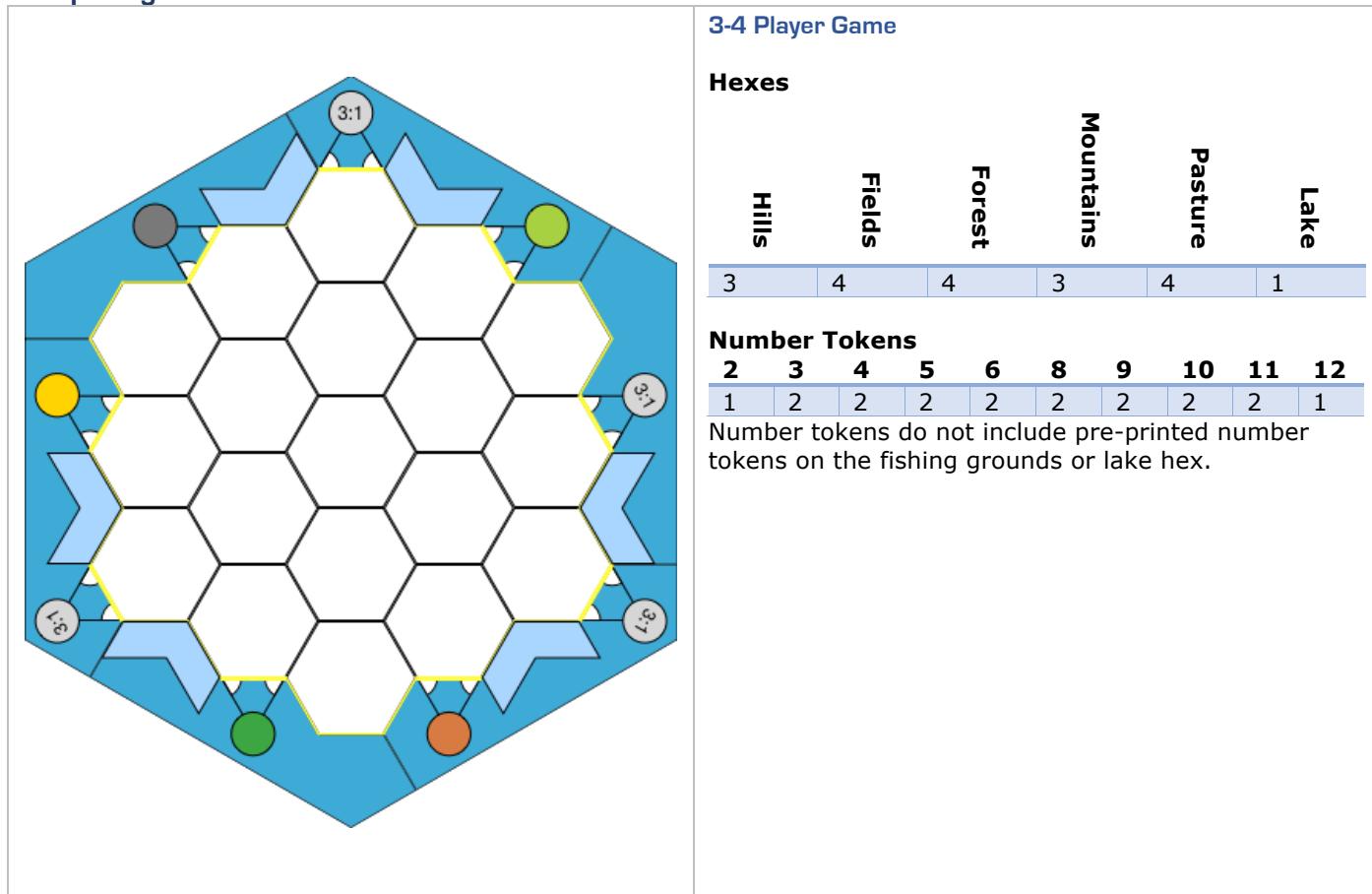
Road	1 brick, 1 lumber 5 fish
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool 6 fish

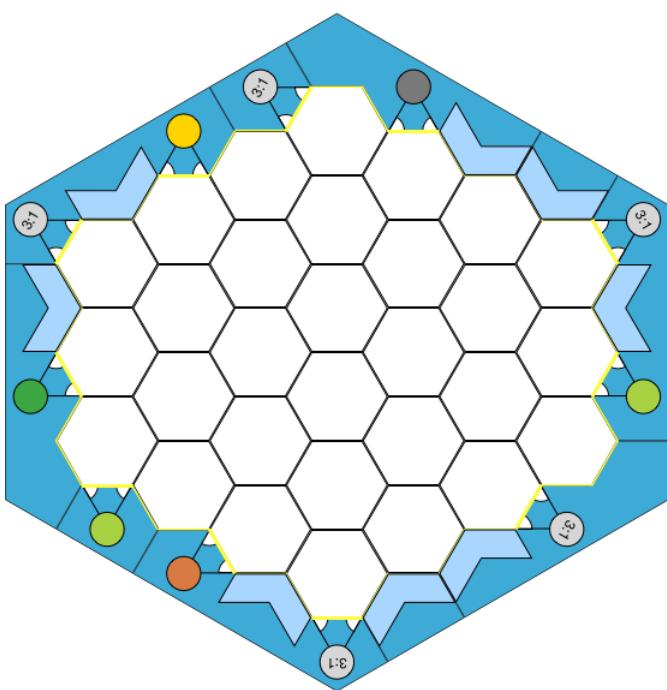
Other Fish Token Actions

Expel Robber	2 fish
Steal Resource	3 fish
Take Resource	4 fish

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool
Progress Card	7 fish

Setup Diagrams



5-6 Player Game

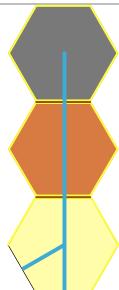
Hexes

Number tokens do not include pre-printed number tokens on the fishing grounds or lake hexes.

The Great River

"The Great River" was originally presented as a standalone scenario in both English and German, and was included as part of the German *Atlantis* expansion. The English release of this scenario was part of issue 10 of *Games Quarterly*, in an effort to transition from free issues to paid issues. (At the time, back issues were made available for free download on their now-defunct website.) The transition of issues from free to paid allowed for exclusive gaming content to be introduced with each issue, although *Games Quarterly* would cease publication altogether after only two additional issues.

The Great River Piece



The namesake Great River is a triple-hex piece depicting a mountain hex, a hill hex, and a hex that acts functionally identical to a desert hex. This last hex forms the mouth of the river, and is known as a swampland hex. The Great River itself is meant to replace the three hexes depicted therein in any scenario where its rules are to be incorporated.

In *Atlantis*, the three hexes are split up into three single-hex pieces.

Scenario Rules

- The robber is present in the game, and begins on the swampland hex.
- Players may not place their initial settlements adjacent to the swampland hex.
- **Gold Points:** Each road on the edge of the river piece, or running across the river, grants one Gold Point to its owner. Each settlement and city located at one of the intersections adjacent to the river piece is worth two points to its owner.
- Note that there is no restriction against placing initial settlements adjacent to the river piece other than that of the swampland, thus it is possible to start the game with gold points or even additional victory points.
- Every three gold points is worth one victory point.

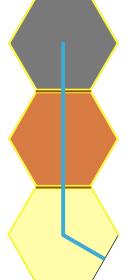
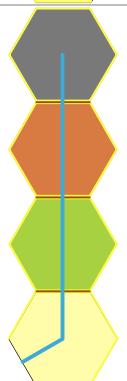
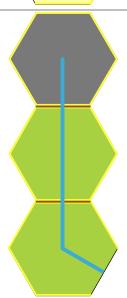
Game is to:

- 12 points, without *Cities & Knights*
- 14 points, with *Cities & Knights*

The Rivers

"The Rivers" is a revised version of "The Great River" that introduces additional mechanics not found in their predecessor.

The River Pieces

	<p>The shorter river piece of "The Rivers" is reminiscent of that of the standalone Great River, with the main difference being that the mouth of the river is oriented differently, with only one side of the swampland hex being rendered inaccessible. Like its Great River counterpart, it consists of a single triple-hex piece.</p> <p>The interior edges of all river pieces, all crossing the river, are known as "bridge edges", as only bridges may be built across the river.</p>
	<p><i>Traders & Barbarians</i> introduces a second longer river, consisting of two double-hex pieces that are meant to be joined together. This piece is identical to the shorter river, except with the addition of a pasture hex flowing between the hills and swampland hexes.</p>
	<p>This river piece is included with the <i>Traders & Barbarians</i> extension. It consists of a single hex piece and a double-hex piece, with the single hex being the mountain hex and the double-hex piece being the two pasture hexes. Despite being at the mouth of the river, the second pasture hex is not generally regarded as a swampland hex, as it also produces resources.</p>

Bridges

Bridges are a special type of road that may be built only over river edges.

- A player may not build a bridge during initial placement.
- A player receives 3 gold upon building a bridge.
- As a type of road, bridges are considered as roads for the purposes of determining the Longest Road.
- The Road Building development card may not be used to build a bridge.

The following additional rules are in place when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the guide for further information on the mechanics introduced within.

- The Road Building progress card may not be used to build a bridge.

Wealthiest Settler and Poor Settler Tiles

The Wealthiest Settler and Poor Settler tiles are special bonuses that apply in this scenario. Some scenarios may only use the Wealthiest Settler, while others may use both; few scenarios use Poor Settler exclusively.

- The players with the fewest number of gold pieces are collectively referred to as the Poor Settlers. Each Poor Settler receives a Poor Settler tile, which confers a penalty of two victory points. A Poor Settler relinquishes their tile if at any point they no longer have the fewest number of gold pieces.
- Note that it is possible to have all of the players to have the same amount of gold, in which case all of the players are Poor Settlers and are penalized equally.
- If there is a single player with the most number of gold pieces, they are considered the Wealthiest Settler. The Wealthiest Settler is not awarded if there is a tie for having the most amount of gold, and must be relinquished if the player spends gold to the point where they are no longer in sole possession of having the most gold. The Wealthiest Settler tile is worth one victory point.

Scenario Rules

- The robber is present in the game, and begins on any swampland hex.
- Players receive one gold for building a settlement on an intersection adjacent to the river tiles, or building a road on an edge adjacent to the river tiles. This gold may be awarded during initial placement.
- In the 4th edition of *Traders & Barbarians*, there was no restriction on how many times resources may be purchased for gold in a given turn. Since the 5th edition, the standard restriction of twice per turn applies, to be consistent with international editions (which never had this quirk) as well as for consistency with other scenarios making use of gold pieces.

Game is to 10 points.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional information with regards to mechanics found within.

- A player may pay 5 gold in lieu of being forced to reduce a city to a settlement following defeat against the barbarians.

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the "Catan for Two" section of the Guide for additional information with regards to mechanics found within.

- As swampland hexes are functionally identical to desert hexes, players receive two trade tokens for building settlements adjacent to a swampland hex, in addition to earning 1 gold as outlined in the rules of this scenario.
- Neutral players do not collect gold pieces, and are excluded from consideration for the purposes of determining Wealthiest Settler and Poor Settler.
- Whenever either player builds a bridge, a bridge must also be built for a neutral player whenever possible. If not, a road must be built.

Setup Notes

Harbor placement on the frame in the setup diagrams is based on the default harbor placement on the frame pieces. As usual, variable harbor placement is permitted by using the base game's harbor tokens to cover up their counterparts on the frame.

References

Player Supplies

<ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads 3 Bridges 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> 3 City Walls 2 Basic Knights 2 Strong Knights 2 Mighty Knights
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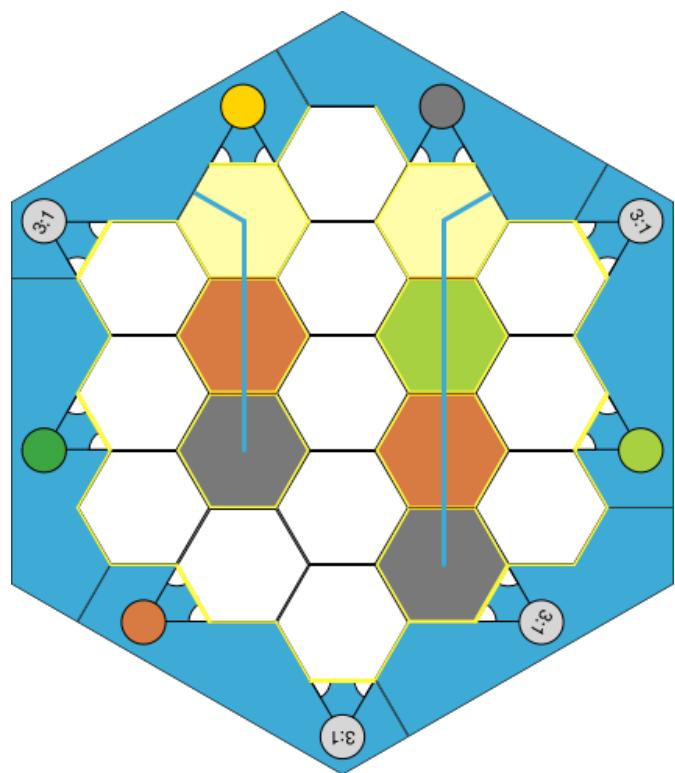
Building Costs

Road	1 brick, 1 lumber
Bridge	2 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Catan: Traders & Barbarians Scenarios
Setup Diagrams



3-4 Player Game

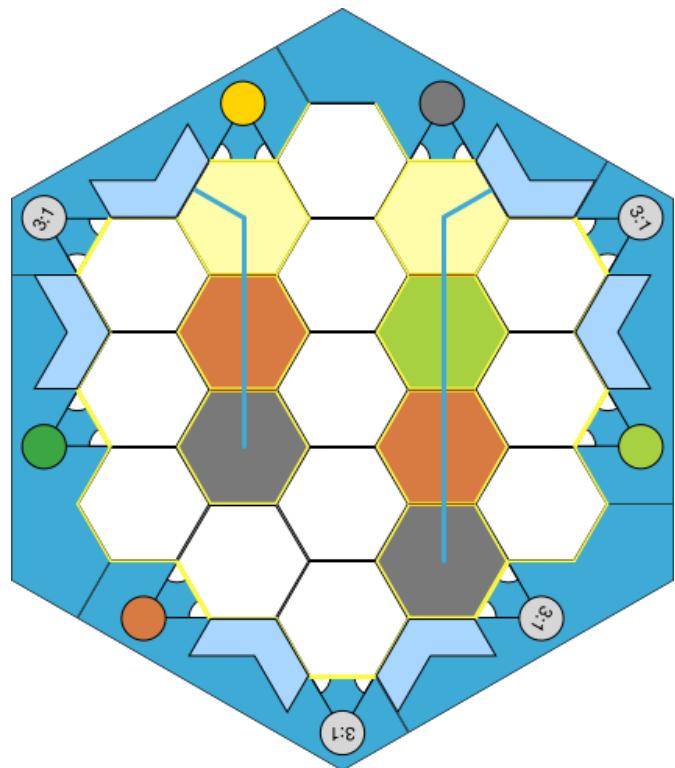
The 4-5 and 5-6 frame pieces are taken from the *Traders & Barbarians* expansion rather than the base game.

Hexes

Hills	Fields	Forests	Mountains	Pastures	Rivers
1	4	4	1	2	2

Number Tokens

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



3-4 Player Game with “The Fishermen of Catan”

The 4-5 and 5-6 frame pieces are taken from the *Traders & Barbarians* expansion rather than the base game.

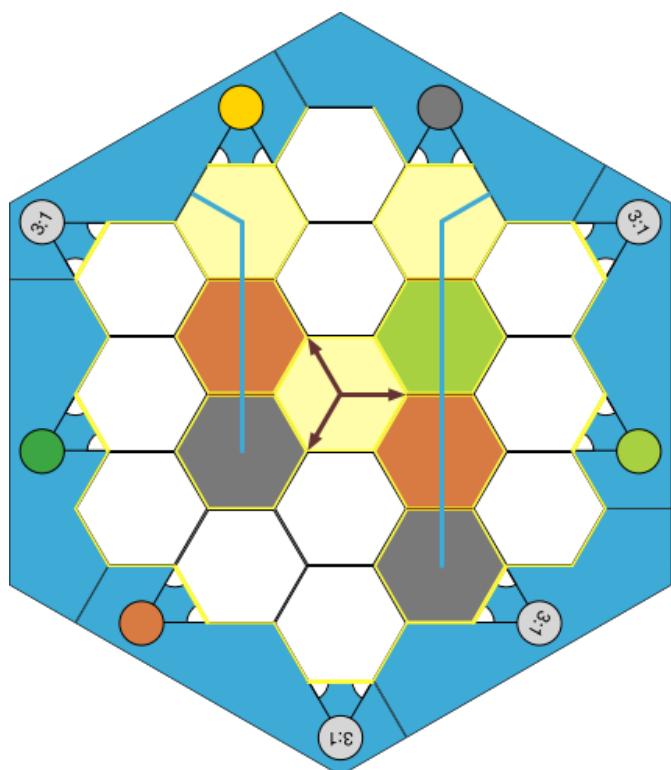
Hexes

Hills	Fields	Forests	Mountains	Pastures	Rivers
1	4	4	1	2	2

Number Tokens

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

Number tokens do not include pre-printed number tokens on the fishing grounds.

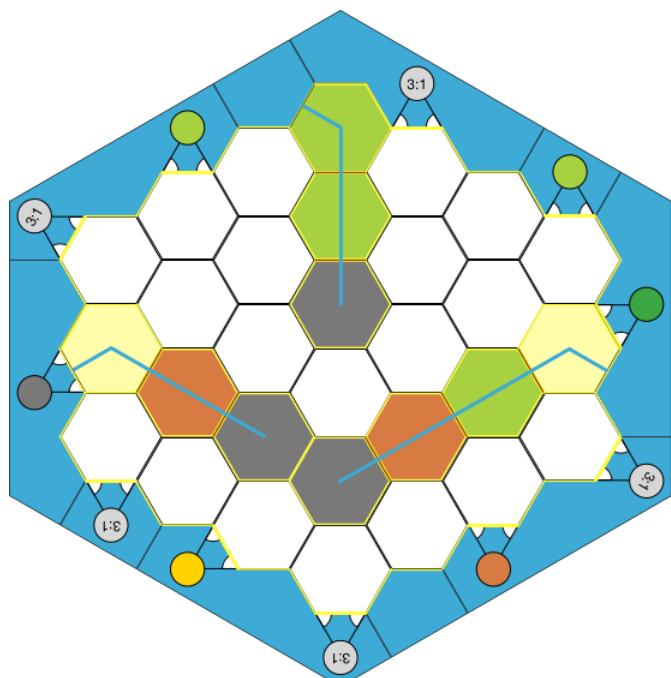
**3-4 Player Game with "The Caravans"**

The 4-5 and 5-6 frame pieces are taken from the *Traders & Barbarians* expansion rather than the base game.

Set aside the 2 and 12 number tokens, and assign the remaining number tokens randomly. Pair up the 2 number token with one of the 3 number tokens, and the 12 number token with the other 3 number token.

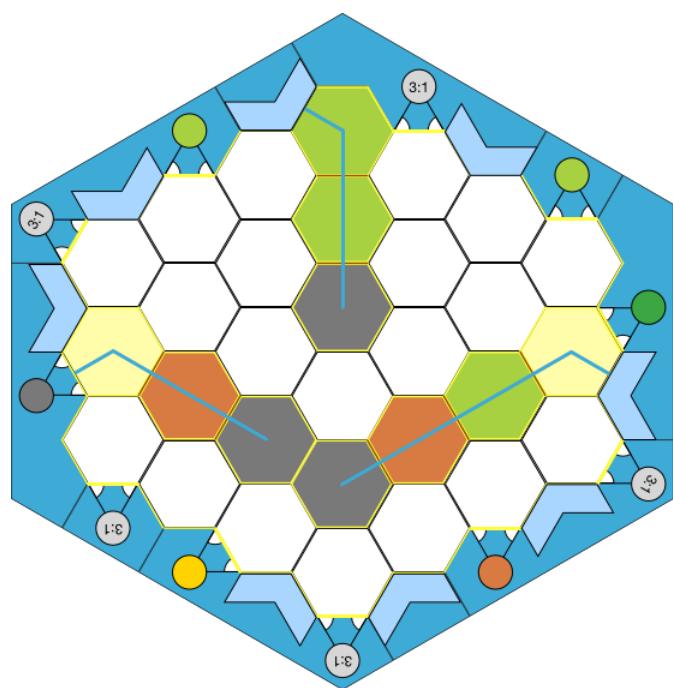
Hexes

Hills	Fields	Forest	Mountains	Pasture	Rivers	Oasis
1	3	4	1	2	2	1
Number Tokens						
2	3	4	5	6	8	9
1	2	2	2	2	2	2
10	11	12				

**5-6 Player Game****Hexes**

Hills	Fields	Forest	Mountains	Pasture	Rivers
3	6	6	2	3	3
Number Tokens					
2	3	4	5	6	8
2	3	3	3	3	3
9	10	11	12		

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



Hexes

Hills

Forests

Mountains

Fields

Pasture

Rivers

3	6	6	2	3	3
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Number Tokens

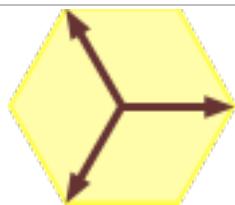
2	3	4	5	6	8	9	10	11	12
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2	3	3	3	3	3	3	3	3	2
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The Caravans

"The Caravans" was originally released as "The Great Caravans", a free mini-expansion in Germany, before being revised for inclusion in *Traders & Barbarians*.

Oasis Hex



The oasis hex is a special desert hex containing three arrows that extend from the center of the hex out to three of its intersections. In setting up a scenario with an oasis hex, the orientation of the hex generally does not matter; if there are multiple oasis hexes, each oasis hex may be oriented differently from the rest.

Each of the lines extending from the center of the hex marks the start of a camel path.

Camels

Camels are special directional pieces that are placed on edges. When originally released, camel pieces were cardboard pieces. A line of camels, with the head of each camel pointing to the tail of the next, is known as a **caravan**.

- Camels are placed on the board at the end of any turn that a settlement is either built or upgraded to a city. If a settlement was built or upgraded during the Special Build Phase, camels are also placed there, following the Special Build Phase and before the start of the next player's turn.
- The supply of camels is considered finite. If all of the camels have been placed on the board, no further voting rounds occur.
- **Voting Rounds:** The placement of camels is governed by voting rounds. Each player, starting with the player whose turn has finished, makes a bid by placing resources face up in front of themselves. Each player is given one vote per card bid, and the camel is placed in the location agreed upon by the majority of votes. All resources bid in voting rounds are returned to the supply.
- A player is unable to amend their bid after they have voted.
- A player may commit their votes to multiple locations, and need not commit all of their votes to a single location.
- If two or more locations are equally preferred, the player who has a plurality of votes decides where the camel will be placed. This location may or may not be one of the preferred locations, and the player deciding where to place the camel need not have voted for any of the preferred locations (or have lent their votes to more than one preferred location).
- If there are two or more players tied for the plurality of votes (including if no one votes), then the player whose turn has ended places the camel. This player need not be in the plurality, nor their votes have contributed to any of the most preferred locations.
- Camels are always placed either in front of an existing caravan, or pointed away from an oasis hex to form a new caravan. The first camel in a caravan may not be placed adjacent to the oasis hex; it must be positioned on the edge directly facing the arrow, with the arrow from the oasis pointing to the tail of the camel.
- Camel placement is independent of any roads that may already be present on an edge. An edge may have both a road and a camel on it.
- Camel paths may not branch off, although they may converge on each other or loop back on itself. Specifically, it is possible for a camel path to return to an oasis hex and proceed along its edges.

Scenario Rules

- The robber is present in the game. It begins the game off of the board.
- Wool and grain may be used to bid during voting rounds.
- Roads on edges with camels are treated as two roads for the purposes of determining the Longest Road.
- Settlements and cities that lie within a camel path is worth one additional victory point.

Game is to:

- 13 points, without *Cities & Knights*
- 15 points, with *Cities & Knights*

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional rules with regards to mechanics found within.

- Instead of wool and grain, brick and lumber may be used to bid during voting rounds.

The following additional rules are used when playing with "Catan for Two". Consult with the "Catan for Two" section of the Guide for additional rules with regards to mechanics found within.

Catan: Traders & Barbarians Scenarios

- Two camels are placed instead of one in each voting round, with the winner being able to place both camels. If the votes are tied, then each player places one camel.
- If one player wins a voting round and places both camels, they must, whenever possible, extend different caravans.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Cities & Knights Additions

- 3 City Walls
- 2 Basic Knights
- 2 Strong Knights
- 2 Mighty Knights

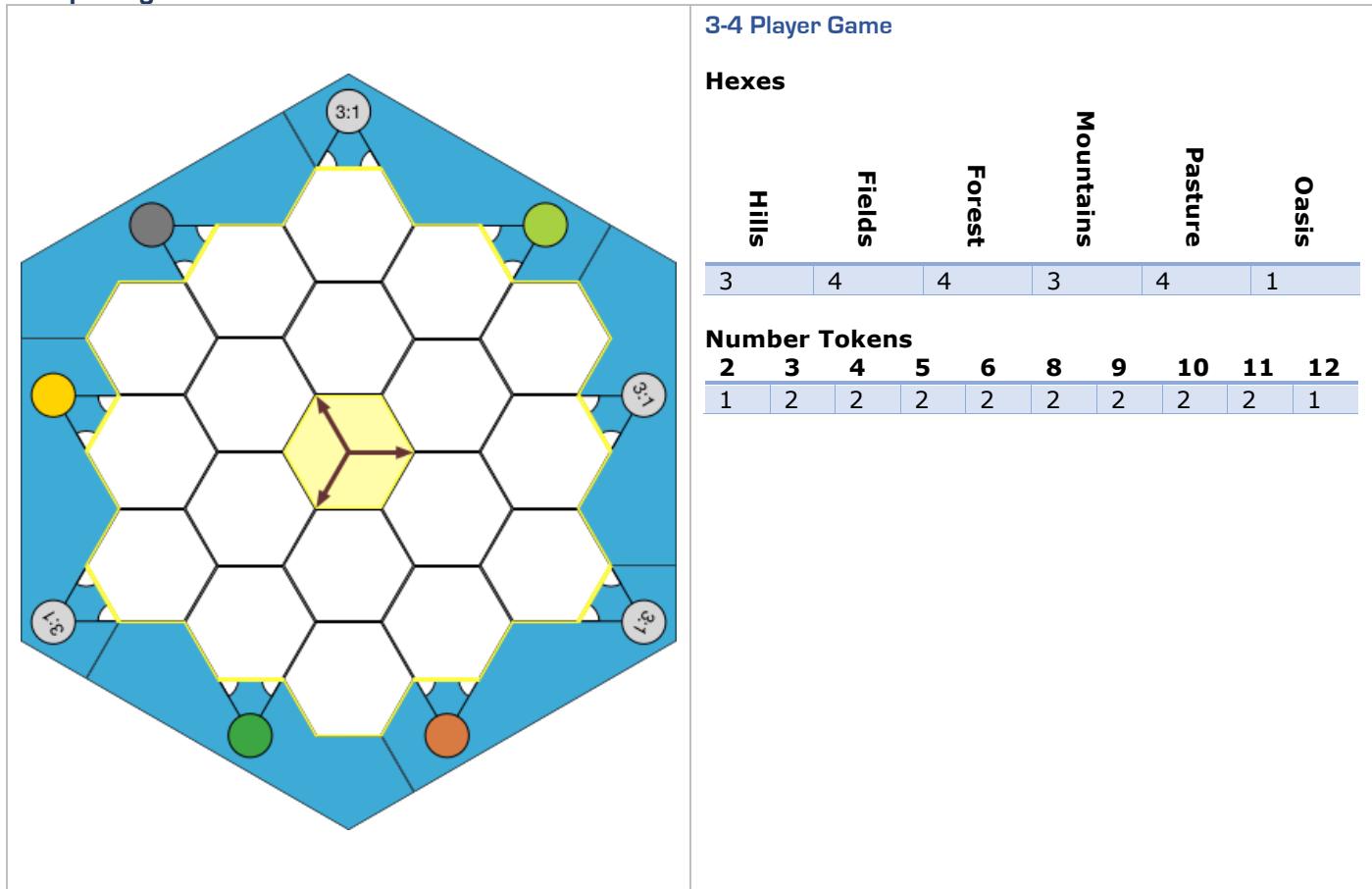
Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

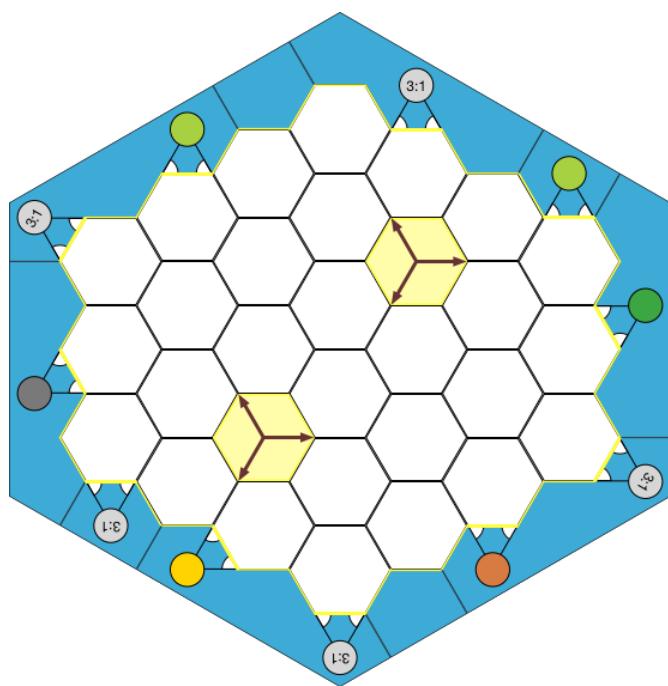
Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



5-6 Player Game



Hexes

Hills

Forests

Mountains

Fields

Pasture

Oasis

5	6	6	5	6	2
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Number Tokens

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

2	3	3	3	3	3	3	3	3	2
---	---	---	---	---	---	---	---	---	---

Barbarian Attack

"Barbarian Attack" is one of the two signature scenarios of "Traders & Barbarians". Although at first it was not compatible with *Cities & Knights* due to a reimplementation of two mechanics central to *Cities & Knights* (knights and barbarians), a subsequent rule addendum was posted on the *Catan* website that allowed for an alternate version of the scenario to be played with game pieces from *Cities & Knights*, while incorporating as many mechanics from both this scenario as well as *Cities & Knights* as possible.

The "Barbarian Attack" Development Card Deck

"Barbarian Attack" includes its own development card deck that replaces the one from the base game.

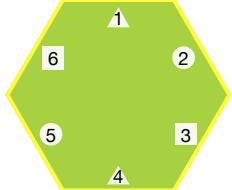
- Unlike the development cards from the base game, these development cards are immediately resolved once drawn, and put into a discard pile. Should the development card deck be exhausted, the discard pile is shuffled to form a new development card deck.

Name	Qty	Effect
Knighthood	14	Place a knight on any edge adjacent to a castle hex not occupied by another knight.
Black Knight	4	Place a knight on any edge on the board not occupied by another knight.
Intrigue	4	Remove one barbarian from the board and add it to a player's collection of captured barbarians. If there are no barbarians on the board, discard this card, draw another card, and follow its effect.
Treason	4	Collect 2 gold. Move two barbarians from two different hexes, and place them on any unconquered hex. If there are fewer than two barbarians on the board, take any needed barbarians from the supply.

When playing with *Cities & Knights*, this deck is set aside in favor of the progress card decks from the expansion. Consult with the *Cities & Knights* section of the guide with respect to rules regarding progress cards.

The Castle Hex and Color Die

The castle hex is a new hex introduced for this scenario.

	<p>As depicted on the left, the castle hex has each edge labeled with a symbol and a number; opposite sides share the same symbol. If multiple castle hexes are used, all castle hexes must be oriented in the same direction. (In practice, castle hexes may be oriented with a 180 degree rotation.)</p> <p>In international versions of <i>Traders & Barbarians</i>, the castle hex is not labeled with numbers or symbols; instead, each edge is labeled with a color, with opposite sides sharing the same color. A special six-sided color die is also included with <i>Traders & Barbarians</i>, with two of the six sides having one of the three edge colors: purple for 1 and 4, green with 2 and 5, and orange with 3 and 6. The design differences between the English and international versions of <i>Traders & Barbarians</i> is likely to prevent the addition of an additional die to English language sets: the function of the color die can be duplicated with an existing die.</p>
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The castle hex is the location in which new knights may be deployed on the board. Although it has the same general coloring as a pasture hex, the castle hex itself does not produce resources. The orientation of the castle hex, as well as the color die in international versions, plays a role in how knights may be lost when capturing barbarians in this scenario.

Barbarians

Barbarians are the unique neutral piece introduced in this scenario, which seeks to disrupt all players by interfering with production along coastal hexes.

- Barbarians are placed whenever a player builds a settlement or upgrades a settlement to a city. There are only a finite number of barbarians; if there are no remaining barbarians that may be placed, then no further barbarian attacks will occur.
- In custom scenarios, there may be multiple landmasses where barbarians may attack. "Barbarian Attack" presumes that only one landmass may be attacked; terrain outside of the landmass are never subject to attacks. However, events that occur outside of the main landmass (for example, expanding to an outlying island) will still trigger barbarian attacks.
- Whenever barbarians attack, three attack rolls occur.
- **Attack Rolls:** In each attack roll, the dice are rolled, and a barbarian is placed on a coastal hex with a number token matching that of the number rolled. Each attack roll guarantees that a barbarian will be placed: if a 7 is rolled, then the dice are re-rolled until a new number is rolled.

- If multiple attack rolls are made, each attack roll must result in a different number. If an attack roll matches that of a number previously rolled in the same attack, the dice are re-rolled until a new number is rolled.
- In a 3-4 player game, if there are multiple hexes in which a barbarian may be placed, the player to move may choose any one of the hexes to receive the barbarian. However, whenever possible, barbarians must be distributed evenly between all eligible hexes. Note that since duplicate attack rolls are not permitted, this also means that hexes that are not chosen in an attack roll cannot receive barbarians in the same attack.
- In a 5-6 player game, if there are multiple hexes in which a barbarian may be placed, all of the hexes receive a barbarian. This is the only case in which more than one barbarian is placed for each attack roll.
- There should not be any scenario in which there are no eligible hexes due to the lack of a coastal hex with a suitable number token, but in this scenario, attack rolls may be ignored, and no barbarian placed.
- Note that barbarians may only be placed on coastal hexes as a result of an attack roll. Most setups do not allow barbarians to be displaced into interior hexes.
- **Conquered Hexes:** If a hex contains three barbarians, it is considered conquered, and no longer produces resources. By convention, the number token is flipped over to show that the hex is no longer productive.
- A conquered hex can no longer accumulate barbarians. If, on an attack roll, the only eligible hexes for barbarian placement are all conquered, then the attack roll may be ignored, and no barbarian placed.
- If at any point a hex returns to having fewer than three barbarians, it is once again productive (and its number token is flipped right-side up), and may be subject to further barbarian attack.

When playing with *Cities & Knights*, the barbarian mechanic of *Cities & Knights* is ignored in favor of the mechanics presented in this scenario. Barbarians do not attack when a settlement is built or upgraded to a city; instead, barbarians will attack whenever the barbarian ship is rolled on the event die or whenever a city improvement is built.

- If the barbarian ship is rolled on the event die, and the production roll is not a 7, then one attack roll is performed, using the outcome of the production roll as the result of the attack roll. No barbarians are placed if a 7 is rolled for production.
- If a player builds a city improvement, one attack roll is performed, in accordance with the rules above.
- Unlike the scenario without *Cities & Knights*, the supply of barbarians is considered infinite: whenever possible, a player must trade in three captured barbarians for their choice of a Catan chit or a Defender of Catan card; both are treated identically, and act as a substitute for the victory point represented by the captured barbarians.

Consult with the *Cities & Knights* section of the Guide with respect to the rules regarding the event die and city improvements.

The following additional rules also apply when playing with "Traders & Barbarians". Consult with the "Traders & Barbarians" section of the Guide for additional information with regards to the mechanics presented therein.

- **Hybrid Barbarians:** Because both scenarios use the same set of barbarian pieces, the combined scenario uses a hybrid of the two rulesets. Barbarians are primarily associated with hexes, but may also be associated with an edge adjacent to a hex, or, for trade hexes, one of the internal paths.
- Only one barbarian may be associated with an edge, even if they are associated with different hexes.
- No barbarians are placed or moved if a 7 is rolled for production. Instead, the player to move may steal a resource from any opponent.
- Whenever a barbarian is placed, it must be associated with an edge or internal path whenever possible.
- A barbarian cannot switch to a different edge or internal path once placed, unless they are displaced by the wagon or the Treason development card. Note that wagons are unable to displace barbarians that are not associated with edges.
- Barbarians may be displaced into interior hexes by either the wagon or the Treason development card, contrary to the rule of base "Barbarian Attack". As such, interior hexes may be conquered as well.
- A trade hex is only considered conquered if it produces resources, and, as a resource producing hex, it is conquered like any other resource producing hex (i.e. with the presence of three barbarians).
- Commodities may be delivered to trade hexes that are conquered; whether or not a trade hex has been conquered has no bearing on whether or not a commodity may be delivered there.

Knights

Knights are a unit that may be used to capture barbarians.

- Knights may only be placed as a result of the Knighthood development card. Whenever they are deployed, they are placed on one of the six edges adjacent to the castle hex.
- Only one knight may occupy an edge at any given time.

Catan: Traders & Barbarians Scenarios

- In custom scenarios, there may be multiple landmasses where barbarians may attack. "Barbarian Attack" presumes that only one landmass may be affected by barbarian attacks. In such a scenario, knights may not move off of the landmass.
- During the movement phase, each knight may move up to three adjacent edges. Knights may pass through other knights en route to their destination. Additionally, once moved away from the castle hex, a knight may not return to an edge adjacent to the castle hex, though it may pass through these edges en route to their destination.
- A player may pay to have any knight move one knight two additional edges. Any number of knights may receive extra movement, but extra movement must be paid once for each knight.
- In a 5-6 player game, knights must be moved away from the castle hex on the same turn it is placed. If a knight is placed during the Special Build Phase, it must move after a player has made all of their build actions. This is the only time in which a knight may move outside of the movement phase.
- Note that a knight cannot move during the Special Build Phase unless it was placed during the Special Build Phase.

When playing with *Cities & Knights*, the knights from this scenario are replaced by those from *Cities & Knights*, but most of the mechanics for knights in this scenario are retained.

- Knights are built and promoted as per the rules of *Cities & Knights*, but are placed on edges and moved during the movement phase as per the rules of this scenario. In particular, they do not impede roads for the purposes of the Longest Road bonus, nor is their movement restricted to a player's own road network. (Conversely, they do not enjoy the advantages of unlimited movement along a player's own road network either.)
- During the movement phase, each knight, regardless of its rank or activation status, may move up to three adjacent edges.
- Players may not pay resources during the movement phase for extra movement. Rather, an activated knight may deactivate in order to move two extra edges. This counts as a knight action, and as such a knight that had taken a knight action on its turn and subsequently reactivated cannot use extra movement, nor may a knight displace another knight after taking extra movement.
- Note that knight activations are build actions, and thus a knight cannot be activated during the movement phase.
- Knights that are displaced are deactivated if they were previously active.

The following additional rules also apply when playing with "Catan for Two". Consult with the "Catan for Two" section of the Guide for additional information with regards to the mechanics presented therein.

- **The Foreign Knight:** There is one neutral knight in play, known as the Foreign Knight. At the start of the game, the Foreign Knight begins the game off of the board, and it is brought into play whenever the first knight is placed onto the board.
- Aside from the fact that it is represented by a knight belonging to a neutral color, there is otherwise no association between the Foreign Knight and either of the neutral players.
- The Foreign Knight may be moved by either player during their respective movement phases, but a player must move all of their own knights before moving the Foreign Knight. A player may move the Foreign Knight even if they have no knights of their own.

Scenario Rules

- The robber is absent in this scenario.
- The Largest Army bonus is not present in this scenario.
- **Conquered Settlements and Cities:** If there are no unconquered land hexes adjacent to a settlement or city, the settlement or city is considered conquered. By convention, the settlement or city is placed on its side to show its conquered status. Conquered settlements and cities are not worth any victory points to their owners, and harbors may not be used if they are connected to a conquered settlement or city.
- If at any point a hex adjacent to a conquered settlement or city is liberated, the settlement or city becomes productive once more.
- **Capturing Barbarians:** At the end of each turn, all hexes with barbarians, starting at any castle hex and proceeding clockwise, are checked to see if barbarians may be captured. Barbarians may be captured if there are more knights on the edges around the hex than there are barbarians on the hex. Whenever this occurs, the players distribute the barbarians on the hex evenly amongst themselves.
- If there are not enough barbarians for all involved players to receive an equal amount of barbarians, players must roll off to determine which players receive barbarians. Those who do not receive a barbarian receive three gold instead.
- In a 5-6 player game, capture checks are performed after each player has made their build actions (and, if applicable, knight movements) in the Special Build Phase.
- **Knight Casualties:** Whenever a capture occurs, a die is rolled to determine if there are any casualties that may arise as a result of battle. One die is rolled (the color die in international versions of *Traders &*

Barbarians), and all knights in the direction of the result of the die (as indicated by the castle hex) as well as its opposite side are deemed casualties and removed from the board. For each Knight claimed as a casualty, its owner receives 3 gold as compensation.

- Note that capturing barbarians only occur at the end of a turn, and never after the Special Build Phase in a 5-6 player game. The capturing of barbarians may result in casualties that affect whether or not capture occurs on other hexes.
- Every two barbarians captured is worth one victory point.

Game is to:

- 12 points, without *Cities & Knights*
- 13 points, with *Cities & Knights*

The following additional rules also apply when playing with any scenario taking rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for more information with regards to the mechanics presented therein.

- Ships may be built on or moved to the edge of a conquered hex, but shipping lines may only be extended from those that are anchored to an unconquered settlement or city.

The following additional rules also apply when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for more information with regards to the mechanics presented therein.

- Every three barbarians captured is worth one victory point, instead of two. Whenever possible, barbarians should be traded in for a Catan chit or a Defender of Catan card, as previously stated.
- A city with city walls does not prevent a city from being conquered, though if a city with city walls is conquered, the owner of the city is not subject to a reduced hand limit.
- A metropolis is never considered conquered (and thus always worth its full victory point value), however, they may be rendered unproductive if all of its adjacent resource-producing hexes are conquered. While it is in its "quasi-conquered" state, a player may not expand past a metropolis.
- Note that a metropolis that would otherwise be conquered may still be subject to losing its metropolis status. If a metropolis loses its status, it may be immediately considered conquered if it is not adjacent to any unconquered hexes.
- The rules do not state if city improvements may be built if a player's only non-metropolis cities are conquered. Similarly, the rules do not state if a conquered city may be claimed as a metropolis.
- The merchant may not be placed on a conquered hex. If the merchant is present at a hex when it is conquered, the merchant's trading ability may no longer be used until it is moved.
- While the merchant is located at a conquered hex, it is not worth any victory points to its controller.
- Knights must be active in order to capture barbarians. All active knights automatically contribute to capturing barbarians. A player cannot decline to have one of their activated knights contribute to the capture of barbarians (for instance, to save the knight so that it can liberate another conquered hex instead).
- When capturing barbarians, the number of barbarians on the affected hex is compared to the total strength of active knights on the edges around the hex. For example, a mighty knight that is activated is able to capture any unconquered hex with barbarians by itself.
- A strong and mighty knight, if affected by the casualty roll, is demoted instead; basic knights are removed from the board.
- A knight taken as a casualty is always demoted to the next highest rank available. In the event of a lack of pieces, this means that a knight may be demoted more than one rank. Players receive as compensation 3 gold for each rank demoted.
- All knights that capture barbarians and survive the casualty roll (including those that are demoted) are deactivated.
- The number of victory points needed to claim victory is increased by one.

The following additional rules also apply when playing with "Catan for Two". Consult with the *Cities & Knights* section of the Guide for more information with regards to the mechanics presented therein.

- Note that as neutral players build whenever either player builds, barbarians may make two separate attacks off of the same action. For example, after a player builds a settlement, the first attack occurs. Because a neutral settlement must also be built whenever possible, a second attack will occur after that settlement is placed.
- A player may, as a trade token action, move a barbarian from one coastal hex to another coastal hex. As with normal barbarian placement, barbarians may not be moved to interior hexes, nor may they be moved to a coastal hex that already has three barbarians.
- A player may liberate hexes, and cities associated therein, if they use a trade token action to move barbarians.
- When barbarians are captured with the assistance of the Foreign Knight, the Foreign Knight is not ignored for the purposes of distributing barbarians. Barbarians claimed by the Foreign Knight are simply returned to the supply.

Catan: Traders & Barbarians Scenarios

- When players are required to roll off against the Foreign Knight, the dice are not rolled for the Foreign Knight; rather, the roll of the Foreign Knight is always assumed to be 3.
- The Foreign Knight may never be claimed as a casualty when barbarians are captured. If it otherwise would be claimed as a casualty, it is simply ignored.
- Players receive two gold and one trade token as compensation for a knight casualty instead of three gold.

Setup Notes

According to the official rules addendum for *Traders & Barbarians*, where combining the rules of "Barbarian Attack" with scenarios from other expansions is discussed, "Barbarian Attack" generally requires a singular landmass in which at least one of every number token lies along a coast. Scenarios lacking this quality (including scenarios where there are multiple large landmasses, each of which contains at least one of every number token along its coast) are generally unsuitable for combination with "Barbarian Attack".

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 6 Knights	<i>Cities & Knights Additions</i> <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
---	--

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

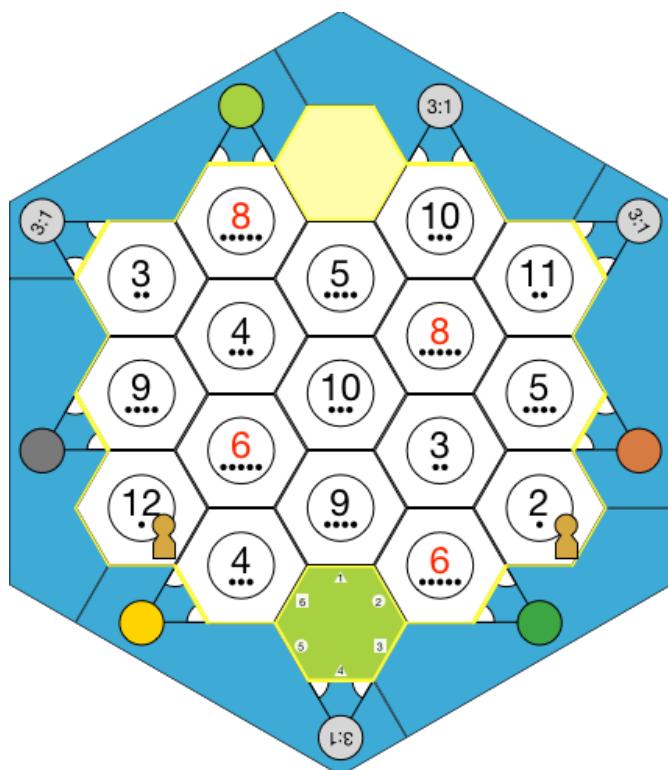
Extra Knight Movement	1 grain
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Setup Diagrams

In addition to the following setup diagrams, the following scenarios have specific setups used for combination with rules with "Barbarian Attack". Consult their respective sections in the Guide for specific setup details and any rule changes resulting from scenario combinations.

- The Fog Islands (*Seafarers*)
- Through the Desert (*Seafarers*)
- The Forgotten Tribe (*Seafarers*)
- The Pirate Islands (*Seafarers*)
- The Wonders of Catan (*Seafarers*)

3-4 Player Game



Hexes

	Mountains	Fields	Hills	Forest	Pasture	Desert	Castle
--	-----------	--------	-------	--------	---------	--------	--------

Coastal Hexes	2	2	2	1	3	1	1
Interior Hexes	1	2	1	2	1		

Number Tokens

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

Coastal	1	1	1	1	1	1	1	1	1	1
Interior		1	1	1	1	1	1	1	1	



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

Hexes

	Mountains	Fields	Hills	Forest	Pasture	Desert	Castle
--	-----------	--------	-------	--------	---------	--------	--------

Coastal Hexes	2	2	2	1	3	1	1
Interior Hexes	1	2	1	2	1		

Number Tokens

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

Coastal	1	1	1	1	1	1	1	1	1	1
Interior		1	1	1	1	1	1	1	1	

Number tokens do not include those pre-printed on fishing grounds.



3-4 Player Game with "The Rivers"

Hexes

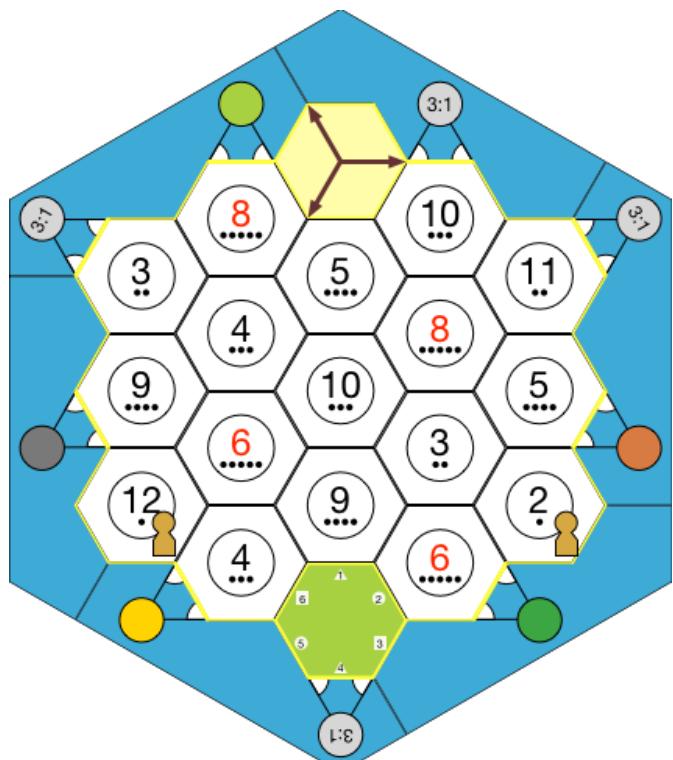
	Mountains	Rivers	Pasture	Castle
Fields	2	2	2	1
Hills	1	2	1	

Coastal Hexes	1	2	2		2	2	1
Interior Hexes		2	1	1			

Hexes do not include those printed on river pieces

Number Tokens

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



3-4 Player Game with "The Caravans"

Hexes

	Mountains	Pasture	Oasis	Castle
Fields	2	2	1	1
Hills	1	2	1	

Coastal Hexes	2	2	2	1	3	1	1
Interior Hexes	1	2	1	2	1		

Number Tokens

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

**3-4 Player Game with "Traders & Barbarians"**

The starting barbarians are not associated with any edge.

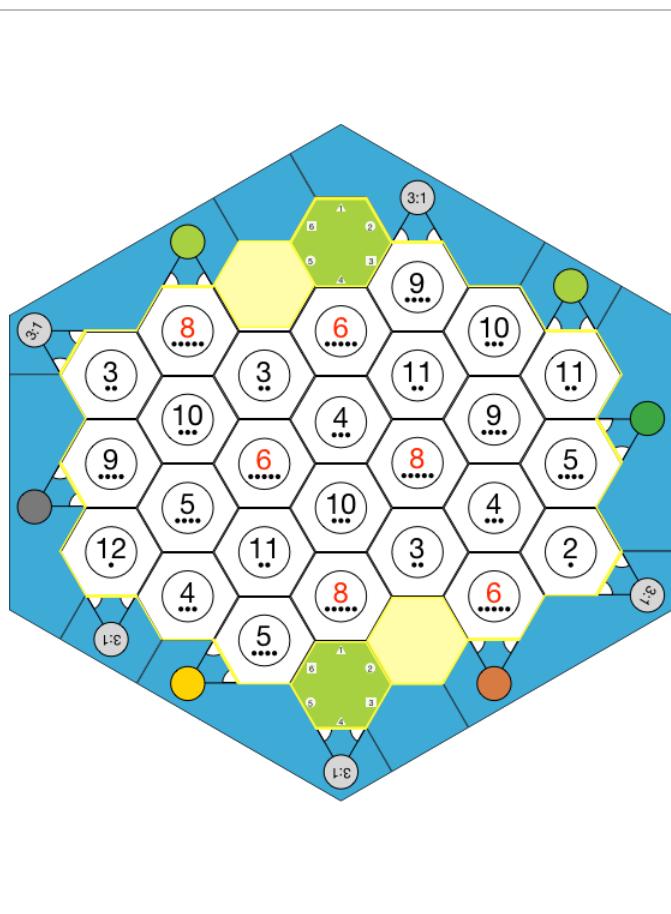
Hexes

Trade	Mountains
Castle	Pasture
Forest	Fields
Hills	

Coastal Hexes	1	2	1	1	2	1	3
Interior Hexes	1	2	1	2	1		

Number Tokens

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

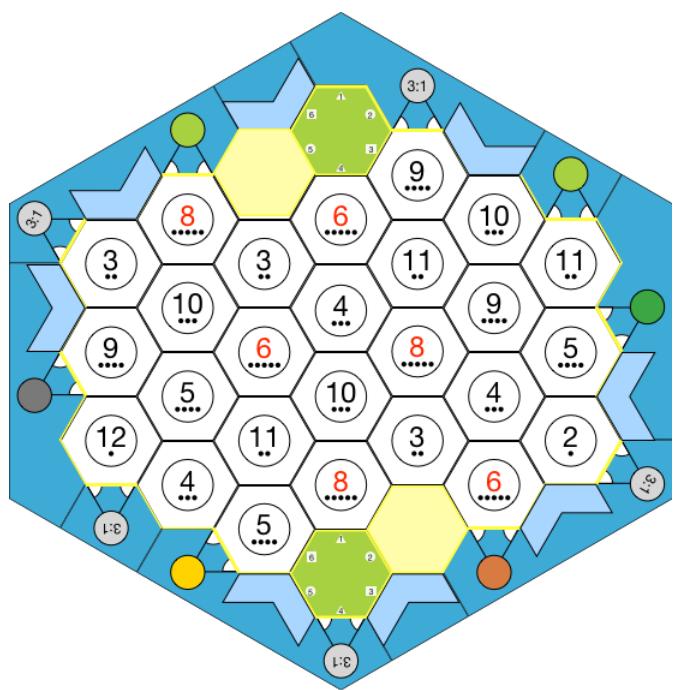
**5-6 Player Game****Hexes**

Castle	Mountains
Desert	Pasture
Forest	Fields
Hills	

Coastal Hexes	3	2	3	2	3	2	2
Interior Hexes	2	4	2	3	3		

Number Tokens

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



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

Hexes

	Mountains	Desert	Pasture	Castle
Forests	3	2	3	2
Fields	2	4	2	3
Hills				

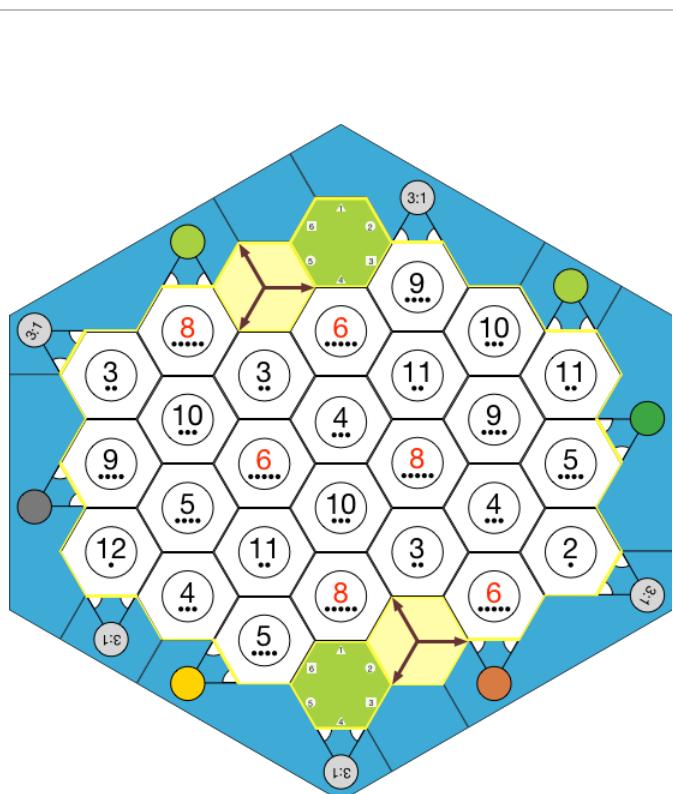
Coastal Hexes
Interior Hexes

3	2	3	2	3	2	2
2	4	2	3	3		

Number Tokens

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

Number tokens do not include those pre-printed on fishing grounds.



5-6 Player Game with "The Caravans"

Hexes

	Mountains	Oasis	Pasture	Castle
Forests	3	2	3	2
Fields	2	4	2	3
Hills				

Coastal Hexes
Interior Hexes

3	2	3	2	3	2	2
2	4	2	3	3		

Number Tokens

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

Traders & Barbarians

"Traders & Barbarians" is the flagship scenario of this expansion.

The "Traders & Barbarians" Development Card Deck

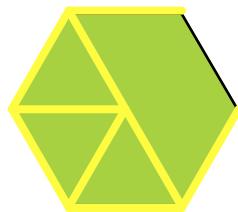
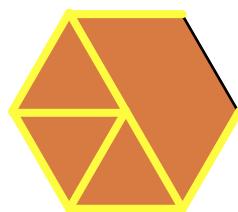
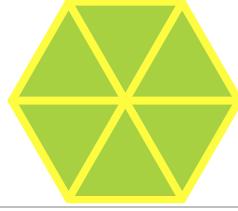
"Traders & Barbarians" introduces its own development card deck, replacing the one from the base game.

Name	Qty	Effect
Knight	22	Move any one barbarian. If the barbarian is moved onto a road, the player may steal a resource from its owner.
Road Building	6	Place two roads, as if they were newly-built.
Swift Journey	6	Play after the wagon has moved. The player may move the wagon a second time.
Victory Point	3	1 Victory Point. May only be played when a player may claim victory after all victory point cards are revealed. Each victory point card is named for a trade hex: Quarry, Glassmaking, and Toolmaking.

When playing this scenario with rules from "Barbarian Attack", this development card deck is set aside in favor of the development card deck from "Barbarian Attack". When playing this scenario with rules from *Cities & Knights*, the development card deck from this scenario is set aside in favor of the progress card deck.

Trade Hexes and Commodity Tokens

"Traders & Barbarians" makes use of three hexes known collectively as the trade hexes. Each of the hexes contains a set of paths that lead to the interior of the hex (known as the central plaza), and is associated with a set of tokens depicting the type of hex on its reverse side; these are known collectively as the commodity tokens.

	<p>The castle hex is one of the three types of trade hexes. The commodity tokens for the castle hex depict either tools, to be delivered to the quarry, or sand, to be delivered to the glassworks.</p> <p>In the original German release of <i>Traders & Barbarians</i>, the castle hex was printed on the back of the castle hex from "Barbarian Attack", meaning that the two scenarios could not be combined together. This was not the case for the English language release, and newer editions of the German release also have the two hexes separate.</p>
	<p>The quarry hex is the second of the three types of trade hexes. All commodity tokens for the quarry hex either show marble, to be delivered to the castle, or sand, to be delivered to the glassworks.</p> <p>Although international releases have always depicted the quarry on a red background reminiscent of hills, it is only in the 5th edition where this was adopted for the English release; in the 4th edition, the quarry used a green background reminiscent of pasture hexes. Although none of the trade hexes normally produce resources, some scenarios where trade hexes produce resources has the quarry produce brick, hence the background.</p>
	<p>The forest hex is the third of the three types of trade hexes. All commodity tokens for the glassworks hex either show glass, to be delivered to the castle, or tools, to be delivered to the quarry.</p> <p>Note that unlike the castle and quarry, the rear path of the glassworks remains accessible in the English version. International releases of <i>Traders & Barbarians</i> have the trade hexes all have their rear path and the paths beside them be inaccessible.</p>
	<p>In the <i>Traders & Barbarians</i> extension, all three trade hexes are available in a version that has all six internal paths and paths on all six sides.</p> <p>With the <i>Traders & Barbarians</i> extension, it is possible to have multiple trade hexes. However, there is only a single supply of commodity tokens per type of trade hex.</p>

Wagons

Commodity tokens are moved around from trade hex to trade hex by means of a wagon. Wagons are units whose movement is governed by the movement phase, and whose abilities are outlined by the Baggage Train.

Catan: Traders & Barbarians Scenarios

- Any number of wagons may occupy an intersection, and wagon movement is never impeded by the presence of other wagons.
- **Wagon Movement:** During the movement phase, a number of movement points, as indicated by the Baggage Train, is given to the wagon. Wagons may move along edges to adjacent intersections, which expends some of their movement points.
- A wagon may not move "partially" to an intersection. It must start and end their movement on an intersection.
- Movement over an edge with no road costs two movement points. Movement over an edge with a road costs one movement point, though if the road belongs to an opposing player, the owner of the wagon must pay 1 gold to the owner of the road.
- A wagon does not need to expend all of their movement points (and, in some cases, may be unable to do so), but it must stop its movement whenever it arrives at the central plaza of any trade hex.
- Extra movement allows the wagon to have two additional movement points.
- **Deliveries:** At the start of the game, the wagon is empty, and the wagon may pick up a commodity at the central plaza of any trade hex, from the appropriate commodity token supply. Thereafter, when the wagon arrives at the trade hex associated with the commodity, the commodity is considered delivered, and a new commodity token is drawn.
- Each successful delivery is worth one victory point. In addition, the player earns gold in accordance with the Baggage Train.
- Each wagon may only be delivering a single commodity at any given time. If there are multiple trade hexes where a commodity may be delivered, the player may direct their wagon to any of them.

The following additional rules are in effect when playing with *Seafarers*. Consult with the *Seafarers* section of the Guide for rules regarding mechanics discussed therein.

- Wagons may move over water the same as with land. Movement over an edge with a ship costs one movement point, though if the ship belongs to an opposing player, the owner of the wagon must pay 1 gold to the owner of the ship.

Barbarians

Barbarians are pieces that are placed on edges that impede the progress of wagons by increasing their movement cost. When suitably upgraded, wagons may be used to drive off the barbarians and move them elsewhere on the island.

- There are always a total of three barbarians. These barbarians may begin the game already on the board, or off of it.
- Each edge may only be occupied by one barbarian.
- Whenever a 7 is rolled for a production, the player may move one of the barbarians. If the barbarians move to an edge with a road, the player may steal one resource from the owner of the road.
- If barbarians start the game off of the board, all of the barbarians must be placed before any of them may be moved.
- The presence of a barbarian increases the movement cost of a wagon passing through it by two points.
- **Driving Off Barbarians:** A player may attempt to drive off a barbarian with their wagon, if their wagon is at an adjacent intersection. One die is rolled, and if the roll matches that of any shown on a player's Baggage Train, the barbarian is driven off.
- When a barbarian is driven off, it must be moved to another edge not already occupied by a barbarian. Unlike moving a barbarian from a production roll, resources may not be stolen.
- Only one attempt at driving off a barbarian may be made per turn. The attempt to drive off a barbarian does not affect the wagon's ability to move: the wagon may continue moving if it has any movement points remaining.

The following additional rules are in effect when playing with *Seafarers*. Consult with the *Seafarers* section of the Guide for rules regarding mechanics discussed therein.

- Barbarians may be placed on intersections over water, in order to impede the movement of wagons over water.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for rules regarding mechanics discussed therein.

- The Alchemist progress card may not be used to determine the roll used to drive off barbarians. It may only be used for determining the production roll.
- Knights may, as a knight action, drive off a barbarian located at an adjacent edge.

Baggage Train

The Baggage Train is a series of five cards used to outline the abilities of a player's wagon. Specifically, the number of movement points allotted to the wagon during each movement phase, the amount of gold received for

each delivery made by the wagon, as well as die rolls that allow the wagon to drive off a barbarian. Each card depicts one level of the baggage train, and cards are progressively flipped over as the baggage train is upgraded.

- At the start of the game, the baggage train is at the lowest level.
- Upgrading the baggage train to the highest level is worth one victory point.

Level	Movement	Delivery	Drive off	Upgrade Cost
1	4	1 gold		
2	5	2 gold	6	1 lumber, 1 ore, 1 wool
3	6	3 gold	5-6	1 lumber, 1 ore, 1 wool
4	7	4 gold	4-6	2 lumber, 1 ore, 1 wool
5	7	5 gold	3-6	2 lumber, 1 ore, 1 wool

Scenario Rules

- The robber is absent in this scenario.
- The Longest Road is absent in this scenario.
- During initial setup, the second settlement a player places is replaced by a city.

Game is to:

- 13 points, without "The Caravans" or *Cities & Knights*
- 15 points, with one of "The Caravans" or *Cities & Knights*
- 17 points, with both "The Caravans" and *Cities & Knights*

The following additional rules are in effect when playing with *Seafarers*. Consult with the *Seafarers* section of the Guide for rules regarding mechanics discussed therein.

- The pirate is always absent in any scenario making use of equipment from this scenario.
- The number of victory points needed to declare victory is increased by 3.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for rules regarding mechanics discussed therein.

- Barbarians do not affect any roads occupying the same edge beyond increasing the movement cost of wagons. Specifically, players may use the Diplomat progress card to move roads that are on edges occupied by barbarians.

The following additional rules are in effect when playing with "Catan for Two". Consult with the "Catan for Two" section of the Guide for rules regarding mechanics discussed therein.

- Players gain one trade token for building settlements adjacent to a trade hex. This is also in effect during initial placement.
- Players may, as a trade token action, move a barbarian to any eligible location.
- When a player moves their wagon over neutral roads, half of the total amount of gold paid, rounded down, is given to the opponent.

References

Player Supplies

• 5 Settlements	<i>Cities & Knights</i> Additions
• 4 Cities	<ul style="list-style-type: none"> • 3 City Walls
• 15 Roads	<ul style="list-style-type: none"> • 2 Basic Knights
• 1 Wagon	<ul style="list-style-type: none"> • 2 Strong Knights • 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

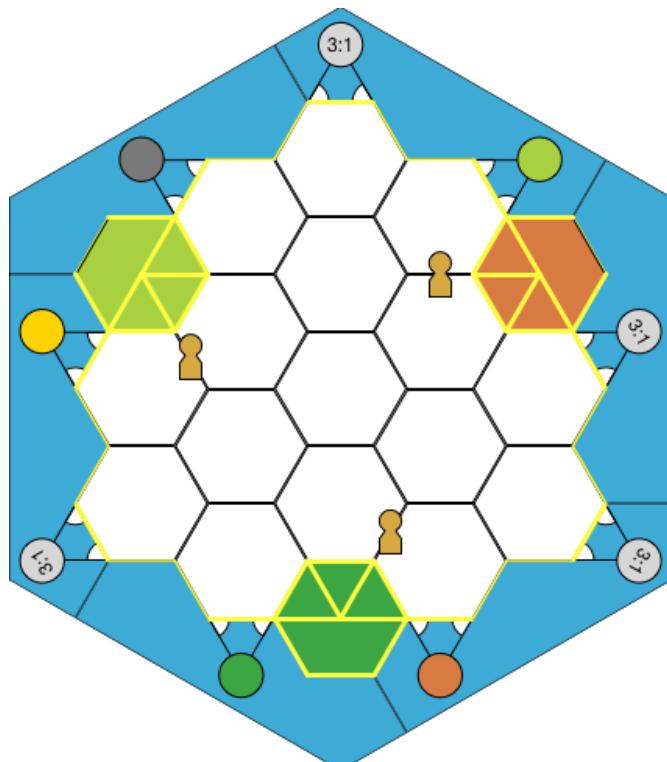
Extra Wagon Movement	1 grain
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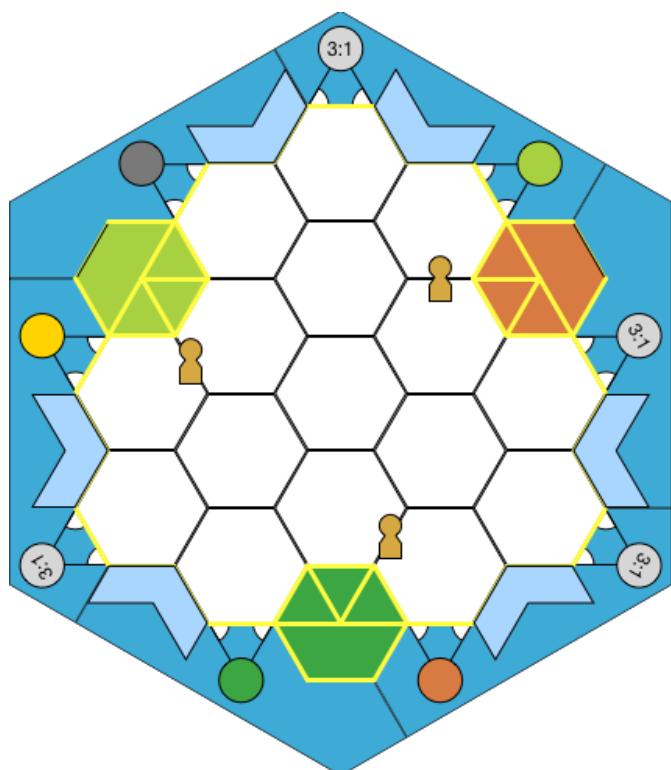
Catan: Traders & Barbarians Scenarios

Setup Notes

Generally, "Traders & Barbarians" relies on the notion that the trade hexes are roughly equidistant from one another. It is generally recommended that the trade hexes must all be reachable by land, but not a requirement. More often than not, the game frame may need to be widened in order to accommodate a longer path between trade hexes.

Setup Diagrams

	<p>3-4 Player Game Reroll the production roll if a 2 or 12 is rolled for production.</p> <p>Hexes</p> <table border="1"><thead><tr><th>Hills</th><th>Fields</th><th>Forest</th><th>Mountains</th><th>Pasture</th><th>Desert</th><th>Trade</th></tr></thead><tbody><tr><td>2</td><td>4</td><td>2</td><td>3</td><td>3</td><td>1</td><td>3</td></tr></tbody></table> <p>Number Tokens</p> <table border="1"><thead><tr><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th></tr></thead><tbody><tr><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>2</td><td></td></tr></tbody></table>	Hills	Fields	Forest	Mountains	Pasture	Desert	Trade	2	4	2	3	3	1	3	2	3	4	5	6	8	9	10	11	12	2	2	2	2	2	2	2	2	2	
Hills	Fields	Forest	Mountains	Pasture	Desert	Trade																													
2	4	2	3	3	1	3																													
2	3	4	5	6	8	9	10	11	12																										
2	2	2	2	2	2	2	2	2																											

**3-4 Player Game with "The Fishermen of Catan"**

Reroll the production roll if a 2 or 12 is rolled for production.

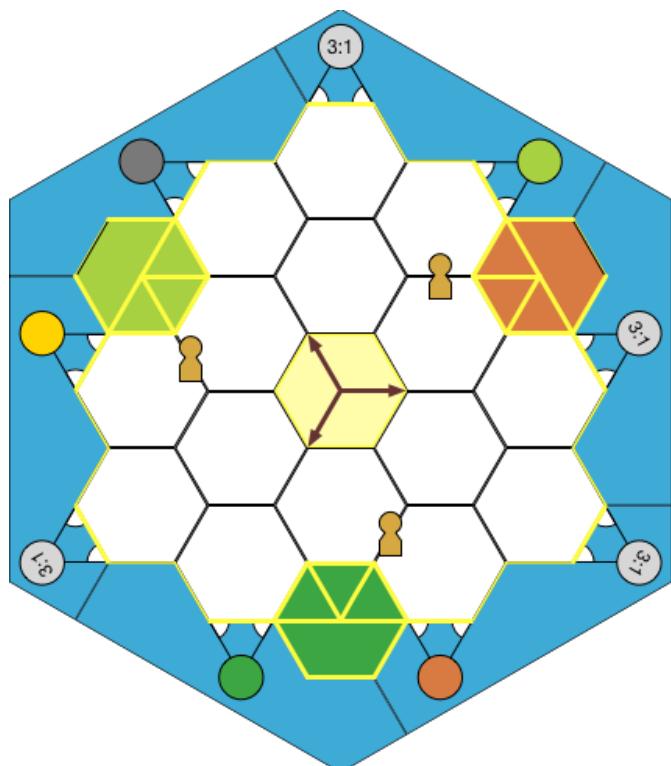
Hexes

	Fields	Forests	Mountains	Pastures	Deserts	Oasis	Trade
2	4	2	3	3	1		3

Number Tokens

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

Number tokens do not include pre-printed number tokens on fishing grounds.

**3-4 Player Game with "The Caravans"**

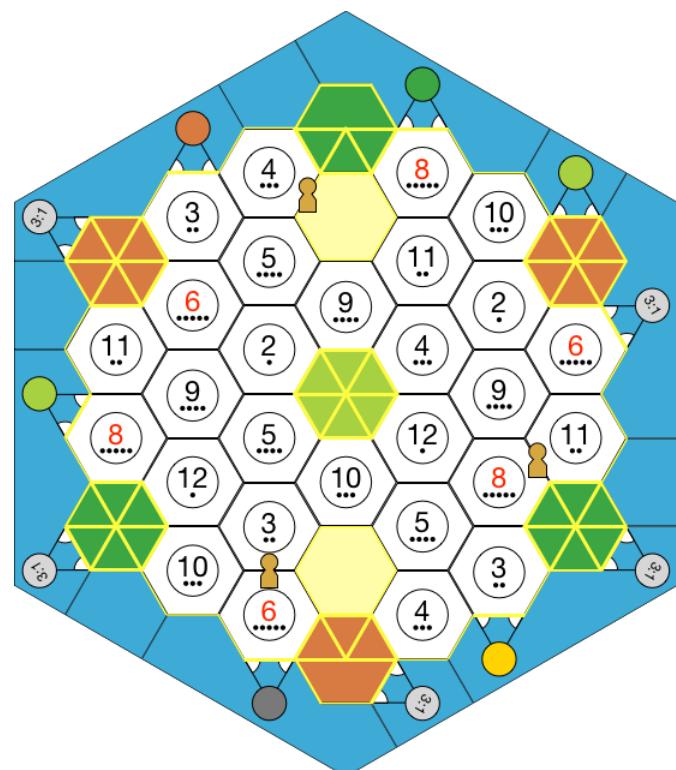
Reroll the production roll if a 2 or 12 is rolled for production.

Hexes

	Fields	Forests	Mountains	Pastures	Deserts	Oasis	Trade
2	4	2	3	3	1		3

Number Tokens

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

**5-6 Player Game**

Note that the English 5th edition manual swapped the position of the upper left frame piece, and the frame piece on the right side of the board, resulting in an intersection touching two harbors, not normally permitted in the rules.

Hexes

Hills	Fields	Forest	Mountains	Desert	Trade
5	6	6	5	6	2

Number Tokens

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

Traders & Barbarians XXL

by Grzegorz Kobiela

There has been a number of attempts to combine all of the components from *Traders & Barbarians* into one single scenario, with various degrees of success. "Traders & Barbarians XXL" was created from a meeting of various members of the Siedeln.de community (the largest German-speaking *Catan* fan community) in 2007 as a combination of "The Fishermen of Catan", "The Rivers", and "Traders & Barbarians".

This scenario was only available for download from the official Catan website in the German language.

Scenario Rules

- This scenario is a combination of "The Fishermen of Catan", "The Rivers", and "Traders & Barbarians". Consult with their respective sections of the Guide for additional information with regards to the specific mechanics therein.
- The "Traders & Barbarians" development card deck is used in place of the base game development cards.
- As the base game development card deck is not used, the Largest Army is not used in this scenario.
- The Harbormaster is used in this scenario. Consult with the section of the Guide on "The Harbormaster" for additional information with regards to the specific mechanics therein.
- The Poor Settler tiles are not used in this scenario.
- Each player begins the game with 5 gold, in addition to any gold pieces earned from initial setup.
- The three barbarians begin the game on any three non-bridge edges.
- Trade hexes produce resources for adjacent settlements and cities. The castle produces wool, the glassworks produces lumber, and the quarry produces brick.
- Bridges give out only 2 gold instead of 3 when built.
- Barbarians may not occupy a bridge edge unless a bridge is already present.
- Wagons may not cross the river unless a bridge is present. The cost of moving a wagon across a bridge is the same as that of a road, except that 2 gold is paid to the owner of the bridge if it is owned by an opponent.

Game is to:

- 15 points in a 3-player game
- 14 points in a 4-player game

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the "Catan for Two" section of the Guide for additional details regarding mechanics found therein:

- All rules regarding neutral players are not in effect for this scenario.
- Trade hexes do not produce resources.
- The Wealthiest Settler tile is not used in this scenario.
- Whenever a player receives no resources from both production rolls, and neither roll was a 7, the player may take one gold from the supply.

Setup Notes

The setup notes for this scenario recommends using the river pieces to split up the starting board into three parts, by having the four-hex river being placed normally (with a swampland hex on the coast) and with the three-hex river's swampland flowing into the four-hex river; the edges where the two river pieces meet is considered a bridge edge. Additionally, the setup recommends placing the lake hex in the largest of these three areas.

In addition, one additional hex is required for completion of the board setup. When playing with "Catan for Two", this hex must be a desert hex. If a gold field hex from either *Seafarers* or *Explorers & Pirates* is chosen, it produces gold pieces in accordance to the rules from *Explorers & Pirates*.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 3 Bridges
- 1 Wagon

- Cities & Knights Additions**
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Bridge	2 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Wagon Movement	1 grain
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Setup Diagrams

	3-4 Player Game											
	This setup is the example setup. In variable setups, arrange the number tokens in order, starting at one corner (the top, here) and proceeding clockwise, omitting the B(2) and H(12) number tokens, and swapping the P(6) and Q(3) tokens if necessary to avoid adjacent hexes with 6 and 8 number tokens (as was the case on the left). Fishing grounds should be arranged such that the 6 and 8 fishing grounds are not adjacent to coastal hexes with 6 and 8.											
Hexes												
Hills	3	2	1	1	1	2	3	Rivers	Trade	Lake	Pasture	Mountains
Fields												
Forest												
Number Tokens												
2	3	4	5	6	8	9	10	11	12			
2	2	2	2	2	2	2	2	2	2			
Number tokens do not include pre-printed number tokens on lake hexes or fishing grounds.												

Traders & Barbarians Ultimate

by Ignasi Mata I Pavia

"Traders & Barbarians Ultimate" is the single scenario with the most amount of setups available to it, with 18 3-4 player setups and 19 5-6 player setups. It is also an evolution of the concept of "Traders & Barbarians XXL": an attempt to include as many components from *Traders & Barbarians* in a single scenario as possible. This scenario addresses the one shortcoming of "Traders & Barbarians XXL" in that it was ultimately only a combination of three scenarios and not all five.

This scenario is available for download from the official Catan website in both English and German. The rules presented here in this Guide, unlike the ones presented on the Catan website, presumes ownership of an English language set.

This scenario is known not to be compatible with *Cities & Knights*.

Scenario Rules

- This scenario is a combination of "The Fishermen of Catan", "The Rivers", "The Caravans", "Barbarian Attack", and "Traders & Barbarians". Consult with their respective sections of the Guide for additional information with regards to the specific mechanics therein.
- The "Barbarian Attack" development card deck is used in place of the base game development card deck, in accordance with the rules of combining "Barbarian Attack" and "Traders & Barbarians".
- The Largest Army is not used in this scenario.
- The Longest Road is not used in this scenario.
- The Harbormaster is used in this scenario. Consult with the section of the Guide on "The Harbormaster" for additional information with regards to the specific mechanics therein.
- The robber is present in the game (contrary to the individual scenario rules of "Barbarian Attack" and "Traders & Barbarians", and begins the game off of the board).
- During initial setup, the second settlement a player places is replaced by a city, consistent with the scenario rules of "Traders & Barbarians".
- Each player begins the game with 5 gold.
- The robber may be placed on a fishing ground, contrary to the scenario rules of "The Fishermen of Catan". The robber blocks the production of a fishing ground as if it was a land hex.
- **The Robber as a Barbarian:** The robber increases the movement cost of wagons moving over any edge adjacent to its location by two movement points.
- **Wagon Driving the Robber:** A player may, during the movement phase, attempt to drive off the robber, in a manner identical to that of a barbarian. If an attempt to drive off the robber succeeds, the robber must be moved to any hex that does not produce resources.
- **Hybrid Barbarians:** Barbarians are associated with both a hex, in accordance with the rules of "Barbarian Attack", and an adjacent edge, in accordance with the rules of "Traders & Barbarians".
- If a barbarian is driven off by the wagon, they must relocate to a different side of the same hex. Note that this is contrary to the rules of the "Barbarian Attack" and "Traders & Barbarians" combination.
- Gold cannot be earned from building settlements or roads adjacent to any river piece, contrary to the scenario rules of "The Rivers".
- Only wool may be used to bid in a voting round. Voting rounds take place before the movement phase.
- Extra movement allows all of a player's knights to gain the ability to move five extra edges.
- Extra movement for the wagon may not be performed.
- The presence of a camel on an edge reduces the movement cost of the wagon by one movement point.
- It costs the wagon four movement points to cross a river edge without a bridge present. If a bridge is present, the cost of wagon movement is the same as that of a road.
- All knights must complete their movement before the wagon may be moved.

Game is to 15 victory points.

Setup Notes

"Traders & Barbarians Ultimate" uses a system to choose between the 18 applicable setups in a 3-4 player game and 18 of the 19 applicable setups in a 5-6 player game. (The 19th setup is an introductory 5-6 player setup.) All of the setups are identical in shape, varying only in the initial locations of the river hexes, lake hexes, oasis, desert hexes, and trade hexes. As originally presented, to determine the setup in use, one regular die is rolled alongside the color die. As the English language versions of *Traders & Barbarians* lacks a color die, the second die may be substituted instead. For the purposes of the Guide, all setups are labeled by a number and a letter, corresponding to the number shown on the first die and the outcome of the second die (1 and 4 being B, 2 and 5 being A, and 3 and 6 being C).

Catan: Traders & Barbarians Scenarios

Note that all 3-4 player setups require three frame extension pieces to complete the frame. As none are included in the base game or *Traders & Barbarians* without their respective extensions, they may be omitted, ensuring that there is one hex "gap" between the odd-numbered tabs and slots on the frame. The harbors on the frame are positioned in a manner consistent with this requirement. Similarly, the 5-6 player introductory setup requires two more extension pieces than provided with the game, necessitating the use of "gaps" or using extension pieces from other expansions.

The quarry and glassworks hexes may be swapped for each other, but they must be oriented exactly as shown in the setup diagrams. (The choice of quarry and glassworks hexes in the diagrams is to be consistent with the setups for the base "Traders & Barbarians" scenario; the castle hex cannot be swapped owing to the fact that the scenario rules specifically state that the two castle hexes from the two scenarios be placed adjacent to each other.)

In 5-6 player setups, the lake hexes may be swapped for each other.

Number tokens are distributed in the manner similar to that prescribed in the base game: in token order, either counterclockwise or clockwise around the island, skipping over hexes that do not produce resources or already have preprinted number tokens, starting in any corner of the board.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 3 Bridges
- 6 Knights
- 1 Wagon

Building Costs

Road	1 brick, 1 lumber
Bridge	2 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

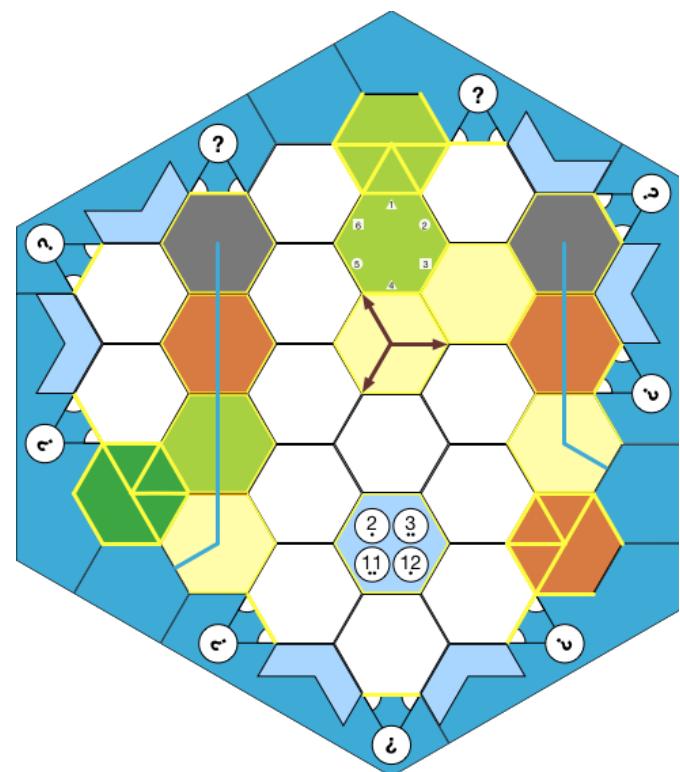
Movement Phase Costs

Extra Knight Movement	1 grain
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Setup Diagrams

3-4 Player Game (1A)											
Hexes	Mountains	Pasture	Rivers	Oasis	Castle	Trade					
Forests	Fields	Hills									
1	4	4	1	3	1	1	2	1	1	1	3
Number Tokens	2	3	4	5	6	8	9	10	11	12	
	1	2	2	2	2	2	2	2	2	2	1
Number tokens do not include pre-printed number tokens on the lake hex.											

3-4 Player Game (1B)											
Hexes	Mountains	Pasture	Rivers	Oasis	Castle	Trade					
Forests	Fields	Hills									
1	4	4	1	3	1	1	2	1	1	1	3
Number Tokens	2	3	4	5	6	8	9	10	11	12	
	1	2	2	2	2	2	2	2	2	2	1
Number tokens do not include pre-printed number tokens on the lake hex.											



3-4 Player Game (1C)

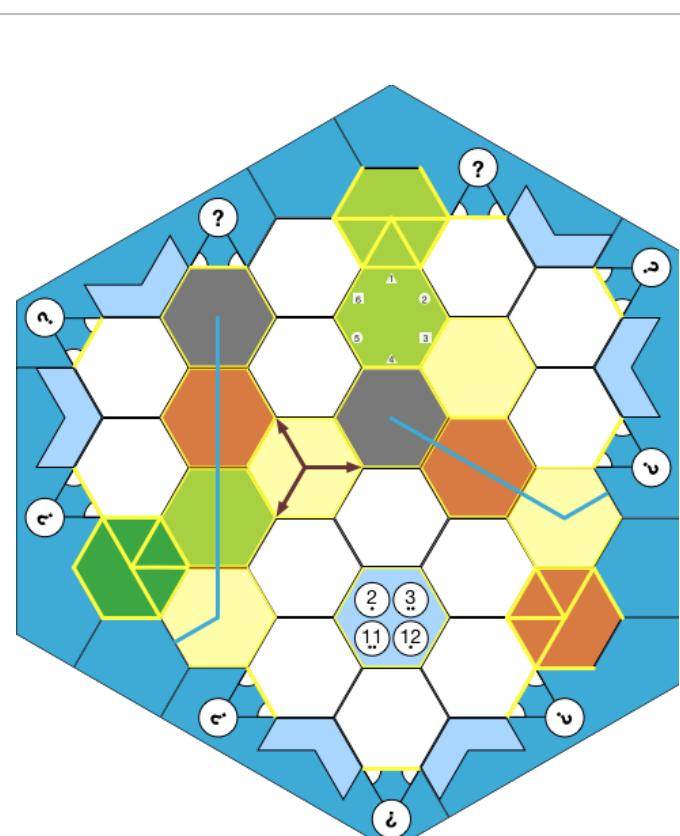
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Desert	Mountain	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (2A)

Hexes

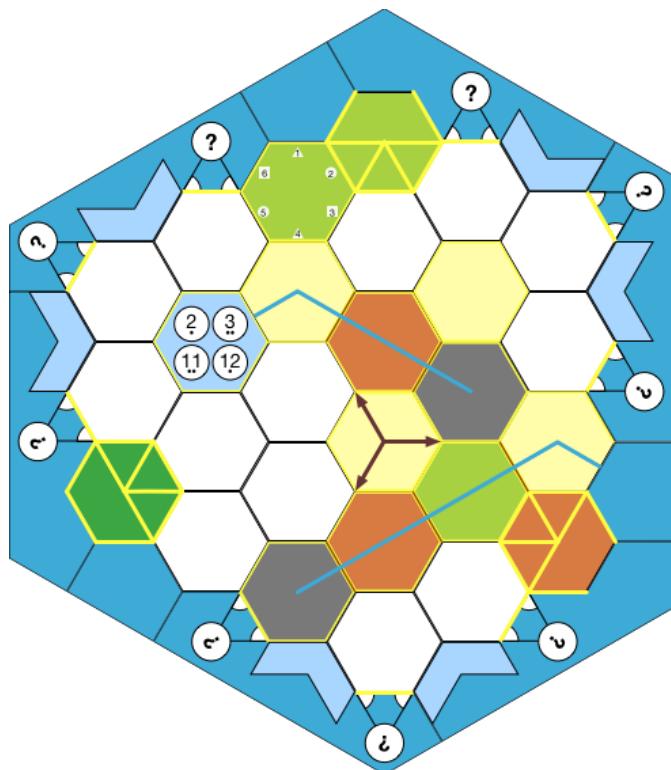
Trade	Castle	Oasis	Rivers	Lake	Pasture	Desert	Mountain	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

3-4 Player Game (2B)



Hexes

Mountains

Forests

Pasture

Desert

Rivers

Lake

Oasis

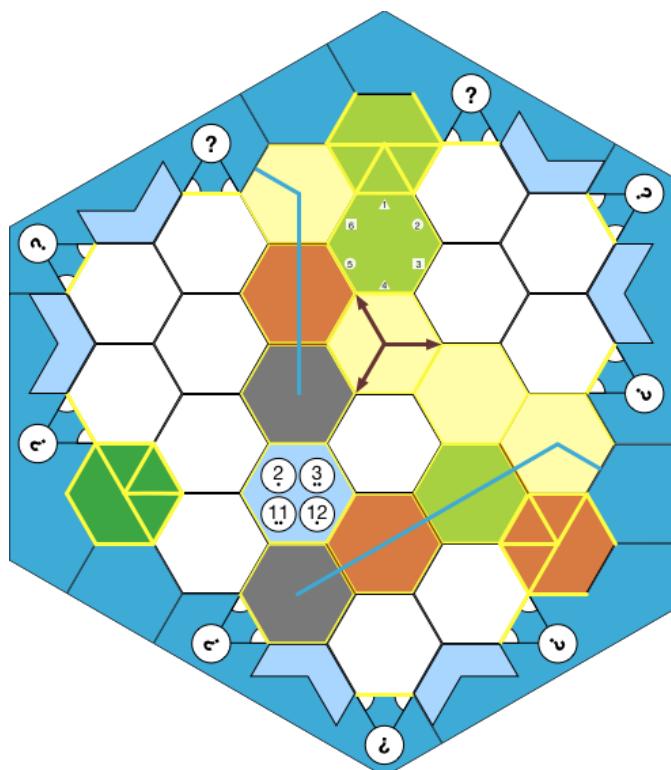
Trade
CastleTrade
CastleTrade
CastleTrade
Castle

Trade	Castle	Trade	Castle	Trade	Castle	Trade	Castle	Trade	Castle
1	4	4	1	3	1	1	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (2C)

Hexes

Mountains

Forests

Pasture

Desert

Rivers

Lake

Oasis

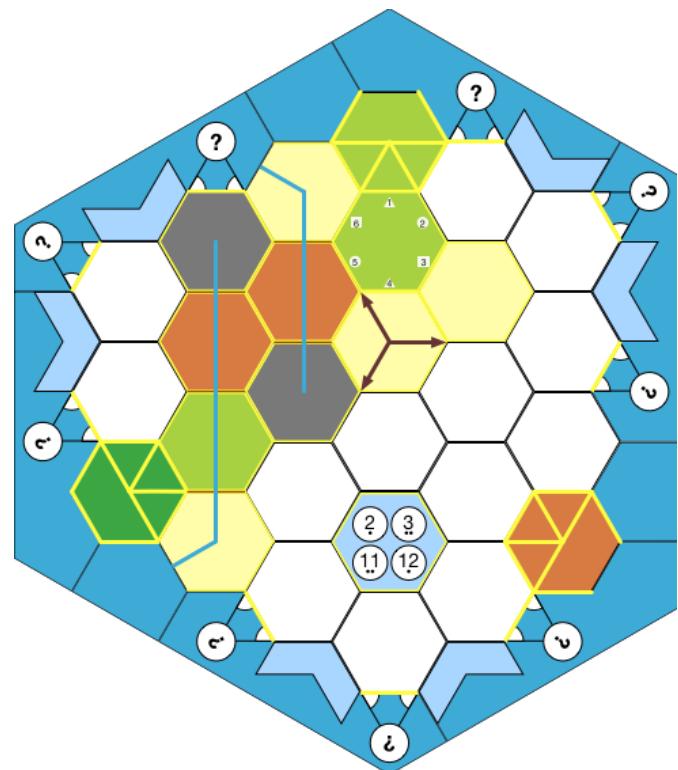
Trade
CastleTrade
CastleTrade
CastleTrade
Castle

Trade	Castle	Trade	Castle	Trade	Castle	Trade	Castle	Trade	Castle
1	4	4	1	3	1	1	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (3A)

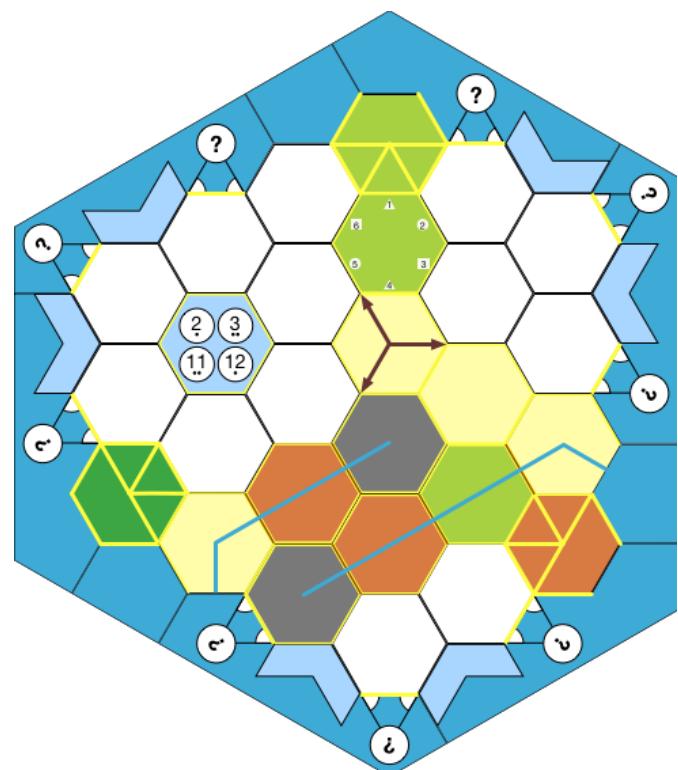
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Desert	Hills
1	4	4	1	3	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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (3B)

Hexes

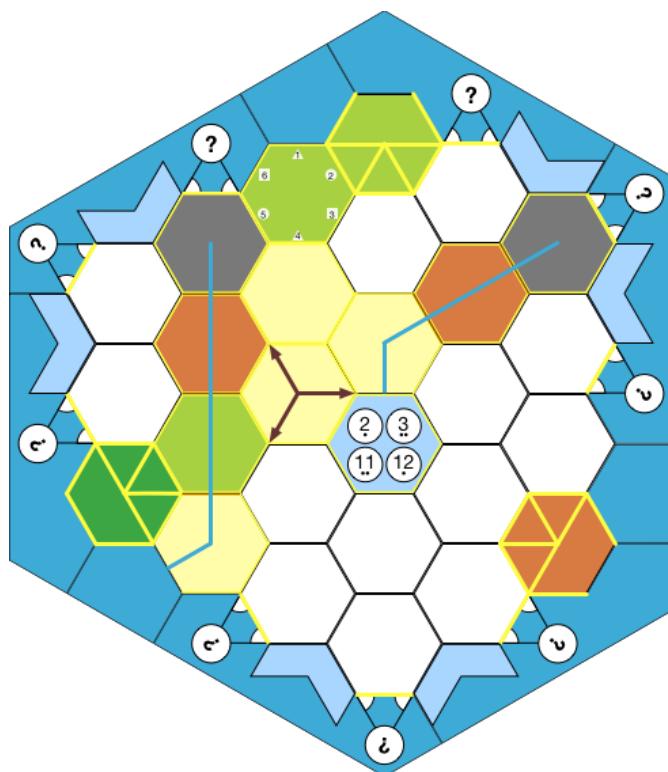
Trade	Castle	Oasis	Rivers	Lake	Pasture	Desert	Hills
1	4	4	1	3	1	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

3-4 Player Game (3C)



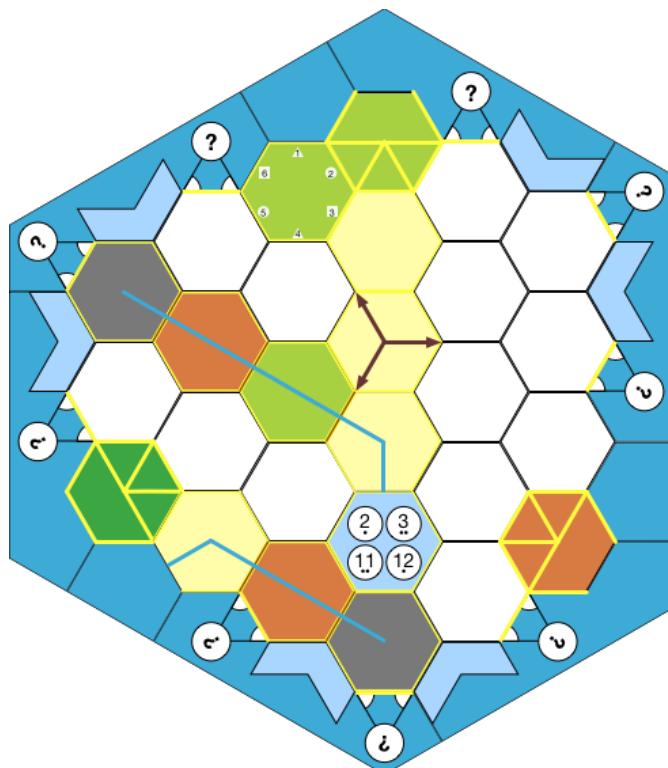
Hexes

Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (4A)

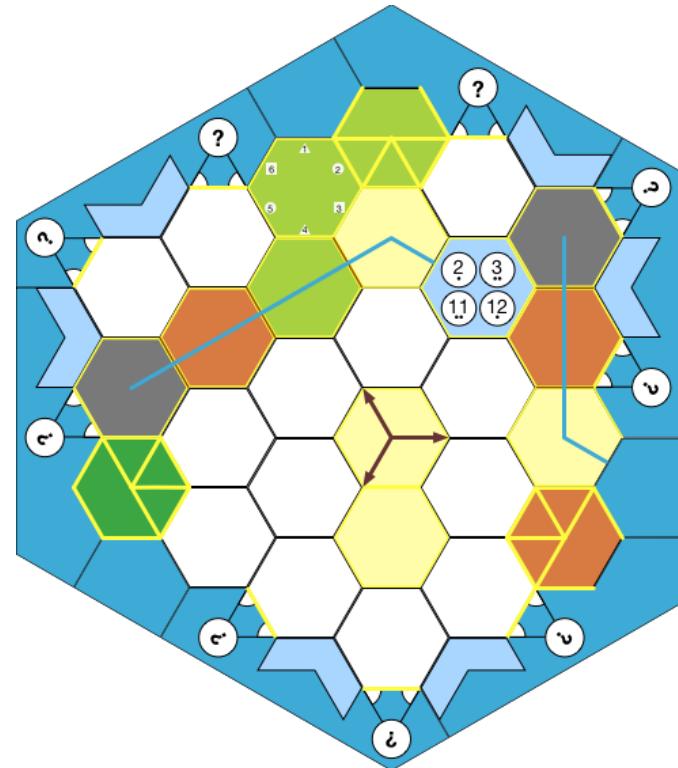
Hexes

Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (4B)

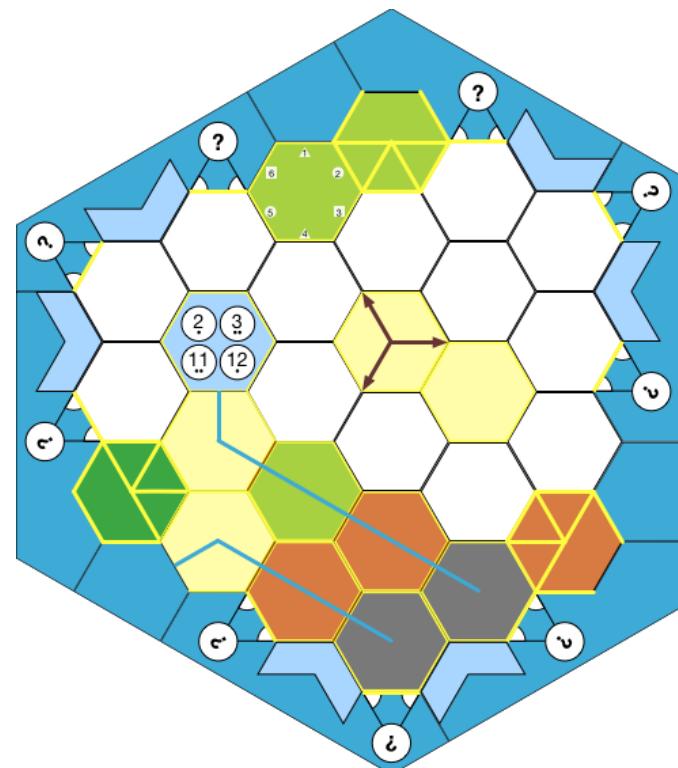
Hexes

Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (4C)

Hexes

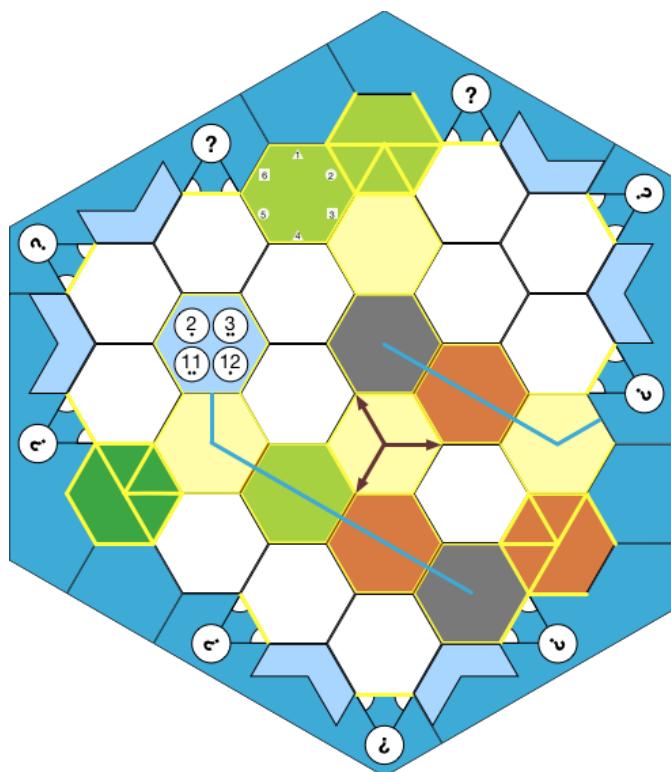
Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

3-4 Player Game (5A)



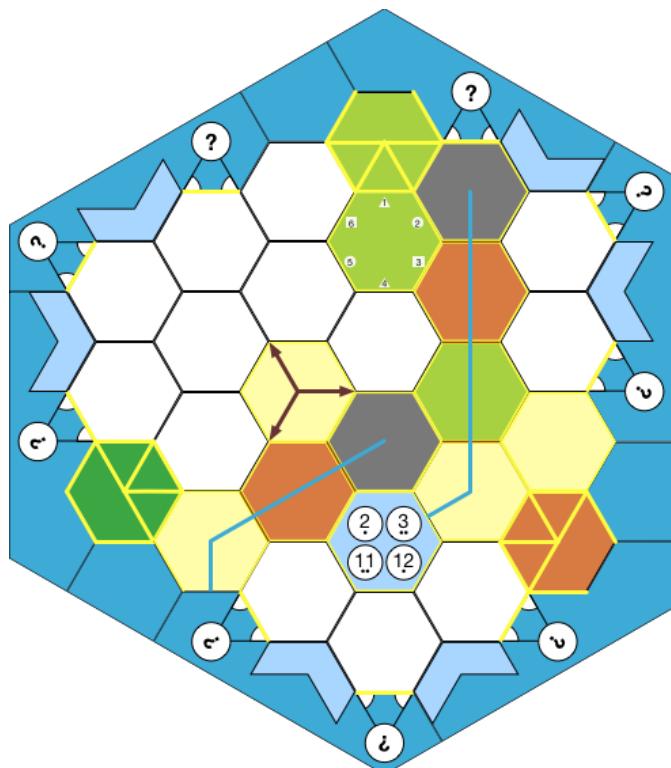
Hexes

Trade	1	4	4	1	3	1	1	1	3
Castle	1	2	2	2	2	2	2	2	1
Oasis	1	2	2	2	2	2	2	2	1
Rivers	1	2	2	2	2	2	2	2	1
Lake	1	2	2	2	2	2	2	2	1
Desert	1	2	2	2	2	2	2	2	1
Pasture	1	2	2	2	2	2	2	2	1
Mountains	1	2	2	2	2	2	2	2	1
Forest	1	2	2	2	2	2	2	2	1
Fields	1	2	2	2	2	2	2	2	1
Hills	1	2	2	2	2	2	2	2	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



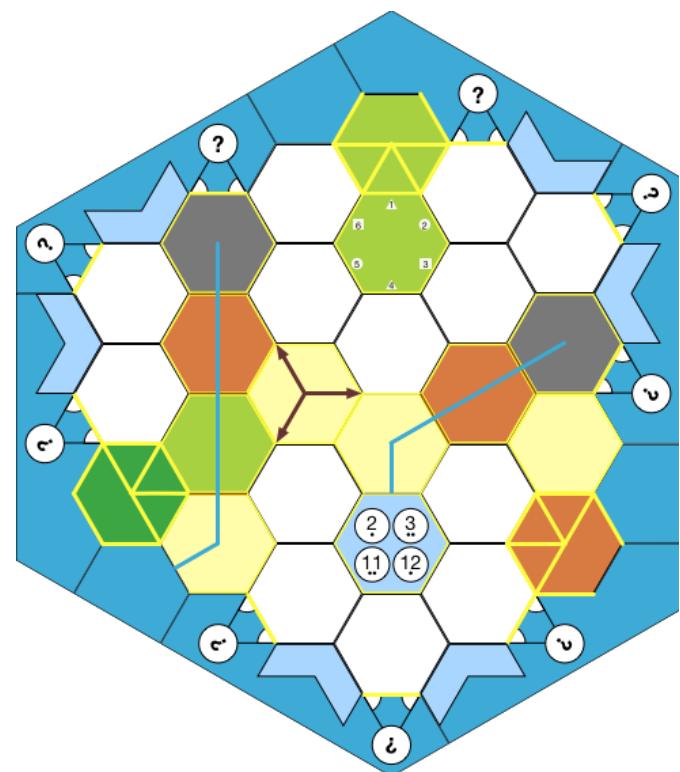
3-4 Player Game (5B)

Trade	1	4	4	1	3	1	1	1	3
Castle	1	2	2	2	2	2	2	2	1
Oasis	1	2	2	2	2	2	2	2	1
Rivers	1	2	2	2	2	2	2	2	1
Lake	1	2	2	2	2	2	2	2	1
Desert	1	2	2	2	2	2	2	2	1
Pasture	1	2	2	2	2	2	2	2	1
Mountains	1	2	2	2	2	2	2	2	1
Forest	1	2	2	2	2	2	2	2	1
Fields	1	2	2	2	2	2	2	2	1
Hills	1	2	2	2	2	2	2	2	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (5C)

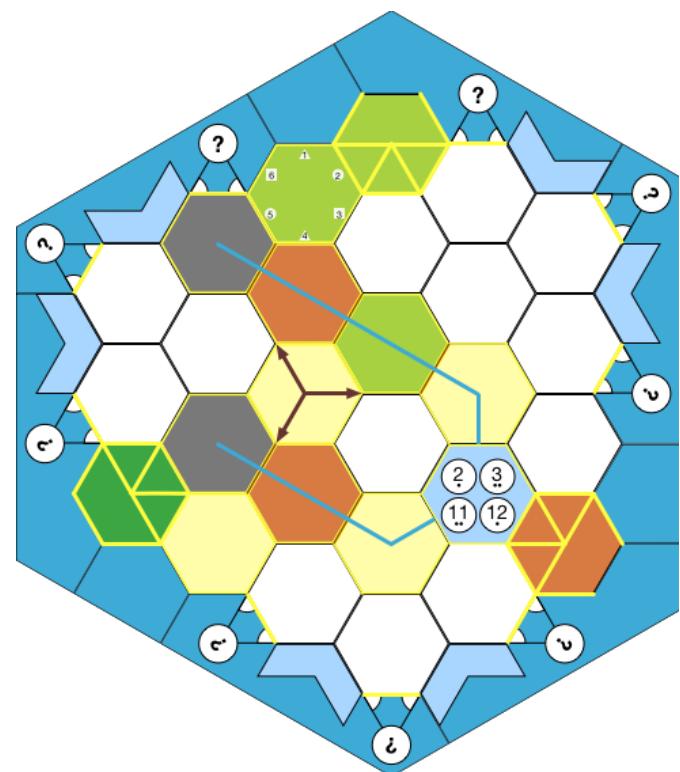
Hexes

Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (6A)

Hexes

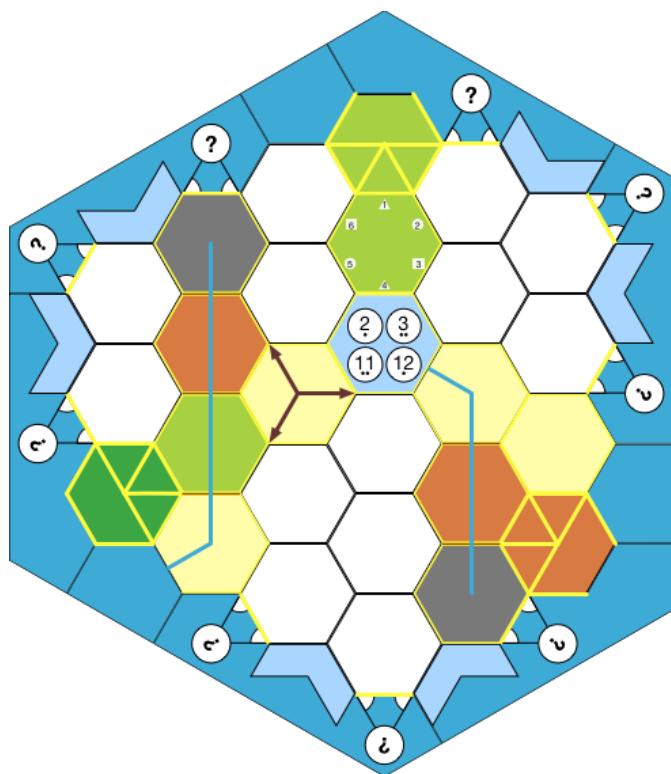
Trade	Castle	Oasis	Rivers	Lake	Desert	Pasture	Mountains	Forest	Fields	Hills
1	4	4	1	3	1	1	2	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

3-4 Player Game (6B)



Hexes

Mountains

Forests

Fields

Hills

Pasture

Desert

Rivers

Oasis

Castle

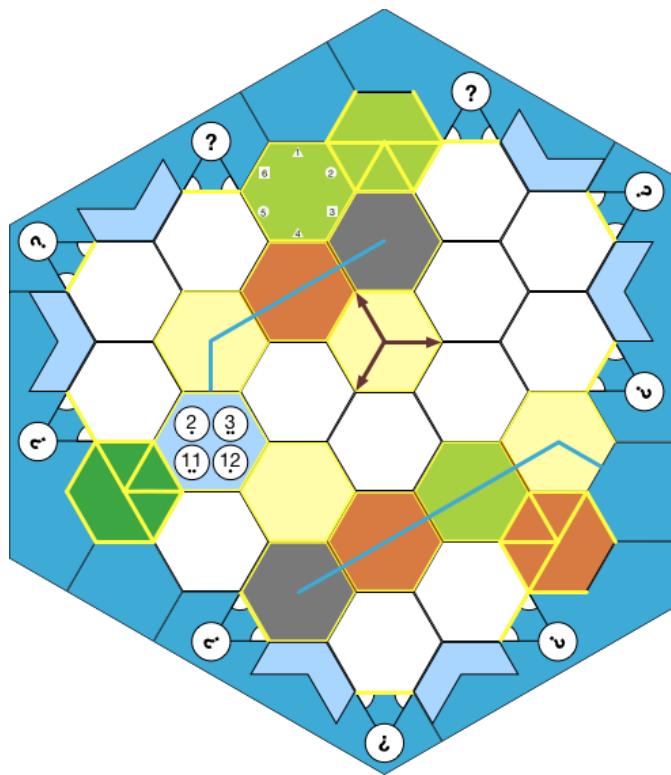
Trade

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

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



3-4 Player Game (6C)

Hexes

Mountains

Forests

Fields

Hills

Pasture

Desert

Rivers

Oasis

Castle

Trade

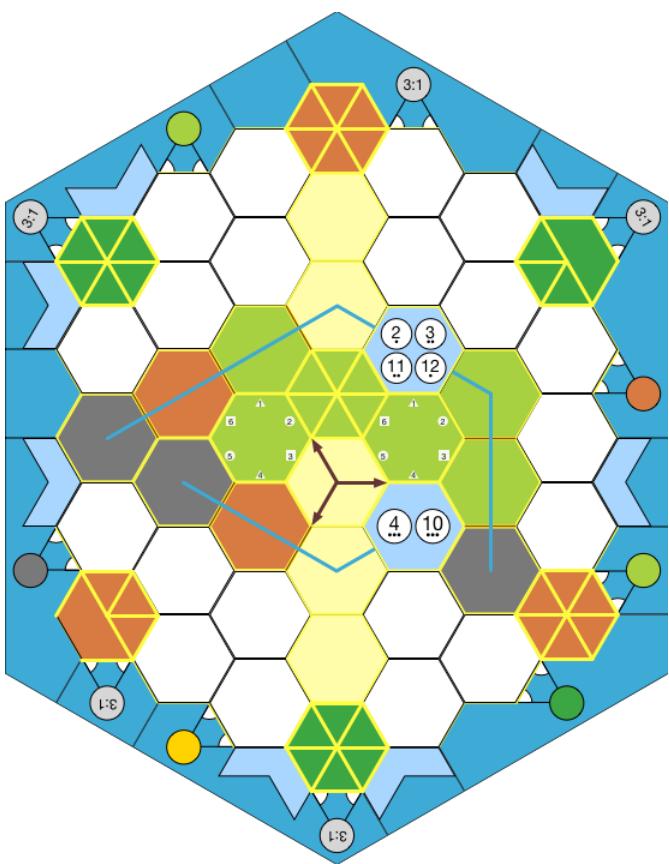
1	4	4	1	3	1	1	2	1	1
---	---	---	---	---	---	---	---	---	---

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

Catan: Traders & Barbarians Scenarios



5-6 Player Game – Introductory Setup

When distributing the number tokens, switch the positions of the number tokens with N (4) and R (12) on them.

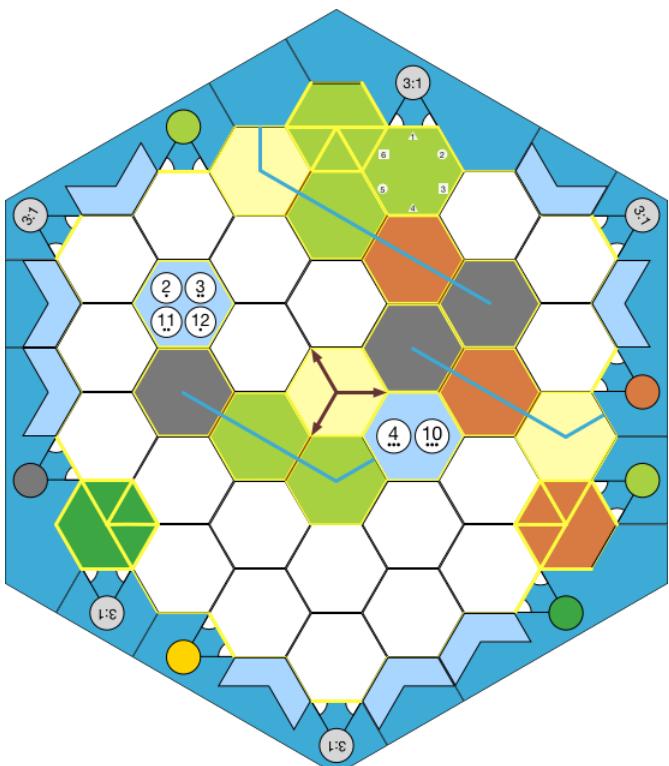
Hexes

	Trade	Castle	Oasis	Lake	Desert	Pasture	Rivers	Fields	Mountains	Hills
3	6	6	2	3	2	2	3	1	2	7

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



5-6 Player Game [1A]

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

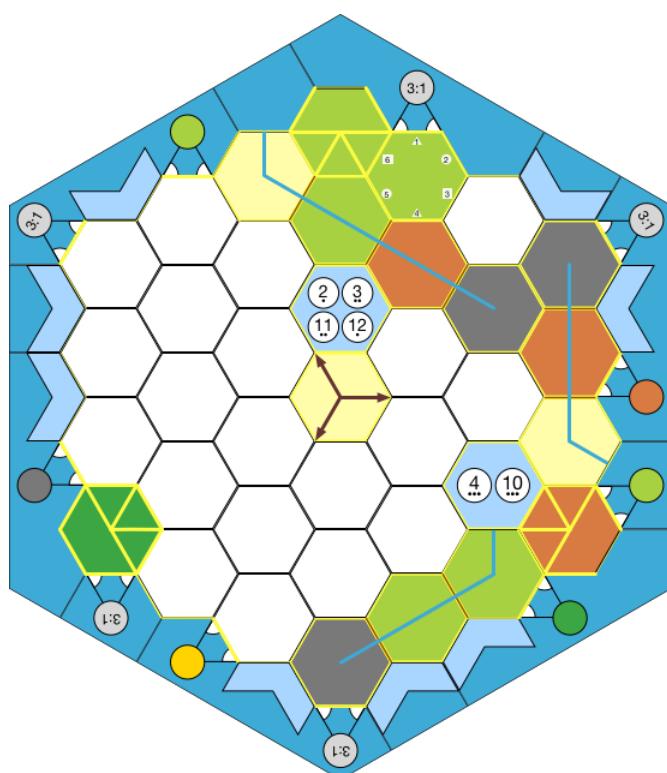
Hexes

	Trade	Castle	Oasis	Lake	Desert	Pasture	Rivers	Fields	Mountains	Hills
3	6	6	2	3	2	3	1	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game [1B]**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

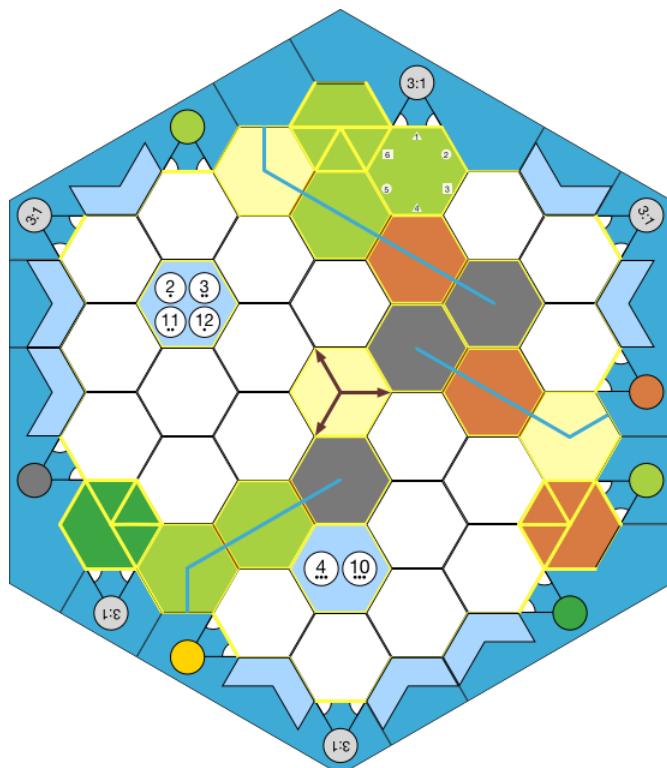
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game [1C]**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

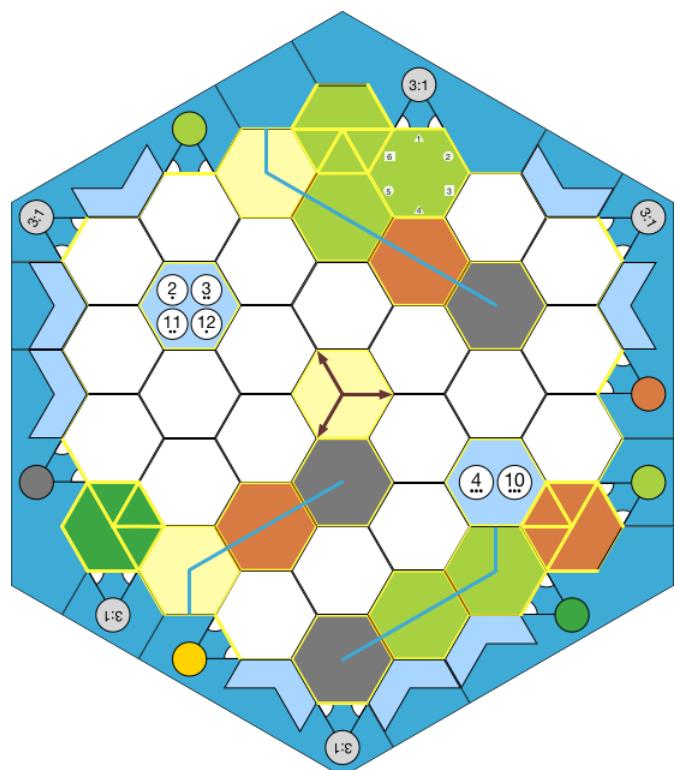
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (2A)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

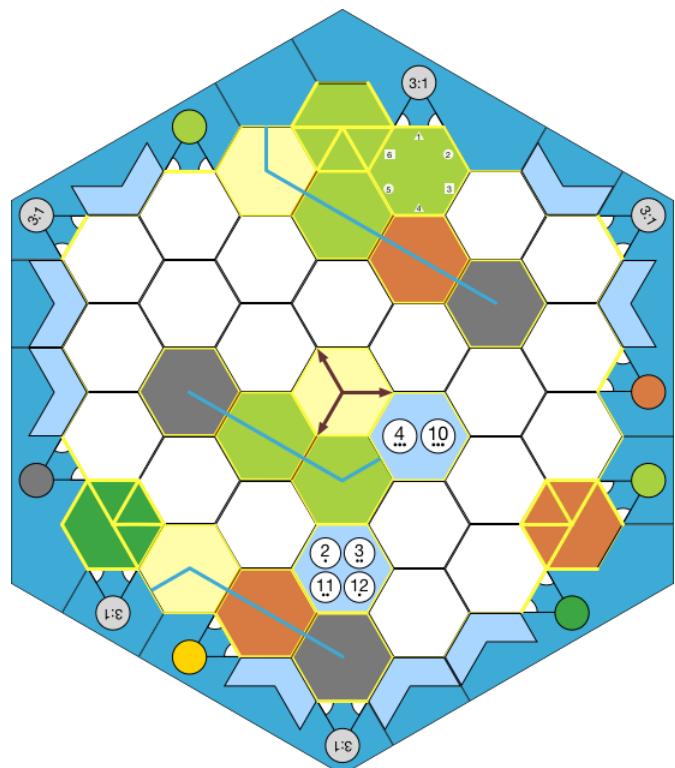
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (2B)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

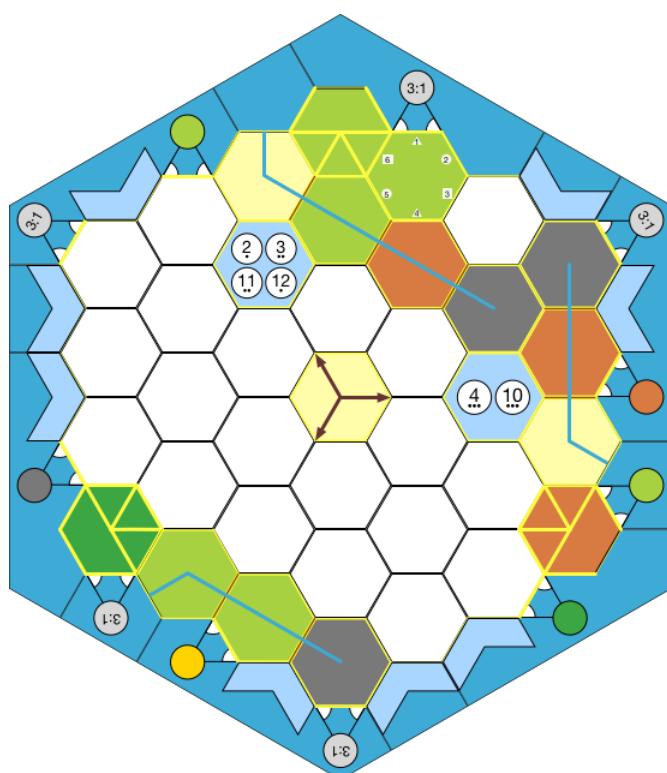
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (2C)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

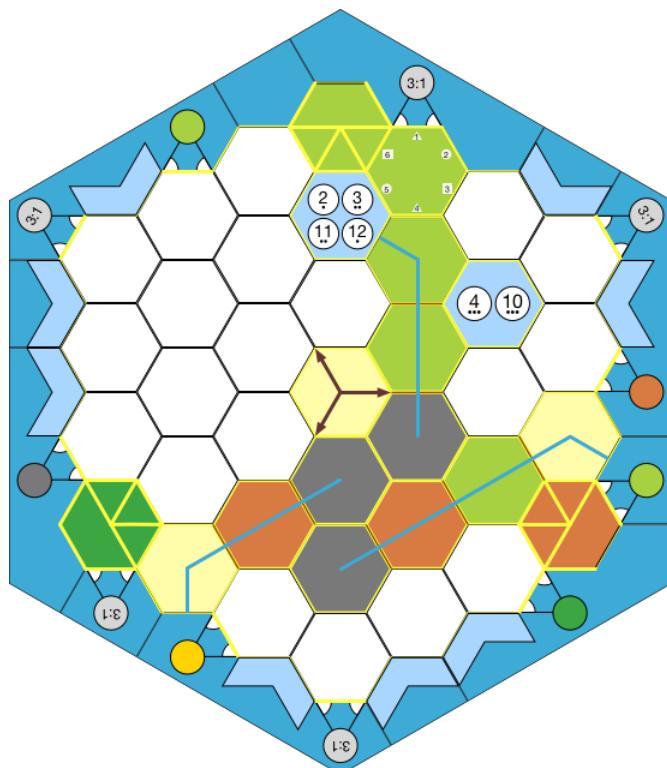
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (3A)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

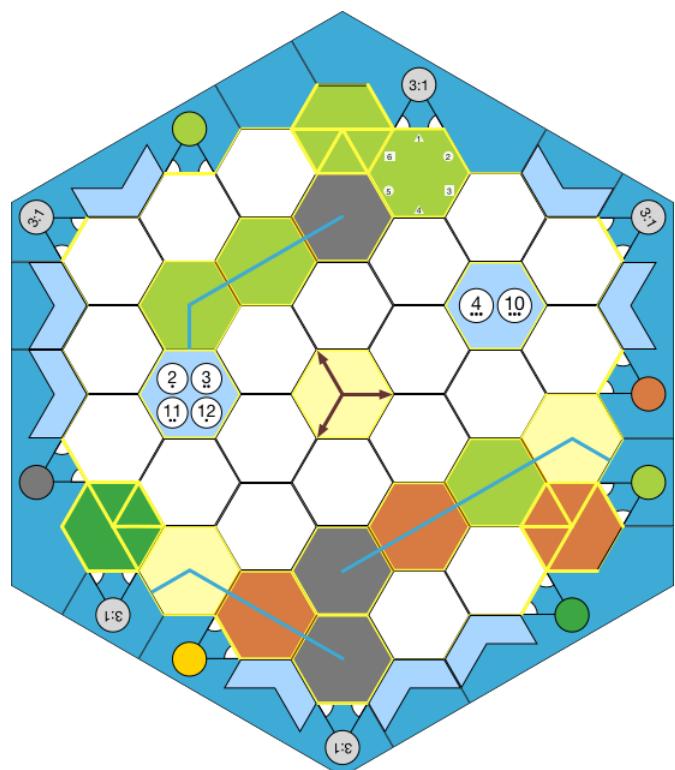
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (3B)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

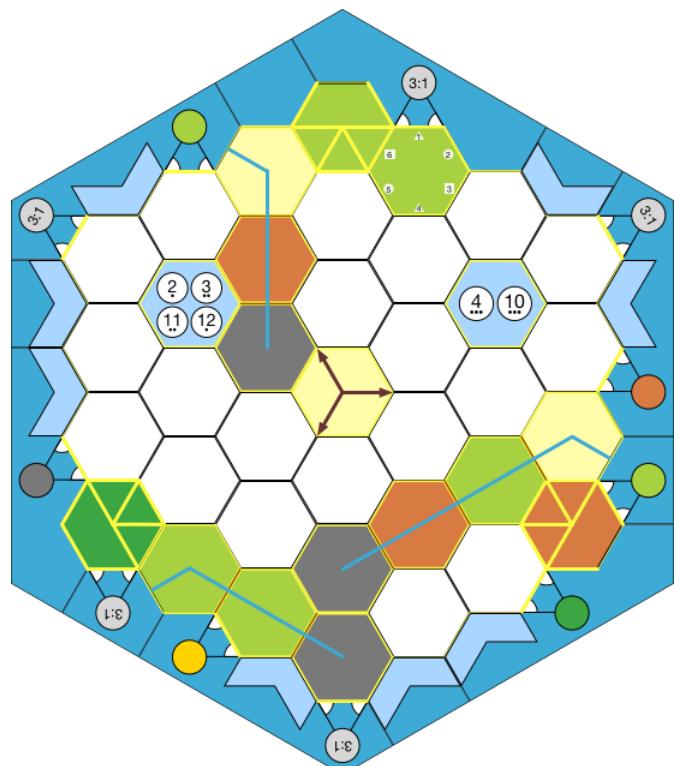
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (3C)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

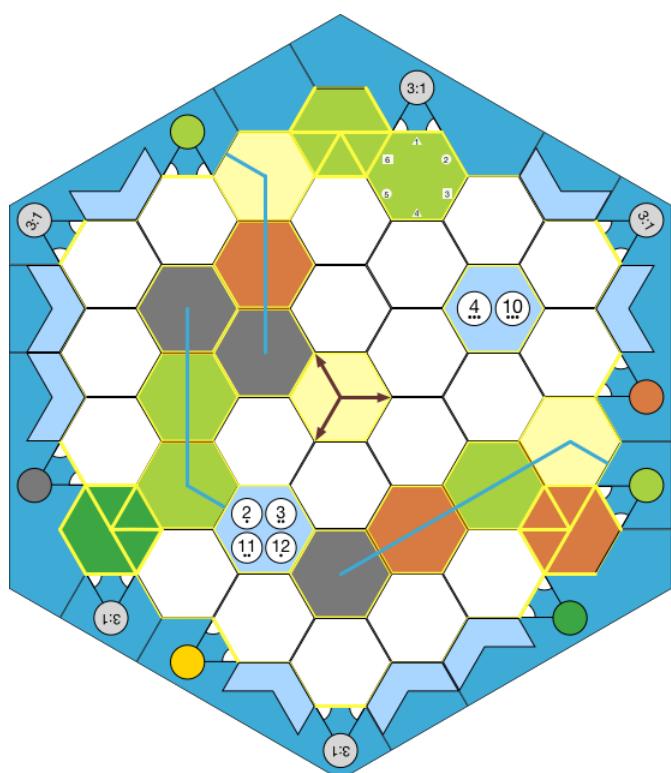
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game [4A]**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

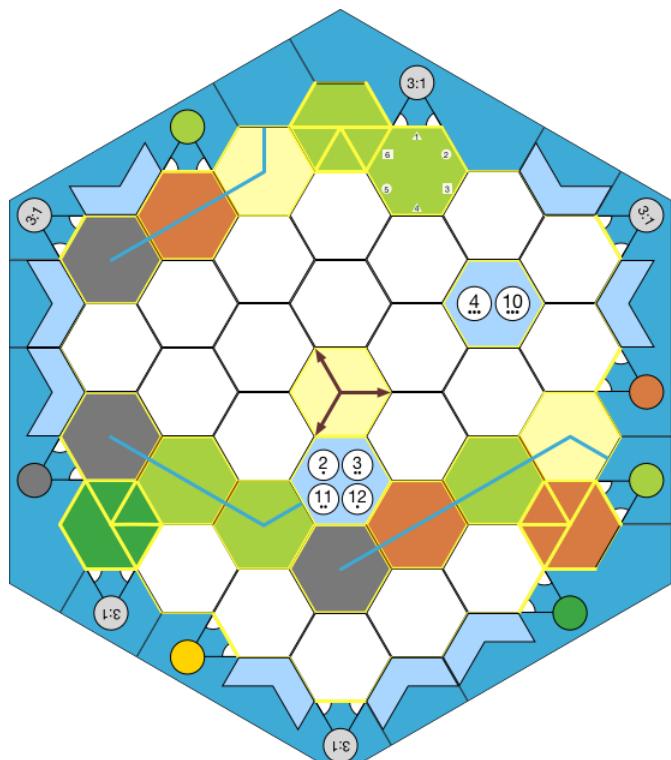
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game [4B]**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

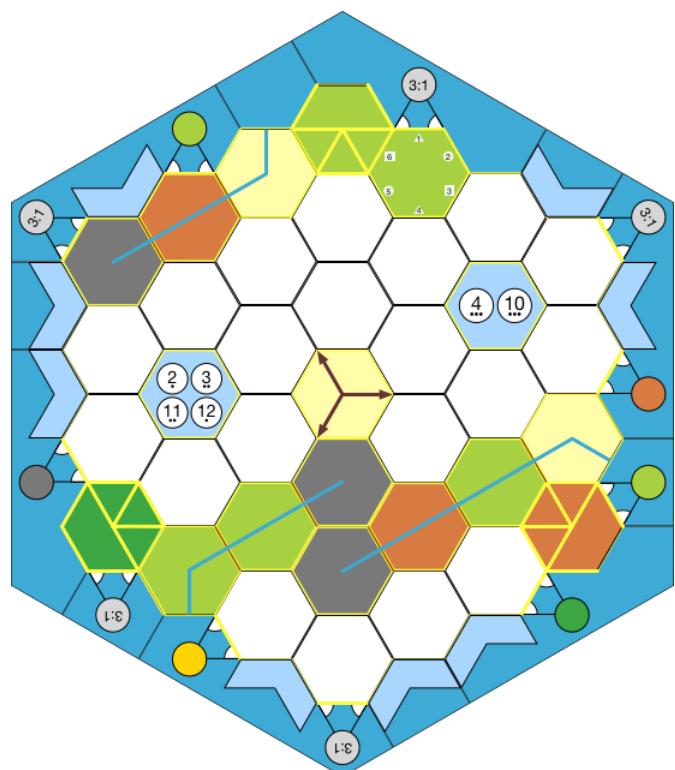
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains
3	6	6	2	3	2	3	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (4C)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

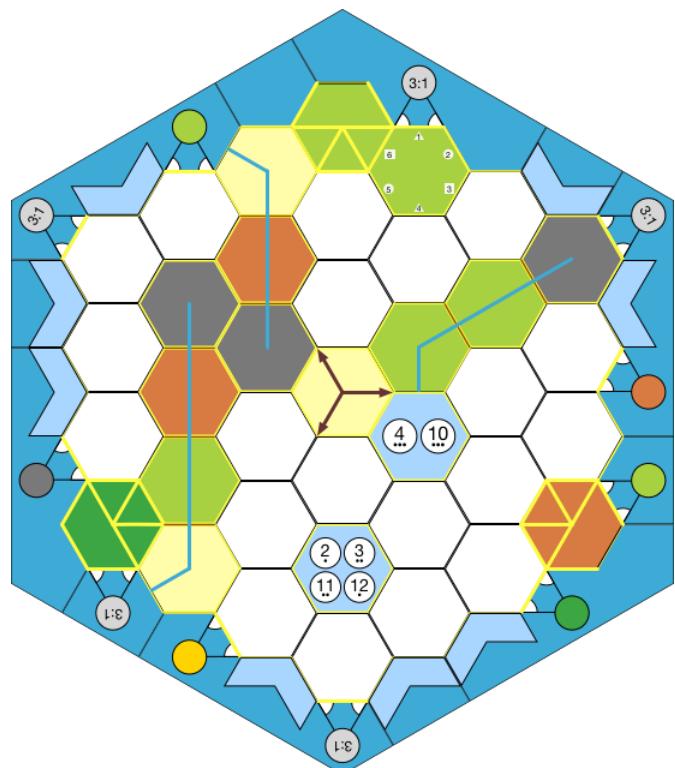
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains	Forest
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (5A)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

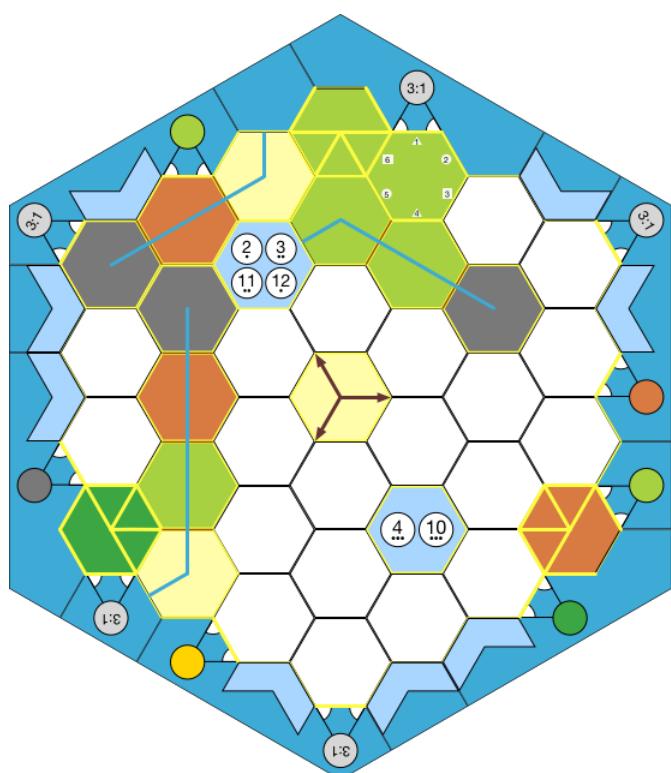
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Fields	Mountains	Forest
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (5B)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

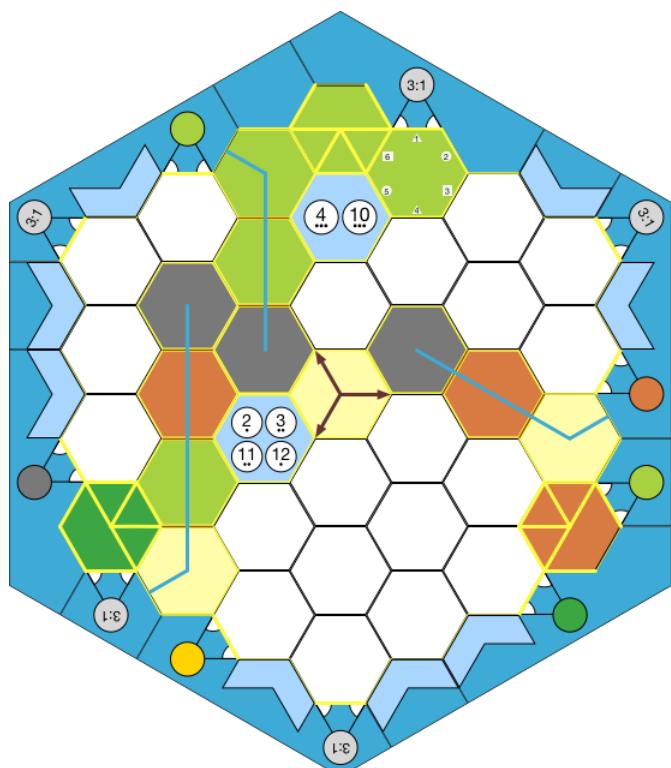
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Mountains	Fields	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (5C)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

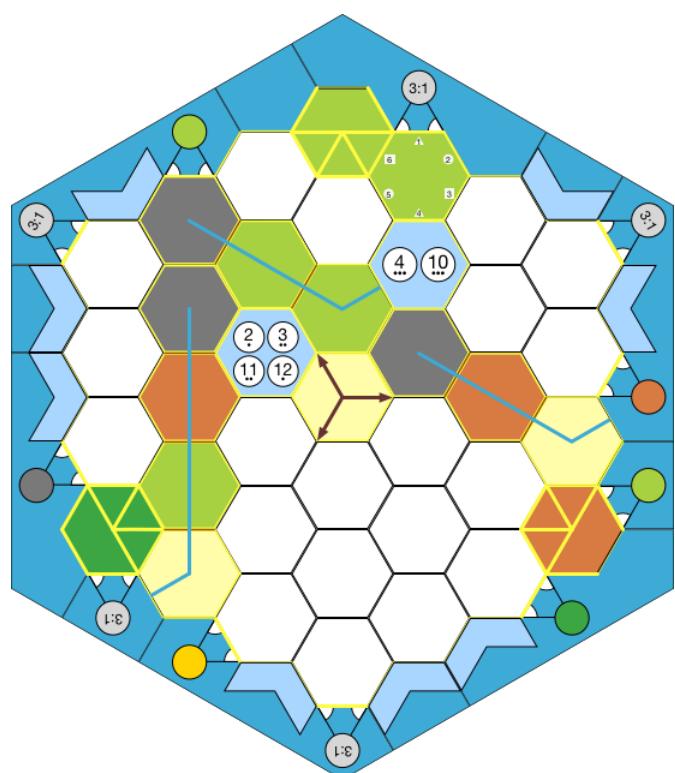
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Mountains	Fields	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (6A)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

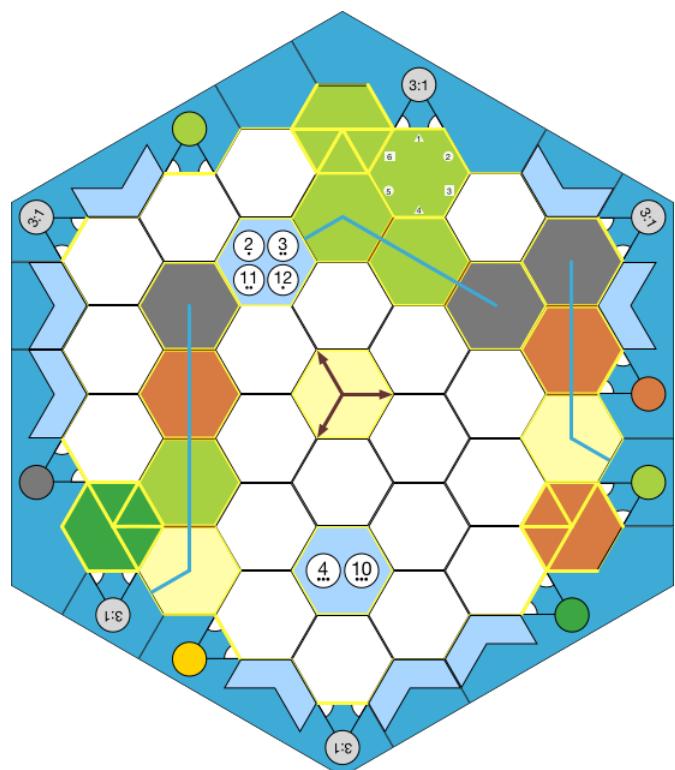
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Mountains	Fields	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

**5-6 Player Game (6B)**

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

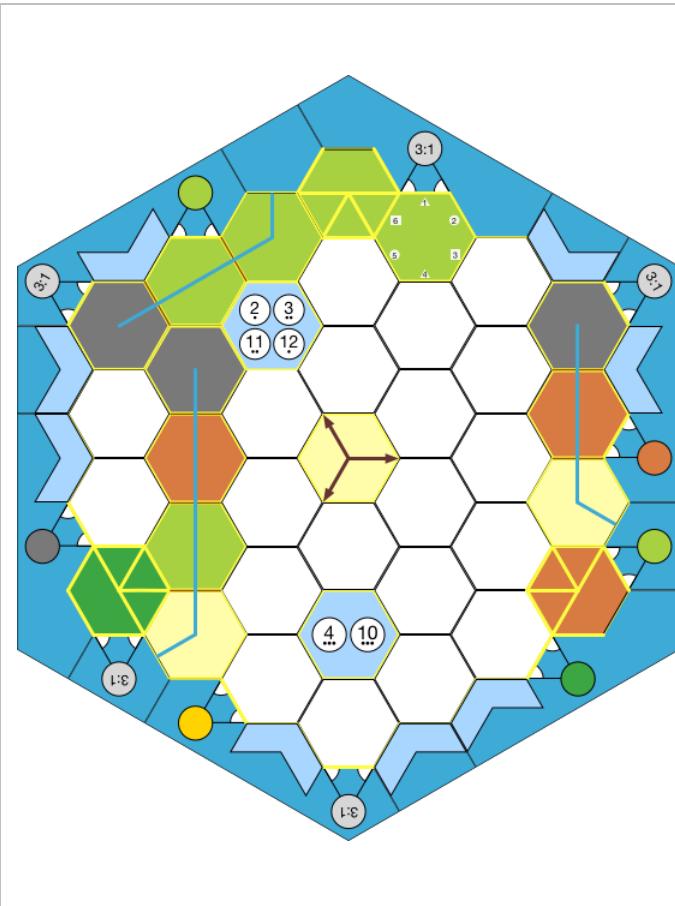
Hexes

Trade	Castle	Oasis	Rivers	Lake	Pasture	Mountains	Fields	Hills
3	6	6	2	3	2	3	1	1

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.



5-6 Player Game (6C)

When distributing the number tokens, switch the positions of the number tokens with K (6) and R (12) on them.

Hexes	Mountains	Pasture	Lake	Rivers	Oasis	Castle	Trade		
Fields	Forests	Hills							
3	6	6	2	3	2	3	1	1	3

Number Tokens

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

Number tokens do not include pre-printed number tokens on the lake hex.

Catan: Explorers & Pirates Scenarios

Explorers & Pirates is the fourth expansion to *Catan*, and the second released since the release of the English language 4th edition. It takes some of the ideas and concepts of *Seafarers* and re-implements them in a different manner to provide a unique *Catan* experience.

Because *Explorers & Pirates* was released after the switch to plastic pieces in international editions of *Catan* and after the release of the Viking wood pieces, the wooden pieces used in the English editions of *Explorers & Pirates* is marketed as Viking wood pieces and available for purchase at the Catan Shop website for international audiences, like it was with *Traders & Barbarians*.

Like *Traders & Barbarians* before it, shortly after release, a rules addendum outlining how *Explorers & Pirates* may be combined with *Cities & Knights* and the scenarios from *Traders & Barbarians* was published on the Catan website, as well as their rationale for complete incompatibility between *Seafarers* scenarios and their counterparts in *Explorers & Pirates*. All affected setups have been reproduced in the Guide.

About the Scenarios

The scenarios in this section of the Guide are presented in the order they appear in the *Explorers & Pirates* manual.

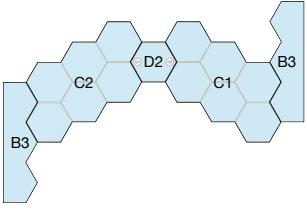
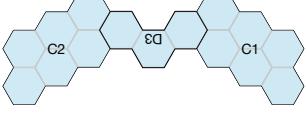
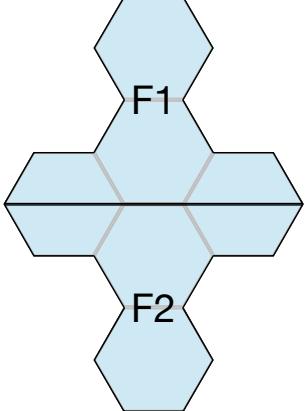
In general, the introductory scenario “Land Ho!” represents a minimal ruleset that introduces the expansion. Each succeeding scenario builds on the one before it, while introducing a new mechanic; the final scenario, “Explorers & Pirates”, thus incorporates all of the previously introduced concepts. Because of this, *Explorers & Pirates* is sometimes thought of as a single scenario.

The Game Frame

Rather than having a dependence on *Seafarers* for game pieces, *Explorers & Pirates* contains its own set of frame pieces for its scenarios. Each piece is labeled with a letter code, and, unlike *Seafarers*, marks not only the outside of the board, but also the interior of the board as well. As the obverse sides of frame pieces are unused, they are printed in larger letters there, but all lettering is visible on both sides.

The A-series of pieces consists of two pieces, A1 and A2, that are identical in shape to the end pieces found in *Seafarers*. The difference between the two pieces is that the pre-printed hex on A1 is a pasture hex, while the preprinted hex on A2 is an ocean hex. (A1 and A2 also lacks the building cost image for ships, as with their *Seafarers* counterparts; this is as *Explorers & Pirates* includes its own separate building cost guide.) By convention, the end of the board with A1 is at the left side of the board (top of the board in the Guide), while the end of the board with A2 is at the opposite end. This also fits with the fact that the end of the board with A1 forms the starting island in *Explorers & Pirates* scenarios, while A2 is the furthest extent of the unexplored areas.

The B-series of pieces are the expansion's frame extension pieces, and are identical in shape with frame extension pieces from the base game extension and from *Seafarers*. *Explorers & Pirates* includes a pair of one-hex frame extension pieces labeled B1, and one pair of two-hex frame extension pieces labeled B2. The *Explorers & Pirates* extension does not include any frame extension pieces, but refers to the base game extension's frame extension pieces as BA.

	<p>Although by analogy, B3 is a three-hex frame extension piece, the third of these three hexes has tabs built into its edge. These tabs connect to slots on the C-series pieces. C1 and C2 both depict a set of six ocean hexes, with slots on both ends. In all scenario setups, C2 is on the left side of the board, and C1 on the right side of the board, although the slots are arranged such that a custom scenario may be set up with C1 and C2 be on the opposite side of the board.</p> <p>The additional slots on C1 and C2 connect those pieces with that from the D-series, which all have four slots that connect C1 and C2 together. There are three D-series pieces, of which only one is used in any given scenario: D1 depicts an ocean hex, D2 a Council of Catan hex, and D3 (introduced in the <i>Explorers & Pirates</i> extension) a series of three hexes.</p> <p>Together, the two B3 pieces, C1, C2, and the chosen D-series piece span the entire width of the game board, as shown in the diagram on the left. By convention, the starting island is the area of the board above these frame pieces, while the unexplored areas consist of the areas of the board below them. (More specifically, the orange unexplored area is the area below C2 and the green unexplored area is the area below C1.)</p>
	<p>D3 is the only reversible piece in the <i>Explorers & Pirates</i> frame, with one side depicting the Council of Catan hex and the other side depicting a plain ocean hex.</p> <p>In the 4th edition game, the Council of Catan hex artwork is upside-down relative to the orientation of the piece; this is changed in the 5th edition, where the artwork is turned on its side instead (consistent with the artwork of other hexes).</p>
	<p>The remainder of the pieces are collections of ocean hexes meant to fit the middle of the board. The hexes E and EE (there are four hexes labeled EE, all from the <i>Explorers & Pirates</i> extension) are ordinary ocean hexes, and as such are directly interchangeable with ocean hexes found elsewhere. The hexes G and EG (the latter from the extension) are collections of three hexes, and are shaped as D3 without the tabs.</p> <p>The pieces F1 and F2, shown on the left, contain a tab and slot, and are meant to combine together into the six-hex construction shown on the left. For the most part, these hex collections are meant to fill up the central column of the board, separating the two unexplored areas, and to largely ensure that there are no hexes in the unexplored area that is completely inland.</p> <p>Note that the international versions of <i>Explorers & Pirates</i> use a single piece known as F instead of the two pieces F1 and F2; otherwise the two pieces are identical.</p>

Catan: Explorers & Pirates Scenarios

Gold Pieces

Explorers & Pirates introduces gold pieces, first introduced in *Traders & Barbarians*, to some of its scenarios. Consult with the *Traders & Barbarians* section of the Guide for rules regarding gold as a currency.



Pictured here are the various cardboard pieces that have been used to represent gold pieces. The two pieces on the top left are gold pieces from *Traders & Barbarians*, while the two pieces on the bottom left are gold pieces from *Explorers & Pirates*. For reference, on the right is a gold piece from *Historische Szenarien I*.

Although the design between all of these are different, they are meant to function identically. Furthermore, although the smaller coins (and the square coin piece from *Historische Szenarien*) are worth 1 gold each, the larger coin from *Traders & Barbarians* is worth 5 gold, while its *Explorers & Pirates* counterpart is only worth 3 gold.

Harbor Settlements

Explorers & Pirates introduces a second type of settlement upgrade, known as a harbor settlement. Each harbor settlement contains a basin, which has two spaces for transportable game pieces.

- Each harbor settlement is worth two victory points.
- Harbor settlements collect resources as normal settlements: if a terrain hex produces, players with adjacent harbor settlements only collect one resource of the type being produced.
- Only coastal settlements may be upgraded to harbor settlements. Settlements cannot be upgraded to cities unless playing with rules from *Cities & Knights*.
- A player may always discard any piece in a harbor settlement's basin in favor of placing another piece there.

The following additional rules also apply when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for more information with regards to mechanics specific to *Cities & Knights*.

- A settlement may either be upgraded to a city or a harbor settlement; a harbor settlement may not be later converted to a city, and a city cannot be directly converted to a harbor settlement. (Note that a city may be reduced to a settlement as a result of a barbarian attack, and then upgraded into a harbor settlement.)
- City walls may not be added to harbor settlements: they are add-ons exclusive to cities.
- Harbor settlements do not contribute to barbarian attack strength.
- As harbor settlements are not cities, harbor settlements may not claim metropolis status.

Ships

Explorers & Pirates introduces the concept of ships in a manner different from that of *Seafarers*. Rather than representing a network of ships along a shipping route, and thus an extension of a player's road network, ships represent an individual seagoing vessel. Each ship contains a hold, which has two spaces for transportable game pieces.

According to the *Catanism* blog, the original prototype for the ship was a hollowed-out warship used in the *Seafarers* 10th anniversary expansion, *Die Kolonien*.

- Ships are a type of unit, and its movement is governed by the movement phase. During the movement phase, a ship may move up to four edges.
- A player may pay for extra movement, which allows a ship to move two additional edges.
- Ships may travel in any direction, and may also reverse direction during its movement.
- Ships do not block other ships from movement. Unless stated otherwise, there is generally no way to blockade an opposing ship.
- Up to two ships may occupy any single edge. Ships belonging to different players may occupy the same edge. Unlike *Seafarers*, ships may occupy on the same edge as a road.
- When built, ships must be placed on an edge adjacent to a player's harbor settlements. Note that this means that ships are never placed adjacent to undiscovered terrain.
- A player who has placed all of their ships may choose to pay the cost of building a ship to remove a ship already on the board and place it as if it were a new ship. A ship that is "reset" forfeits all of its cargo.
- **Loading and Unloading Cargo:** Each scenario will have various rules regarding loading and unloading cargo onto ships. Loading and unloading cargo is always a free action, and does not hinder the movement ability of a ship.
- A ship may always jettison its existing cargo in order to load different items.
- **Transshipping:** A ship may swap the contents of its hold with the basin from an adjacent harbor settlement. Ships may not swap its cargo with other ships without the assistance of an intervening harbor settlement.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding the rules found within:

- Unlike *Seafarers*, the Road Building progress card may not be used to build ships. This is due to the fact that in *Explorers & Pirates*, ships are not considered part of the road network.

Settlers

Settlers are a type of transportable piece that is used to expand off of the starting island. A settler is considered a large transportable piece, meaning that it takes up both spaces in a ship's cargo hold or a harbor settlement's basin.

- A settler onboard a ship is referred to as a **settler ship**.
- Settlers are not considered units, and may not be moved by any means other than as cargo on a ship.
- A settler, once built, must be placed in the basin of a harbor settlement, or immediately be loaded onto a ship adjacent to a harbor settlement.
- **Settlement:** A settler ship may be converted to a settlement at the end of a ship's movement. Both the settler and ship is removed from the board, and a settlement is placed on one of the intersections adjacent to the ship's former location.
- The distance rule must always be observed when transforming a settler ship to a settlement.
- Although it is intended that a settler ship be used to settle away from the starting island, it is legal to use a settler ship to expand to another location on the starting island.
- Although settlers are ultimately converted to settlements, a settler is not worth any victory points until it has done so.

Crews

Crews are a type of transportable piece that is used for different tasks, depending on scenario. A crew is considered a small transportable piece, meaning that it takes up only one space in a ship's cargo hold or a harbor settlement's basin.

According to the *Catanism* blog, the original prototype for a crew used a barbarian from the international version of *Traders & Barbarians*.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding the rules found within:

- Crews do not contribute to defense against barbarians: only knights may defend against barbarians.
- Crews are not affected by the Deserter progress card: only knights may desert.

More information about the specific functions of a crew, including its function when you unload them, will be provided in each scenario's section of the Guide.

The Pirate

Explorers & Pirates provides one pirate ship per player, in player colors. (These are identical in appearance to the *Seafarers* pirate piece used in Viking wood sets.) Despite this, there remains a singular pirate, as it is in *Seafarers*, and like *Seafarers*, it is placed in the center of an ocean hex. One of the key distinguishing differences between the pirate as it exists in *Seafarers* and the pirate as it exists here is that while it is on the board, one player is always said to be in control of the pirate; the player in control of the pirate has their pirate ship piece on the board. On the *Catanism* blog, the player in control of the pirates is referred to as "the friend of the pirates".

- The pirate always begins the game off of the board, and only enters play once the first 7 is rolled for production.
- The pirate may not be placed on any ocean hex adjacent to the starting island. (These hexes are the top row on C1 and C2, as well as the chosen D-series frame pieces.)
- **Taking Control of the Pirate:** Whenever a player takes control of the pirate, the existing pirate ship is taken off of the board, and the player places their pirate ship in any eligible hex. A player, whenever taking control of the pirate from an opponent, may always place their pirate ship wherever the pirate ship was previously located. A player is only compelled to move the pirate ship to another location if they are already in control of the pirate and are forced to take control of it again.
- After taking control of the pirate, the player now in control of the pirate may steal one resource from the owner of any ship located on an adjacent edge.
- The player in control of the pirate may not steal resources from players with adjacent settlements, harbor settlements, or roads, unless they also have an adjacent ship.
- The player in control of the pirate may not steal cargo from players with adjacent ships, or otherwise cause players with adjacent ships to lose their cargo.
- The player taking control of the pirate may steal one gold piece from an opponent only if they have no resources in hand.

Catan: Explorers & Pirates Scenarios

- **Tributes:** During the movement phase, if a player moves a ship into or away from an edge adjacent to a pirate under the control of an opponent, they must pay tribute. Tributes are always paid to the supply, and not to the player in control of the pirate.
- Players must pay 1 gold as tribute whenever they elect to do so. Tributes are paid on a per-ship basis, and no ship is subject to multiple tributes in a single turn. For example, if a player has two ships adjacent to an opponent-controlled pirate, they must pay 2 gold to move both of them. However, once paid, they do not pay any additional gold, even if a ship moves around the pirate's hex or leaves the hex and subsequently re-enters it.
- Note that players are not required to tribute in order to build a ship adjacent to an opponent-controlled pirate; tributes are only necessary during the movement phase
- A player is never required to pay tribute if they are in control of the pirate.
- **Chasing the Pirate:** During the movement phase, any ship that began their turn with one end pointed towards one of the six intersections surrounding the pirate's location may attempt to chase the pirate. To chase a pirate, roll one die per ship making a chase attempt. If any die shows a 6, the chase attempt succeeds.
- If a chase attempt succeeds, the player takes control of the pirate.
- There is no penalty if a chase attempt fails. Ships making failed chase attempts are not subject to loss of cargo or loss of movement.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding the rules found within:

- The Bishop progress card may be used to take control of the pirate. If a player has control of the pirate, the Bishop progress card may be used to move it.

The following additional rules are in effect when playing with "The Fishermen of Catan". Consult with the *Traders & Barbarians* section of the Guide for additional details regarding the rules found within:

- A player may spend 7 fish during the movement phase to grant a ship that has already moved to move a second time. The rules do not specify whether a ship that is granted a second moment must pay a second time for extra movement or tributes.
- A player may spend 2 fish as a build action to ignore all tribute requirements for all ships.

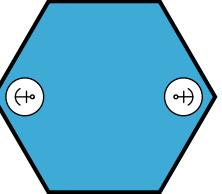
Missions

Missions are a unique mechanic introduced in *Explorers & Pirates* that not only keeps track of how many times players perform a single prescribed action, but also includes a bonus for performing the most of a prescribed action. Indeed, many existing mechanics, such as Knight cards and Largest Army, can be thought of as a mission in a sense. Each mission includes a mission track as well as a bonus marker.

As outlined in the *Catanism* blog, there were a number of additional missions beyond the three that were ultimately included with the expansion, but were ultimately excluded due to the number of game components that were required. Some ideas were recycled from earlier scenarios introduced in *Das Buch zum Spielen*, such as storm surges and the volcano hex, while others were entirely original, such as the search and recovery of artifacts.

- At the start of a game, each player places a marker at the start space for each mission's track.
- Whenever players advance on a track, they must place their marker on top of any markers that already exist on the same space. Each space may grant a player a certain number of victory points. By convention, spaces on the track are not cumulative. For example, the player with a marker on the second space on the track only gains victory points equal to the number prescribed on the second space, and not the sum of the first and second spaces.
- The bonus for each mission is awarded to the player with the marker at the bottom of the furthest space on the track (that is, the first player to reach the furthest space). This bonus is typically worth one victory point, but it may depend on the specific mission. Unlike mission-like concepts like the Largest Army, there is no minimum number of spaces needed to obtain the bonus: a player may claim the bonus as long as they have moved at least one space on the mission track.

Council of Catan

	<p>The Council of Catan hex is a hex found exclusively on the frame pieces D2 and D3. It is a type of ocean hex located just off of the starting island, and contains two anchor points, pointing to the left and right. (Due to being part of a frame piece, its orientation is fixed.)</p> <p>More information about the specific functions of the Council of Catan hex will be provided in each scenario's section of the Guide.</p>
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Land Ho!

"Land Ho!" is the introductory scenario for *Explorers & Pirates*, allowing players to experience the basic mechanics of the scenarios presented in the expansion, without the added complications of missions. Unique amongst the scenarios of *Explorers & Pirates* is the lack of 5-6 player setups, as it is highly recommended that at least one mission be included.

The scenario was originally revealed on the *Catanism* blog, in the third part of a series that introduced *Explorers & Pirates* as a whole.

Scenario Rules

- As there are no harbors in the game, the prevailing trade rate by default is 3:1.
- The robber is not present in this scenario.
- The development card deck is not used in this scenario. As a result, the Largest Army bonus is also not used.
- The Longest Road bonus is not used in this scenario.
- Each player begins the game with 2 gold.
- Except on a production roll of 7, whenever a player receives no resources from a production roll, a player receives 1 gold from the supply instead.
- Discovery:** If, during the movement phase, a ship has one end touching an intersection that borders on undiscovered terrain, a discovery is made. The hex is flipped over, and thereafter is treated as a normal hex.
- A ship must end its movement once discovery is made. A ship cannot decline to discover a hex in order to continue movement.
- If a hex producing resources is discovered, a number token from the unexplored area's reserves is placed on the hex, and the player is rewarded with one resource of the type produced by the hex. If the hex does not produce resources, the player is rewarded with 2 gold for its discovery.

Game is to:

- 8 points, without *Cities & Knights*
- 13 points, with *Cities & Knights*

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the guide for additional details with regards to the mechanics found within.

- During initial setup, the initial settlement is replaced with a city.
- Knights are not considered transportable, and thus must stay on the island in which they are built.
- Knights may not be deployed or moved onto intersections bordering undiscovered terrain.
- Harbor settlements do not contribute to barbarian strength during a barbarian attack.
- If a player with the aqueduct produces no resources as a result of the production roll, they may take one resource as a result of the aqueduct and one gold as a result of the rules above.
- The Irrigation and Mining progress cards affect harbor settlements identically to settlements and cities.
- The Medicine progress card may be used to upgrade settlements to harbor settlements with the same discount as that granted by a city upgrade.

	<p>The main reason why knights are not considered transportable is mainly the fact that they do not fit on a ship. In the picture on the left, it is shown that Viking wood basic and strong knights fit on a ship, but cannot also accommodate any activation flags. For basic knights, the shape of the piece also does not permit a second basic knight (or any cargo piece, for that matter) to be placed aboard – the thickness of the Viking wood piece is just over the length and width allocated to a single space on the cargo hold.</p>
	<p>Pictured on the left is a traditional wood strong knight (representative of all traditional wood knights) and a Viking wood mighty knight. Although the traditional wood piece can fit if it was placed on its side as shown in the picture, needless to say, neither piece fits aboard a ship, let alone having the ability to display its activation status.</p> <p>This is especially more prominent with plastic pieces, where the round base of a knight and the recessed cargo hold makes it clear that knights are not transportable.</p>

The following additional rules are in effect when playing with "The Fishermen of Catan". Consult with the *Traders & Barbarians* section of the guide for additional details with regards to the mechanics found within.

- As fish tokens are not resources, a player gaining only fish tokens as a result of a production roll may take one gold for having produced no resources.

References**Player Supplies**

- 5 Settlements
- 15 Roads
- 4 Harbor Settlements
- 3 Ships
- 2 Settlers

- Cities & Knights Additions**
- 4 Cities
 - 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Harbor Settlement	2 grain, 2 ore
Settler	1 brick, 1 grain, 1 lumber, 1 wool

Cities & Knights Additions

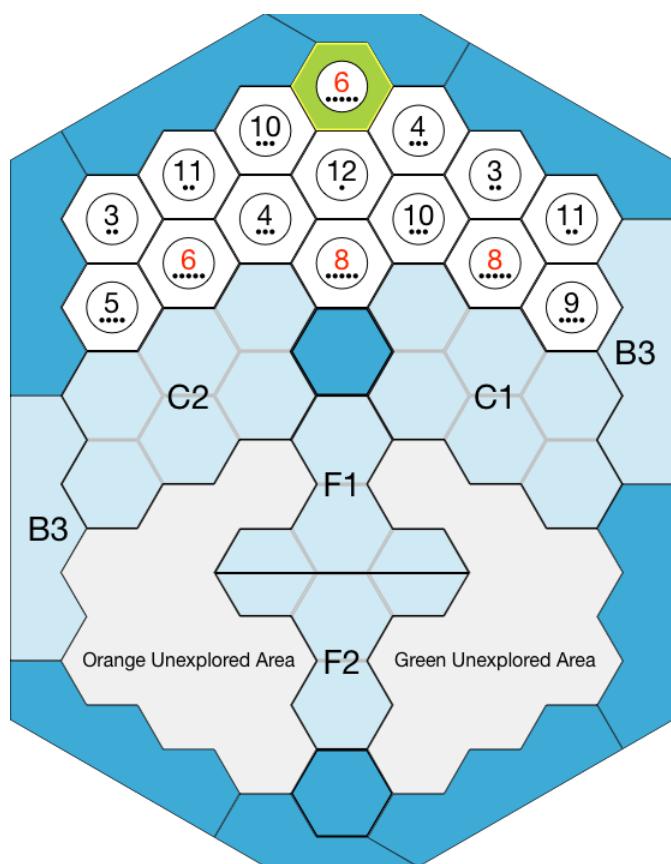
City	2 grain, 3 ore
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement	1 wool
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Setup Diagrams

3-4 Player Game [Recommended Setup]																																																																																															
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**3-4 Player Game**

This setup, though not specifically outlined in the *Explorers & Pirates* manual, is the standard “variable setup” for this scenario.

Hexes

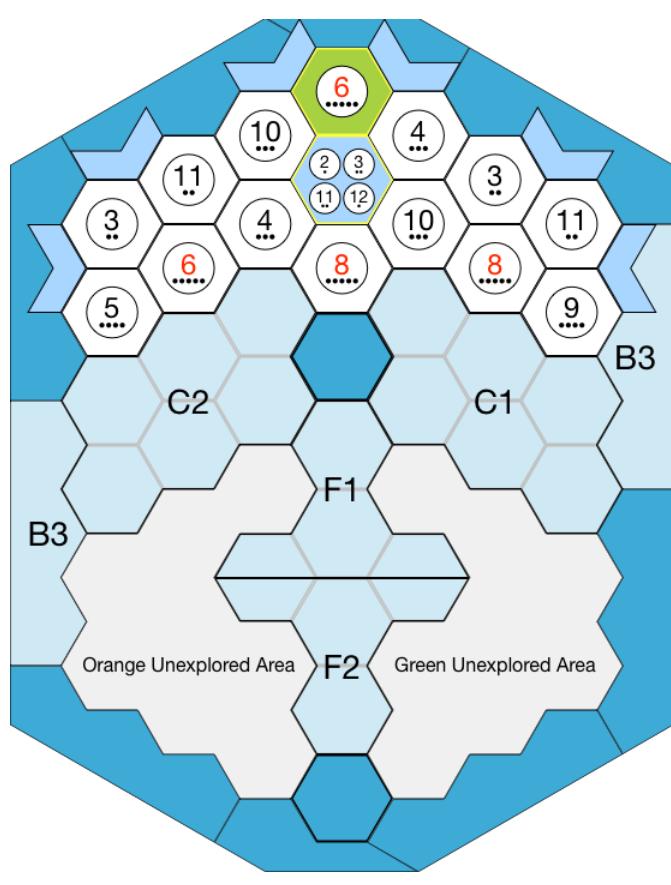
	Ocean	Mountains	Pasture	Fields	Hills	
Starting Island	2	2	4	3	3	
Green Unexplored Area	1	1	1	2	1	2
Orange Unexplored Area	1	2	1	1	1	2

Frame Pieces: D1, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	2	2	1	2	2	1	2	2	1	
Green	1	1	1	1		1	1			
Orange		1	1		1	1	1	1	1	1

**3-4 Player Game with “The Fishermen of Catan”**

Note that the lake hex is optional. If the lake hex is not used, add a mountain hex and a 12 number token to the starting island.

Hexes

	Ocean	Lake	Mountains	Pasture	Fields	Hills	
Starting Island	2	2	4	2	3	1	
Green Unexplored Area	1	1	1	2	1		2
Orange Unexplored Area	1	2	1	1	1		2

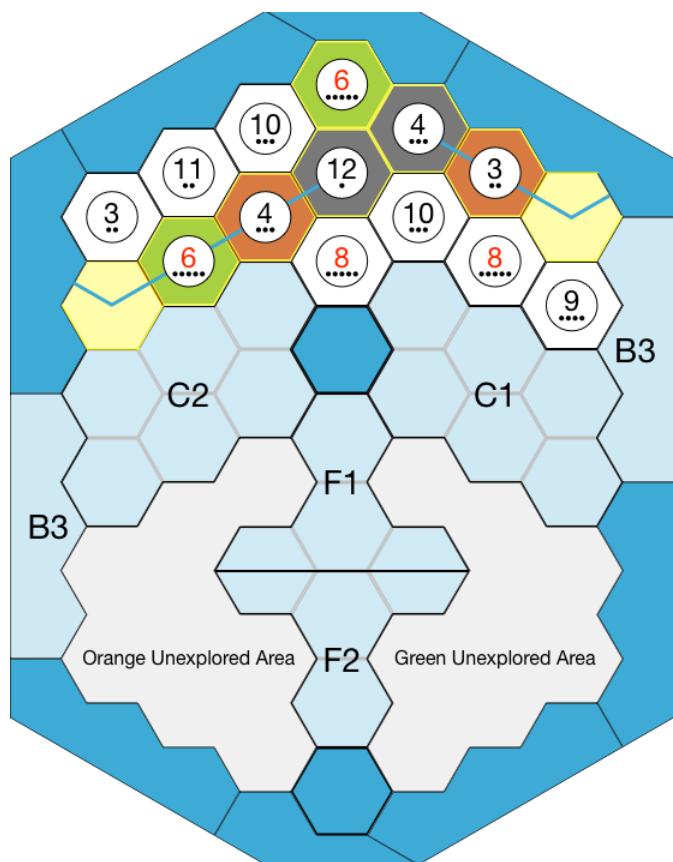
Frame Pieces: D1, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	2	2	1	2	2	1	2	2	1	
Green	1	1	1	1		1	1			
Orange		1	1		1	1	1	1	1	1

Number tokens do not include pre-printed number tokens on the lake hex.

**3-4 Player Game with "The Rivers"**

This setup is not recommended for 4-player play.

Hexes

	Ocean	Rivers	Pasture	Mountains	Fields	Hills
--	-------	--------	---------	-----------	--------	-------

Starting Island

Green Unexplored Area

Orange Unexplored Area

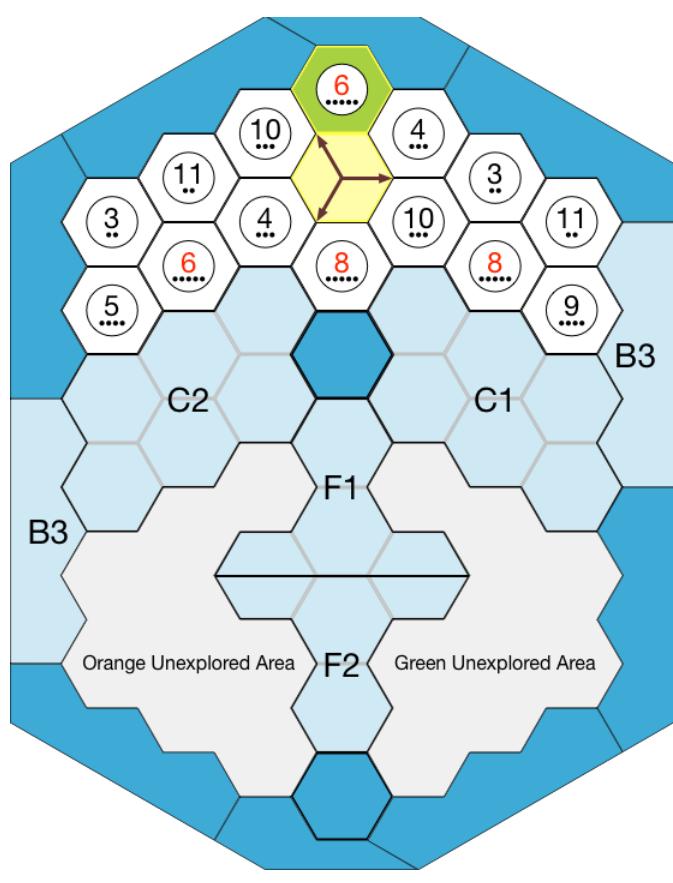
	2	4	1	1		
1	1	1	2	1		2
1	2	1	1	1		2

Frame Pieces: D1, F1/F2

Hexes do not include pre-printed hexes on A1 and A2, nor those on the river hexes.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2		2	2	1	2	1	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	1

**3-4 Player Game with "The Caravans"****Hexes**

	Ocean	Pasture	Mountains	Fields	Hills
--	-------	---------	-----------	--------	-------

Starting Island

Green Unexplored Area

Orange Unexplored Area

	2	2	4	2	3	1	
1	1	1	2	1		2	
1	2	1	1	1		2	

Frame Pieces: D1, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	1

The Pirate Lairs

"The Pirate Lairs" is the first *Explorers & Pirates* scenario that introduces the concept of crews and missions.

This scenario was originally revealed on the *Catanism* blog, as the fourth part in a series that introduced *Explorers & Pirates*.

Gold Field Hexes and Pirate Lairs

Explorers & Pirates includes three Gold Field hexes for each unexplored area. Whenever they are discovered, each gold field is assigned a pirate lair token. Each pirate lair token depicts a picture of the lair on its reverse side, and a number token on its obverse side.

- Whenever a gold field hex is discovered, a pirate lair hex must be placed on it, face down. The gold field hex and a face-down pirate lair token together is collectively referred to as a **pirate lair**.
- As long as the pirate lair token is face-down, players may not build roads on the pirate lair's edges or expand to a pirate lair's intersections.
- While the pirate lair token is face down, players may unload crews on a gold field hex. A player needs to have a ship with at least one end pointing towards one of the intersections adjacent to the pirate lair in order to unload a crew at a pirate lair.
- Once a pirate lair is captured, the pirate lair token is turned over. Thereafter, the gold field hex is treated as a normal hex, producing two gold pieces for each settlement and harbor settlement adjacent to the gold field hex in accordance to the number token depicted on the pirate lair token's obverse side.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details on the mechanics discussed within.

- Once a pirate lair is captured, the printed number token on the pirate lair token is treated as any other number token. Specifically, it may be swapped via the Inventor progress card for any other eligible number token on either the mainland or any of the unexplored areas.

The "Pirate Lairs" Mission

Over the course of the game, pirate lairs are captured and turned into productive gold field hexes. Players advance on this mission by assisting in the effort to capture pirate lairs. The scoring bonus for this mission is known as the **Greatest Pirate Scourge**, worth 1 victory point.

- Once a pirate lair receives a total of three crews from any combination of players, a pirate lair is considered captured. Once the player placing their third crew ends their movement phase, each player contributing at least one crew (starting with the player to move and proceeding in turn order) gains 2 gold from the supply and advances their marker on the mission track by one space.
- **Hero of the Battle:** After advancing markers, the hero of the battle must be determined amongst all involved players. Each player must roll one die, adding its result to the number of crews the player contributed to the pirate lair's capture. The player with the greatest sum is declared the hero of the battle. In the case of a tie, the tied player contributing the most crews is declared the hero. If two or more players contribute the same number of crews, then additional roll-offs are performed.
- The hero of the battle must return one of their crews to the supply, but also gets to advance their marker an additional space on the mission track.

Spaces	Victory Points
1-2	1
3-5	2
6-7	3

Scenario Rules

- All of the rules from "Land Ho!" apply to this scenario. Consult with the section for "Land Ho!" for more information about the rules therein.
- Note that as gold is not a resource, players receiving only gold pieces as a result of a production roll still earn one additional gold piece in addition to gold earned from gold fields for having earned no resources.

Game is to:

- 12 points, without *Cities & Knights*
- 17 points, with *Cities & Knights*

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details on the mechanics discussed within.

- Knights may not take the place of crews in capturing pirate lairs. Only crews may capture pirate lairs.

References**Player Supplies**

- 5 Settlements
- 15 Roads
- 4 Harbor Settlements
- 3 Ships
- 2 Settlers
- 9 Crews
- 1 Pirate Ship
- 1 Marker

- Cities & Knights Additions**
- 4 Cities
 - 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

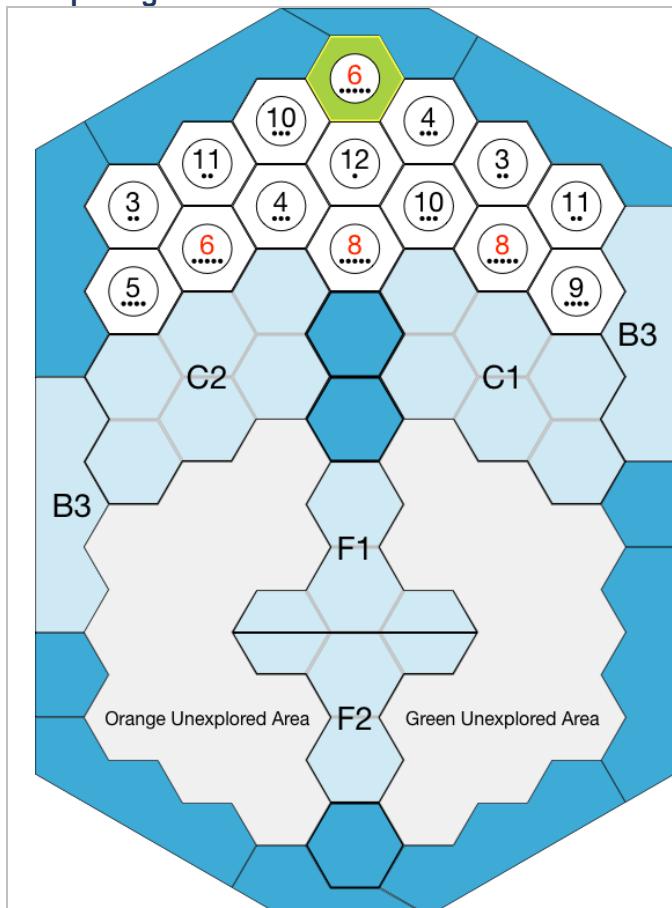
Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Harbor Settlement	2 grain, 2 ore
Settler	1 brick, 1 grain, 1 lumber, 1 wool
Crew	1 ore, 1 wool

Cities & Knights Additions

City	2 grain, 3 ore
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement	1 wool
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Setup Diagrams**3-4 Player Game****Hexes**

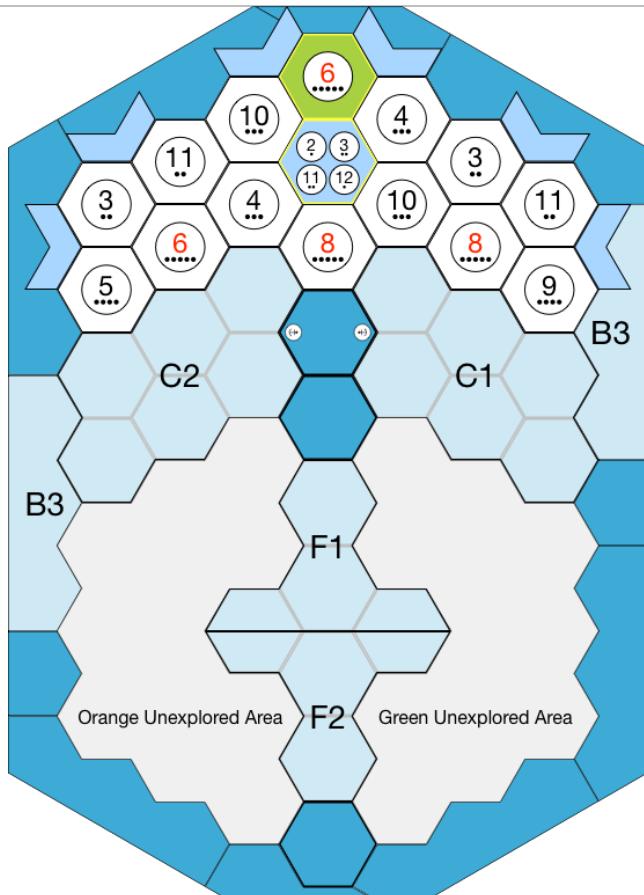
	Hills	Forests	Mountains	Fields	Ocean	Gold Field	Pasture
Starting Island	2	2	4	3	3		
Green Unexplored Area	1	1	1	2	1	3	2
Orange Unexplored Area	1	2	1	1	1	3	2

Frame Pieces: D1, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

**3-4 Player Game with "The Fishermen of Catan"**

Note that the lake hex is optional. If the lake hex is not used, add a mountain hex and a 12 number token to the starting island.

Hexes

Ocean	Gold Field	Lake	Pasture	Mountains	Forest	Fields	Hills

Starting Island

Green Unexplored Area

Orange Unexplored Area

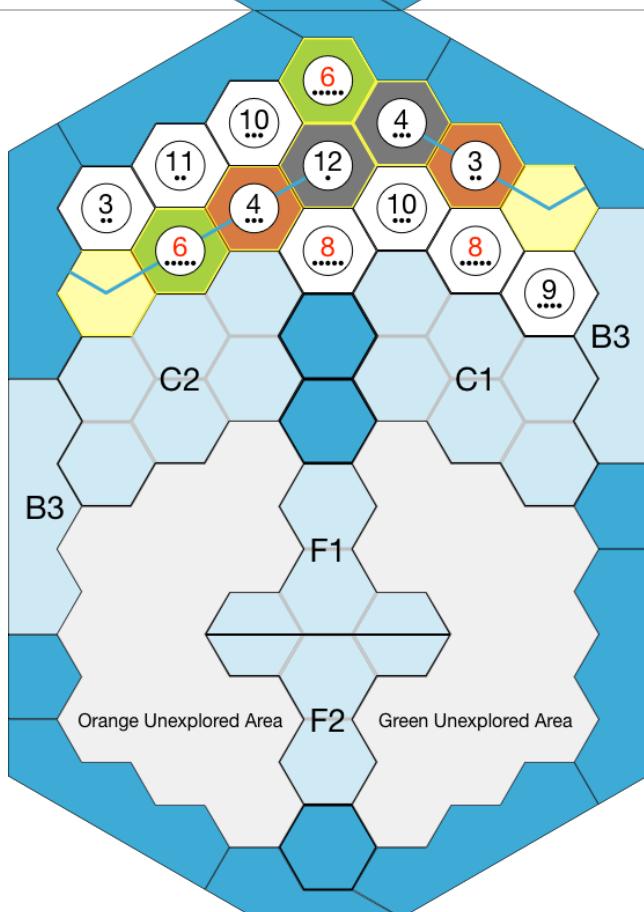
Frame Pieces: D1, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

Number tokens do not include pre-printed number tokens on the lake hex.

**3-4 Player Game with "The Rivers"**

This setup is not recommended for 4-player play.

Hexes

Ocean	Gold Field	Rivers	Pasture	Mountains	Forest	Fields	Hills

Starting Island

Green Unexplored Area

Orange Unexplored Area

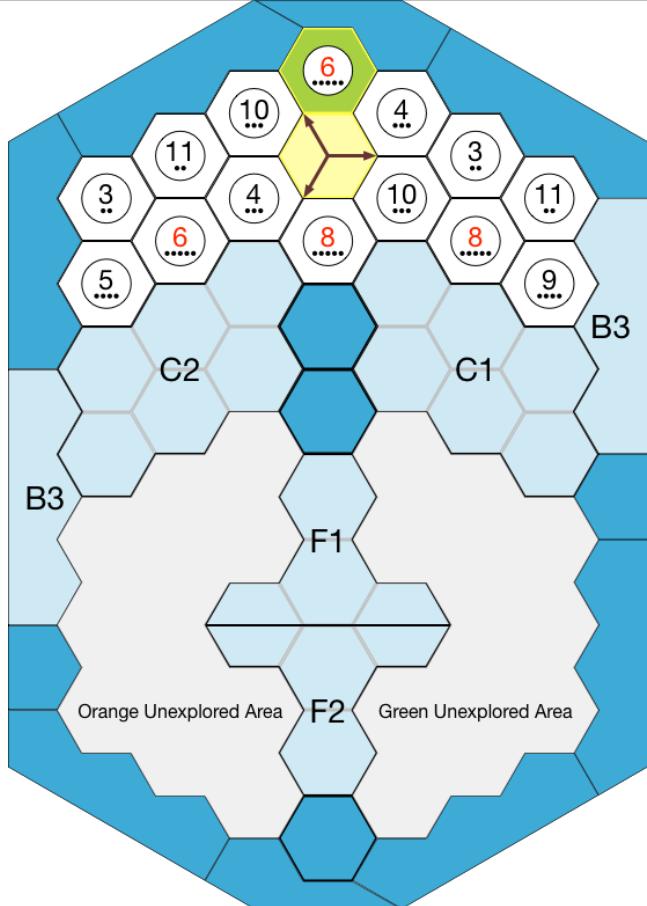
Frame Pieces: D1, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2, nor those on the river hexes.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2		2	2	1	2	1	
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

Catan: Explorers & Pirates Scenarios



3-4 Player Game with "The Caravans"

Hexes

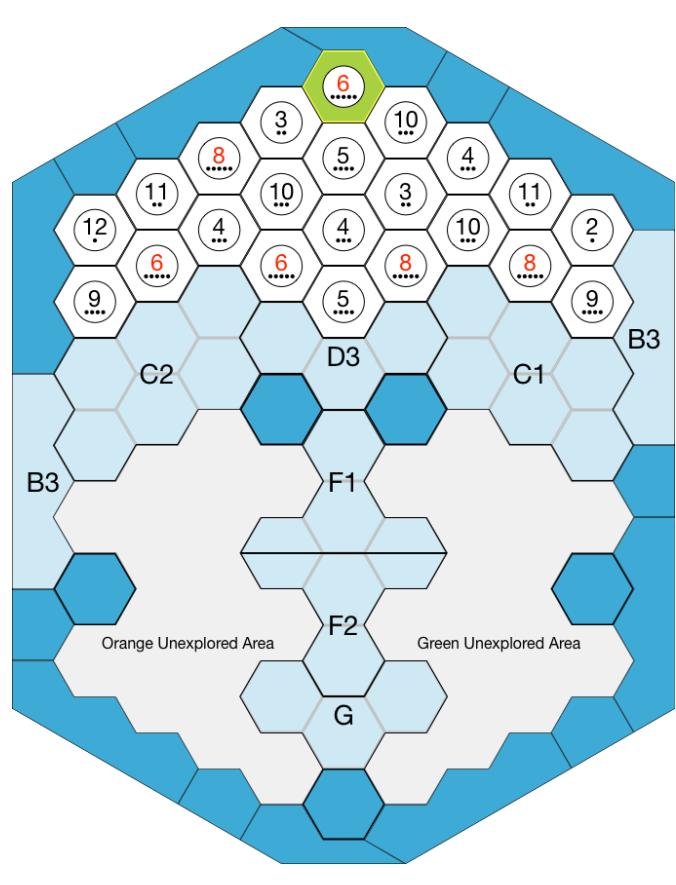
	Ocean	Gold Field	Pasture	Mountains	Fields	Hills		
	Starting Island	2	2	4	2	3	1	
	Green Unexplored Area	1	1	1	2	1		3 2
	Orange Unexplored Area	1	2	1	1	1		3 2

Frame Pieces: D1, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	2	2	1	2	2	1	2	2	2	
Green	1	1	1	1		1	1			
Orange		1	1		1	1	1	1	1	
Pirate Lairs	1	1		1	1	1				1



5-6 Player Game

Hexes

	Ocean	Gold Field	Pasture	Mountains	Fields	Hills		
	Starting Island	3	3	5	5	5		
	Green Unexplored Area	1	2	2	3	1	4	1
	Orange Unexplored Area	2	2	1	2	2	4	1

Frame Pieces: D3 Ocean, EE x2, F1/F2, G

1 ocean hex from each reserve is also needed for the frame.

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	1	2	3	2	3	3	2	3	2	1
Green	1	1	1	2	1		2	1		
Orange		1	2	1		1	1	2	1	
Pirate Lairs	1	1		1	1	1	1	1	1	

Fish for Catan

This scenario, originally reveled in the fifth part of a series of blog posts on the *Catanism* blog, introduces a second mission in the game. The scenario was originally titled "Whales for Catan", and rather than ordinary fishing, the fishing of whales was justified by the use of whale oil to heat the long winters of the middle ages, as well as being a secondary source of food in times of poor harvest. The decision to change whales to fish was suggested by representatives from Mayfair Games (then the English language distribution partner for *Catan*), and was motivated by the fact that whaling is now generally prohibited due to many species of whales being hunted to near extinction, and they did not want *Catan* to promote a practice that is seen as unacceptable today.

Fish Hauls

Fish Hauls are a type of cargo that may be carried by ships. A fish haul is considered a large transportable piece, which means that it takes up both spaces on a ship's cargo hold.

It is to be noted that while the English edition uses a single "fat goldfish", fish hauls in the international editions are represented by a school of smaller fish.

- Fish hauls are not currencies; they may only exist either at fish shoal hexes, in a harbor settlement's basin, or in a ship's cargo hold.

Fish Shoal Hexes

Explorers & Pirates includes three Fish Shoal hexes for each unexplored area. Fish shoal hexes are ocean hexes that depict both fish, as well as a preprinted yellow die with one of the six die outcomes; each of the six die outcomes is represented exactly once amongst the six fish shoal hexes. (More specifically, the fish shoals showing 1-3 are amongst the reserves in the green area, and 4-6 are amongst the reserves in the orange area.)

Note that "Fish for Catan" itself uses only five of the six fish shoal hexes (two of the green reserves and all three of the orange reserves); if not all six fish shoal hexes are in use, which ones are in use is entirely randomly determined.

As ocean hexes, fish shoal hexes do not normally produce resources; however, they do produce fish hauls as part of the movement phase.

- Once per turn, at any time during the movement phase except during a ship's movement, a player may make a fish shoal production roll. One die is rolled, and a fish haul is placed on any face-up fish shoal hex with a matching number.
- Because the fish shoal production roll may be made anytime during the movement phase, it is specifically legal to move a ship to a fish shoal, end its movement, roll for production, and, if the fish haul produced is adjacent to the ship, immediately load the fish haul onto the ship.
- A fish shoal hex may only have at most one fish haul at a time. If a production roll is made and the affected fish shoal hex already has a fish haul, no additional fish hauls are placed.
- The pirate blocks production of fish hauls, even if the player to move is in control of the pirate. Whenever the pirate enters a fish shoal hex, any fish hauls already present there are returned to the supply.

The "Fish for Catan" Mission

The main mission in this scenario is also titled "Fish for Catan", and involves delivering fish hauls to the Council of Catan. The scoring bonus for this mission is known as the **Best Fisher**, and is worth 1 victory point.

- **Unloading Fish Hauls:** A ship with a fish haul on board may be unloaded at the Council of Catan hex whenever one of its ends touches either of the Council of Catan's anchor points. Each fish haul unloaded allows the player to advance their marker one space on the "Fish for Catan" track.
- The fish unloaded is returned to the supply.
- As unloading cargo in general does not affect a ship's movement, a ship may be free to move after unloading.

Spaces	Victory Points
1-2	1
3-5	2
6-7	3

Scenario Rules

- All of the rules from "Land Ho!" apply to this scenario. Consult with the section for "Land Ho!" for more information about the rules therein.
- The "Pirate Lairs" mission is present in this scenario. Consult with the section for "The Pirate Lairs" for more information about the mission.

Game is to:

Catan: Explorers & Pirates Scenarios

- 15 points, without *Cities & Knights*
- 20 points, with *Cities & Knights*

References**Player Supplies**

- | | |
|---|---|
| <ul style="list-style-type: none"> • 5 Settlements • 15 Roads • 4 Harbor Settlements • 3 Ships • 2 Settlers • 9 Crews • 1 Pirate Ship • 2 Markers | <i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 4 Cities • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights |
|---|---|

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Harbor Settlement	2 grain, 2 ore
Settler	1 brick, 1 grain, 1 lumber, 1 wool
Crew	1 ore, 1 wool

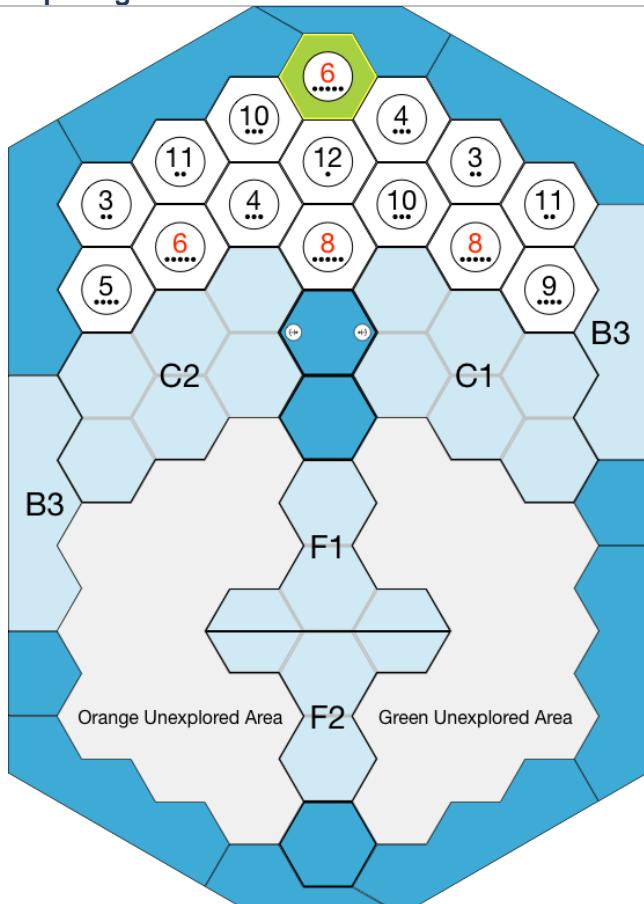
Cities & Knights Additions

City	2 grain, 3 ore
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement	1 wool
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Setup Diagrams



3-4 Player Game

Hexes

	Hills	Fields	Forests	Mountains	Pastures	Fish Shoals	Gold Fields	
Hills	2	2	4	3	3			
Fields	1	1	1	2	1	3	2	
Forests								
Mountains								
Pastures								
Fish Shoals								
Gold Fields								

Starting Island

Green Unexplored Area

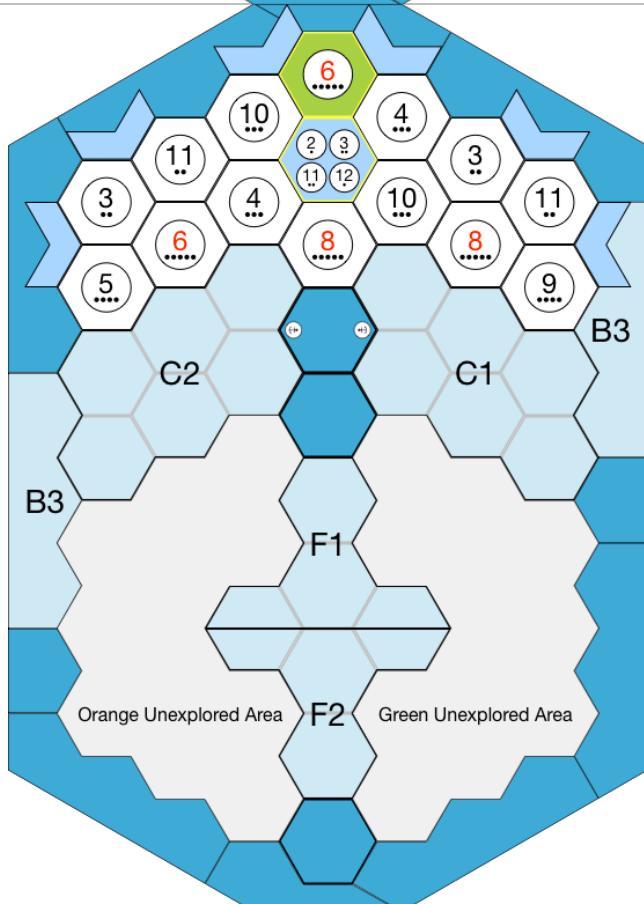
Orange Unexplored Area

Frame Pieces: D2, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1



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

Note that the lake hex is optional. If the lake hex is not used, add a mountain hex and a 12 number token to the starting island.

Hexes

	Hills	Fields	Forests	Mountains	Pastures	Lake	Fish Shoals	Gold Fields
Hills	2	2	4	2	3	1		
Fields	1	1	1	2	1		3	2
Forests								
Mountains								
Pastures								
Fish Shoals								
Gold Fields								

Starting Island

Green Unexplored Area

Orange Unexplored Area

Frame Pieces: D2, E, F1/F2

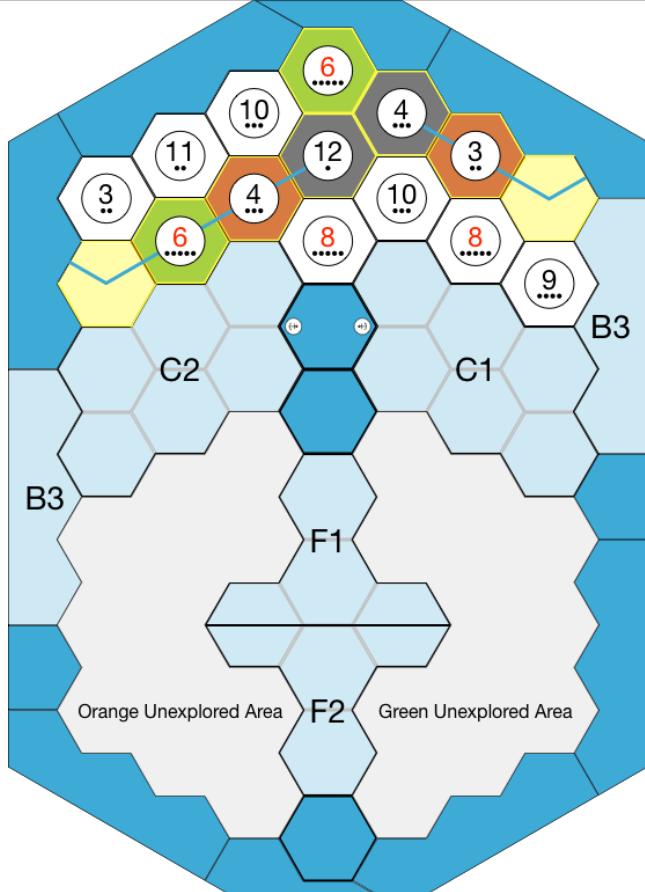
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

Number tokens do not include pre-printed number tokens on the lake hex.

Catan: Explorers & Pirates Scenarios



3-4 Player Game with "The Rivers"

This setup is not recommended for 4-player play.

Hexes

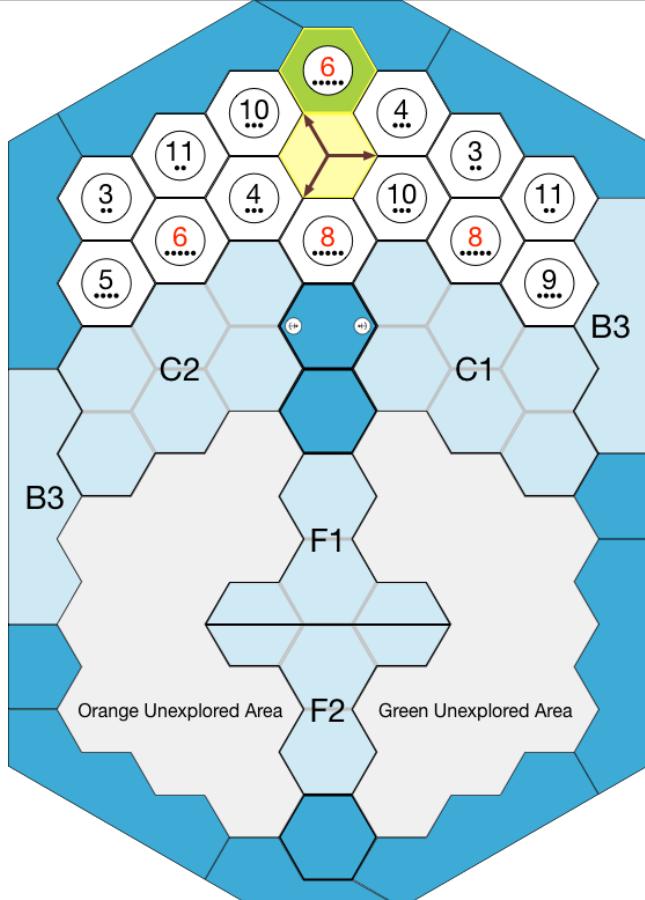
	Fish Shoal	Gold Field	Rivers	Pasture	Mountains	Fields	Hills	
Starting Island		2	4		1	2		
Green Unexplored Area	1	1	1	2	1	3	2	
Orange Unexplored Area	1	2	1	1	1	2	3	

Frame Pieces: D2, E, F1/F2

Hexes do not include pre-printed hexes on A1 and A2, nor those on the river hexes.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2		2	2	1	2	1	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1



3-4 Player Game with "The Caravans"

Hexes

	Fish Shoal	Gold Field	Oasis	Pasture	Mountains	Fields	Hills	
Starting Island	2	2	4	2	3	1		
Green Unexplored Area	1	1	1	2	1		3	2
Orange Unexplored Area	1	2	1	1	1		2	3

Frame Pieces: D2, E, F1/F2

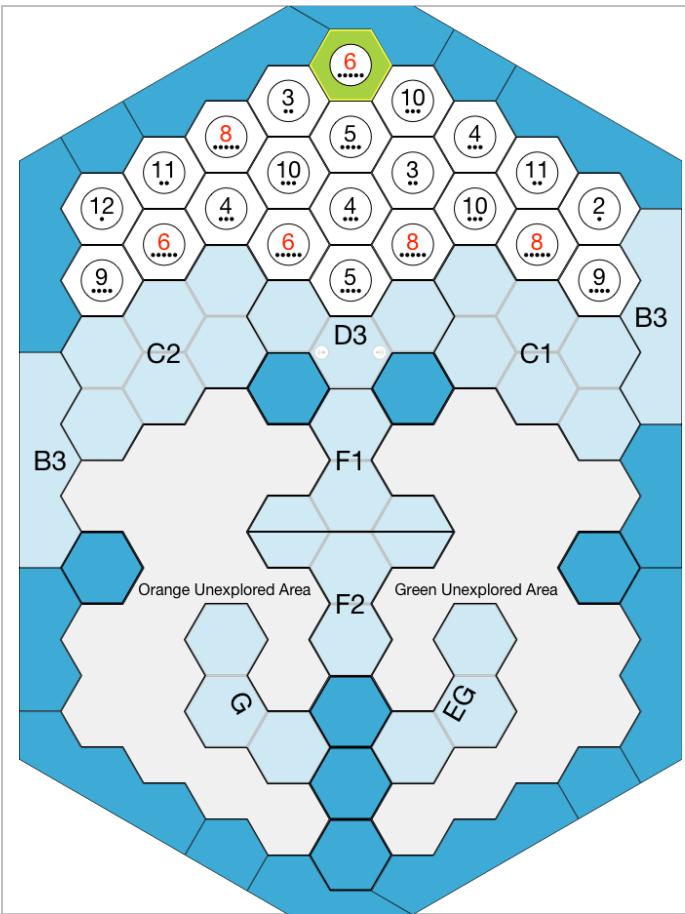
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				

5-6 Player Game

Hexes



	Hills	Fields	Forests	Mountains	Pasture	Gold Field	Fish Shoal
Starting Island	3	3	5	5	5		
Green Unexplored Area	1	2	2	3	1	4	3
Orange Unexplored Area	2	2	1	2	2	4	3

Frame Pieces: D3 Council, E, EE x3, F1/F2, G, EG
1 ocean hex from each reserve is also needed for the frame.

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	1	2	3	2	3	3	2	3	2	1
Green	1	1	1	2	1		2	1		
Orange		1	2	1		1	1	2	1	
Pirate Lairs	1	1		1	1	1	1	1	1	

Spices for Catan

This scenario was originally revealed in the sixth part of a series of blog posts introducing *Explorers & Pirates*.

This scenario should not be confused with the variant also known as "Spices for Catan", which is included with *Legend of the Sea Robbers*.

Spice Sacks

Spice Sacks are a type of cargo that may be carried by ships. A spice sack is considered to be a small transportable piece, which means that it takes up only one space in a ship's cargo hold.

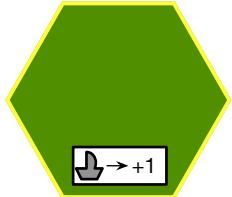
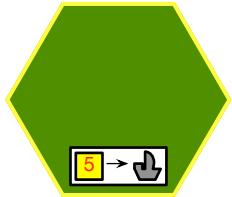
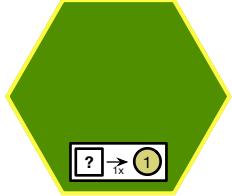
- Spice sacks are not currencies; they may only exist either on board spice hexes, in a harbor settlement's basin, or in a ship's cargo hold.

Spice Hexes

Spice hexes are a new type of terrain introduced in this scenario. These represent villages populated by native tribes willing to engage in trade.

- Once a spice hex is discovered, one spice sack per player is placed on the hex.
- Spice hexes do not produce resources.
- **Spice Trade:** A crew may be unloaded at a spice hex if they have a ship with one end pointing to the hex. Once a crew is unloaded they must immediately load one of the spice sacks from the hex.
- A player may not unload more than one crew on any given spice hex.
- Once unloaded on a spice hex, a crew must remain there for the remainder of the game: crews unloaded onto spice hexes may not be loaded again.
- A player may not expand to an intersection adjacent to a spice hex or build a road next to it until they unload a crew there.

Each spice hex confers a unique benefit for players who have crews there. There are three spice hexes in both the green and orange reserve piles.

	The swift voyage benefit grants players with crews there one additional edge of movement to all of the ships. Unless the ship delivering the crew there has just discovered the spice hex (as discovery always ends movement), the ship delivering the crew may immediately take advantage of the extra edge of movement, even if it had used all of its movement to arrive to the point where the crew may be unloaded. There is one swift voyage spice hex in either reserve pile.
	The pirate bonus benefit grants players with crews there an additional die outcome where they may chase the pirate. The one shown on the left allows the pirates to be chased on a roll of 5. There is one pirate bonus spice hex in either reserve pile. The one in the green reserve allows pirates to be chased on a roll of 5, while the one in the orange reserve allows pirates to be chased on a roll of 4.
	The fast gold benefit grants players with crews there the ability to, once per turn as a trade action, sell a single resource for 1 gold. There is one fast gold spice hex in either reserve pile. Thus, players with crews on both hexes may sell gold twice per turn for 1 gold each.

The following rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details with regards to the mechanics found within.

- Knights may not be used to obtain spice sacks or the benefits of spice hexes. Only crews may do so.
- The fast gold benefit may be used to sell commodities for 1 gold.

The "Spices for Catan" Mission

The main mission in this scenario is also titled "Spices for Catan", and involves the delivering of spice sacks to the Council of Catan. The scoring bonus for this mission is known as the **Greatest Spice Merchant**, and is worth one victory point.

- **Unloading Spice Sacks:** A ship with a spice sack on board may be unloaded at the Council of Catan hex whenever one of its ends touches either of the Council of Catan's anchor points. Each spice sack unloaded allows the player to advance the marker one space on the "Spices for Catan" track.
- The spice sacks unloaded are returned to the supply.

- As unloading cargo in general does not affect a ship's movement, a ship may be free to move after unloading.

Spaces	Victory Points
1-2	1
3-4	2
5-6	3

Scenario Rules

- All of the rules from "Land Ho!" apply to this scenario. Consult with the section for "Land Ho!" for more information about the rules therein.
- The "Fish for Catan" mission is present in this scenario. Consult with the section for "Fish for Catan" for more information about the mission.

Game is to:

- 15 points, without *Cities & Knights*
- 20 points, with *Cities & Knights*

References

Player Supplies

<ul style="list-style-type: none"> 5 Settlements 15 Roads 4 Harbor Settlements 3 Ships 2 Settlers 9 Crews 1 Pirate Ship 2 Markers 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> 4 Cities 3 City Walls 2 Basic Knights 2 Strong Knights 2 Mighty Knights
---	---

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Harbor Settlement	2 grain, 2 ore
Settler	1 brick, 1 grain, 1 lumber, 1 wool
Crew	1 ore, 1 wool

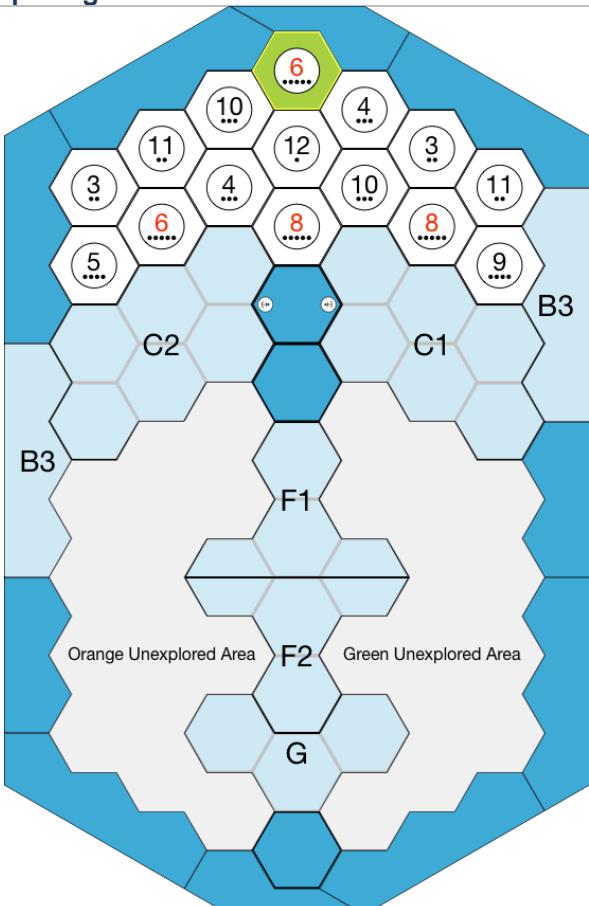
Cities & Knights Additions

City	2 grain, 3 ore
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement	1 wool
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Catan: Explorers & Pirates Scenarios
Setup Diagrams



3-4 Player Game

Hexes

	Hills	Fields	Forests	Pastures	Mountains	Fish Shoal	Ocean	Spice
--	-------	--------	---------	----------	-----------	------------	-------	-------

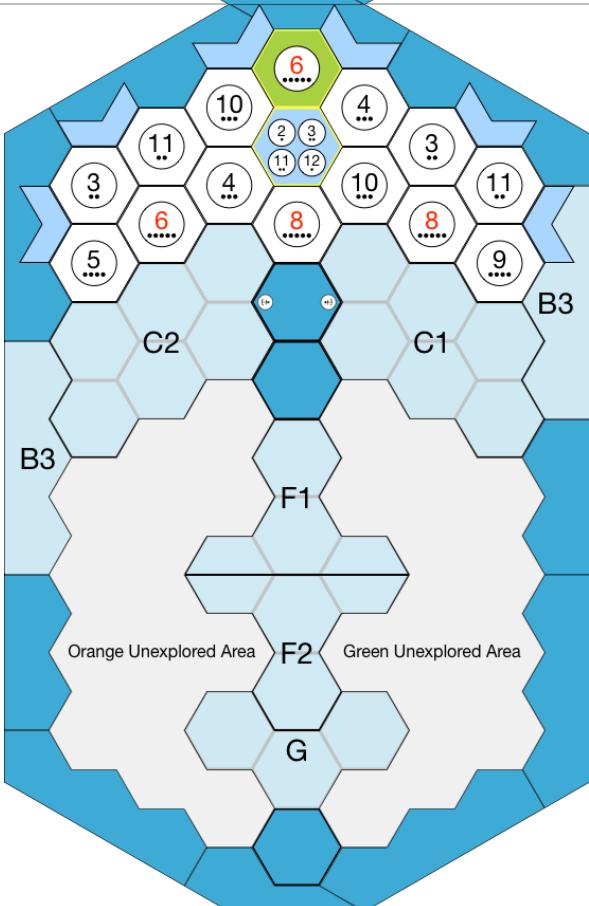
Starting Island	2	2	4	3	3			
Green Unexplored Area	1	1	1	2	1	3	1	3
Orange Unexplored Area	1	2	1	1	1	3	1	3

Frame Pieces: D2, E, F1/F2, G

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	1



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

Note that the lake hex is optional. If the lake hex is not used, add a mountain hex and a 12 number token to the starting island.

Hexes

	Hills	Fields	Forests	Pastures	Mountains	Fish Shoal	Ocean	Spice
--	-------	--------	---------	----------	-----------	------------	-------	-------

Starting	2	2	4	2	3	1		
Green	1	1	1	2	1		3	1
Orange	1	2	1	1	1		3	1

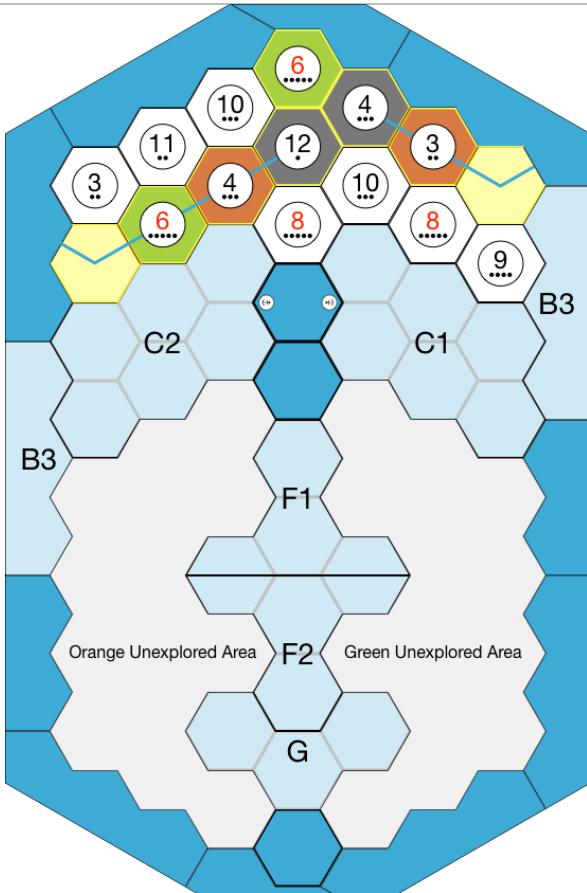
Frame Pieces: D2, E, F1/F2, G

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	1

Number tokens do not include pre-printed number tokens on the lake hex.

**3-4 Player Game with "The Rivers"**

This setup is not recommended for 4-player play.

Hexes

	Fish Shoal	Ocean	Spice	Rivers	Pasture	Mountains	Fields	Hills
--	------------	-------	-------	--------	---------	-----------	--------	-------

Starting	2	4	1	2				
Green	1	1	2	1	3	1	3	
Orange	1	2	1	1	3	1	3	

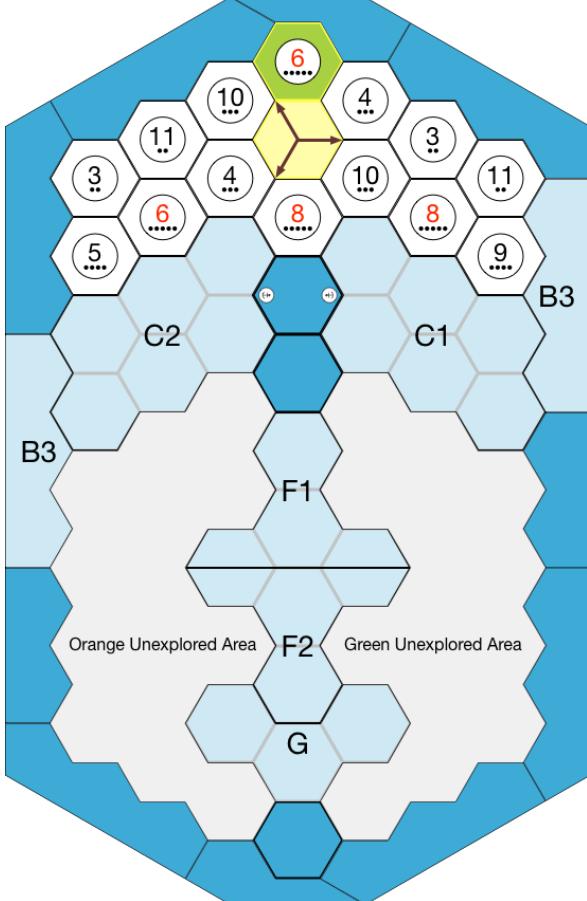
Frame Pieces: D2, E, F1/F2, G

Hexes do not include pre-printed hexes on A1 and A2, nor those on the river hexes.

Number Tokens

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

Starting	2	2	2	2	2	1	2	1	1	1
Green		1	1	1	1		1	1		
Orange		1	1		1	1	1	1	1	1

**3-4 Player Game with "The Caravans"****Hexes**

	Fish Shoal	Ocean	Spice	Rivers	Pasture	Mountains	Fields	Hills
--	------------	-------	-------	--------	---------	-----------	--------	-------

Starting	2	2	4	2	3	1		
Green	1	1	1	2	1		3	1
Orange	1	2	1	1	1		3	1

Frame Pieces: D2, E, F1/F2, G

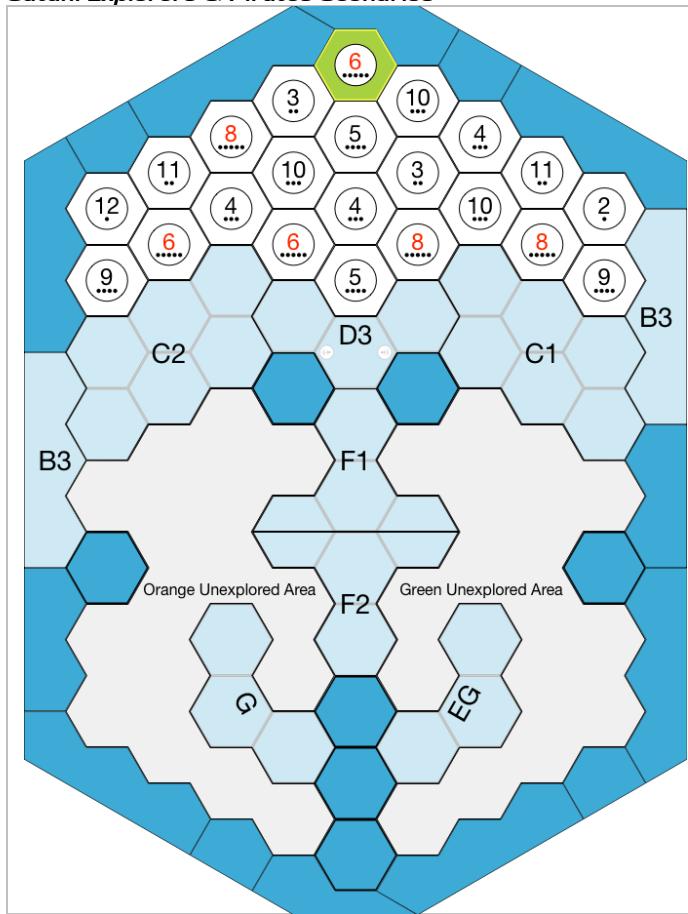
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

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

Starting	2	2	1	2	2	1	2	2	2	
Green		1	1	1	1		1	1		
Orange		1	1		1	1	1	1	1	1

Catan: Explorers & Pirates Scenarios



5-6 Player Game

Hexes

	Fish Shoal	Ocean	Spice	Pasture	Mountains	Fields	Hills
--	------------	-------	-------	---------	-----------	--------	-------

Starting Island	3	3	5	5	5		
Green Unexplored Area	1	2	2	3	1	3	1
Orange Unexplored Area	2	2	1	2	2	3	1

Frame Pieces: D3 Council, E, EE x3, F1/F2, G, EG
1 ocean hex from each reserve is also needed for the frame.

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	1	2	3	2	3	3	2	3	2	1
Green	1	1	1	2	1		2	1		
Orange	1	2	1		1	1	2	1		

Explorers & Pirates

The feature scenario of *Explorers & Pirates* combines all of the rules of the other scenarios of the expansion together. This was an intentional design decision, as stated in the seventh blog post on the *Catanism* blog that served to introduce the expansion. Because of this, some official documentation may refer to *Explorers & Pirates* as a single scenario. In any event, any rule affecting this scenario generally affects the other scenarios of the other scenarios that make use of the same mechanics.

Scenario Rules

- All of the rules from "Land Ho!" apply to this scenario. Consult with the section for "Land Ho!" for more information about the rules therein.
- The "Pirate Lairs" mission is present in this scenario. Consult with the section for "The Pirate Lairs" for more information about the mission.
- The "Fish for Catan" mission is present in this scenario. Consult with the section for "Fish for Catan" for more information about the mission.
- The "Spices for Catan" mission is present in this scenario. Consult with the section for "Spices for Catan" for more information about the mission.

Game is to:

- 17 points, without *Cities & Knights*
- 22 points, with *Cities & Knights*

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 15 Roads • 4 Harbor Settlements • 3 Ships • 2 Settlers • 9 Crews • 1 Pirate Ship • 3 Markers 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 4 Cities • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
---	---

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Harbor Settlement	2 grain, 2 ore
Settler	1 brick, 1 grain, 1 lumber, 1 wool
Crew	1 ore, 1 wool

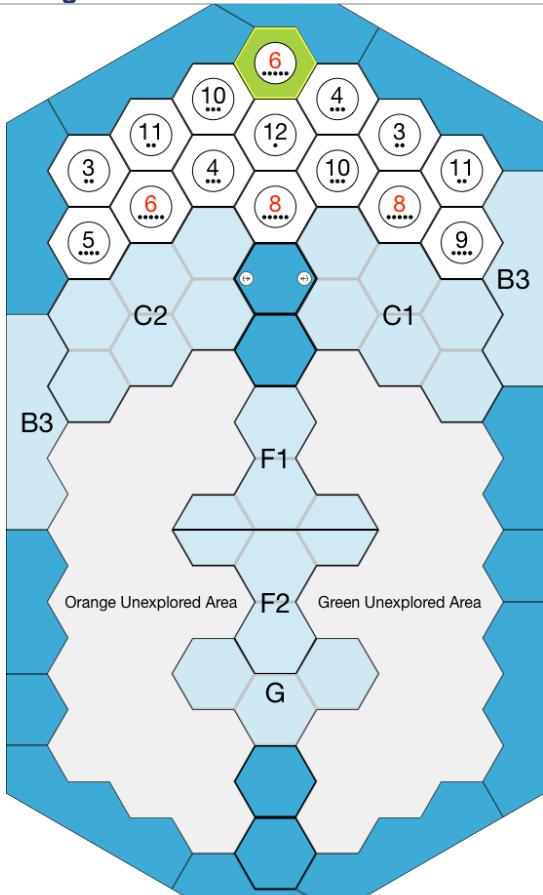
Cities & Knights Additions

City	2 grain, 3 ore
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Movement Phase Costs

Extra Ship Movement	1 wool
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Catan: Explorers & Pirates Scenarios
Setup Diagrams



3-4 Player Game

Hexes

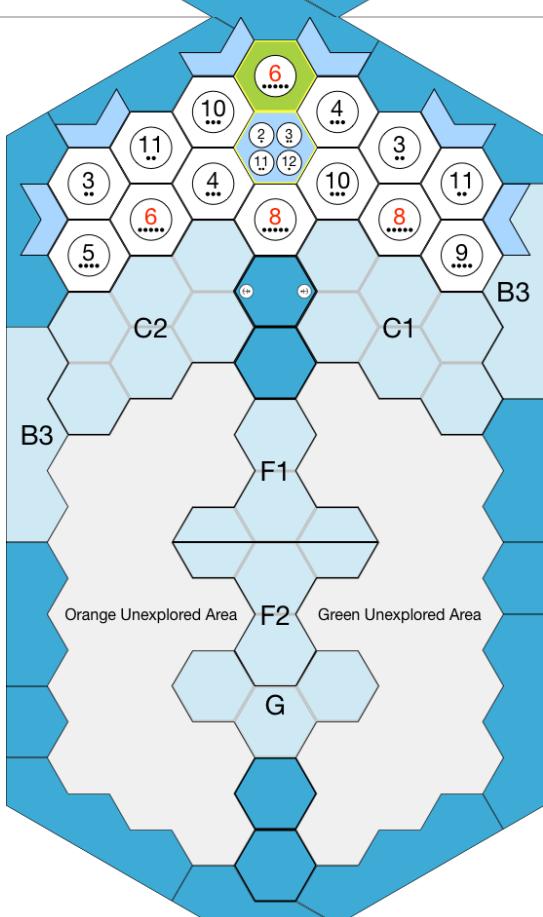
	Hills	Fields	Forests	Mountains	Gold Field	Pasture	Ocean	Spice	Fish Shoal
Starting	2	2	4	2	3				
Green	1	1	1	2	1	3	3	3	1
Orange	1	2	1	1	1	3	3	3	1

Frame Pieces: D2, E, F1/F2, G

1 ocean hex from one reserve is also needed for the frame.
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1



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

Note that the lake hex is optional. If the lake hex is not used, add a mountain hex and a 12 number token to the starting island.

Hexes

	Hills	Fields	Forests	Mountains	Gold Field	Pasture	Lake	Ocean	Spice	Fish Shoal
Starting	2	2	4	2	3	1				
Green	1	1	1	2	1		3	3	1	3
Orange	1	2	1	1	1		3	3	1	3

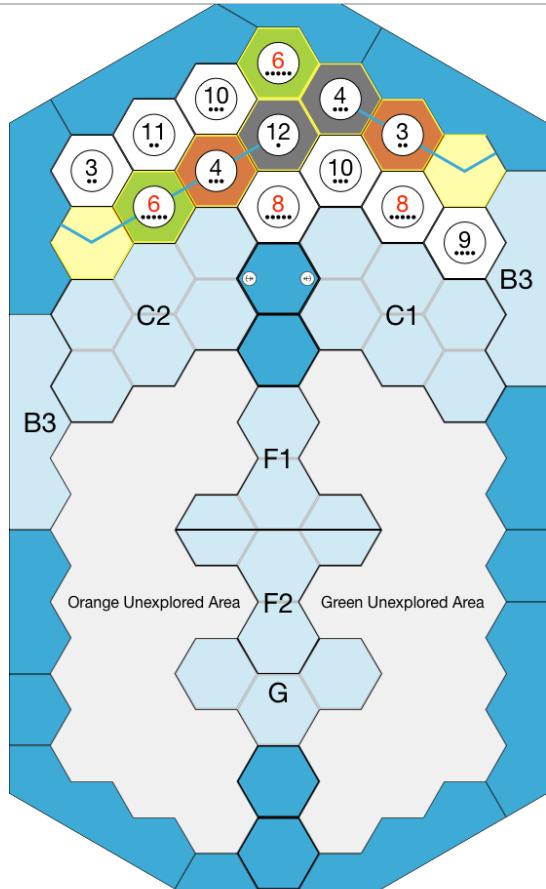
Frame Pieces: D2, E, F1/F2, G

1 ocean hex from one reserve is also needed for the frame.
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

Number tokens do not include pre-printed number tokens on the lake hex.

**3-4 Player Game with "The Rivers"**

This setup is not recommended for 4-player play.

Hexes

	Fish Shoal	Ocean	Spice						
Hills	2	4	1	2					
Gold Field									
Rivers									
Mountains									
Fields									
Forest									
Pasture									
Hills									

Starting

Green

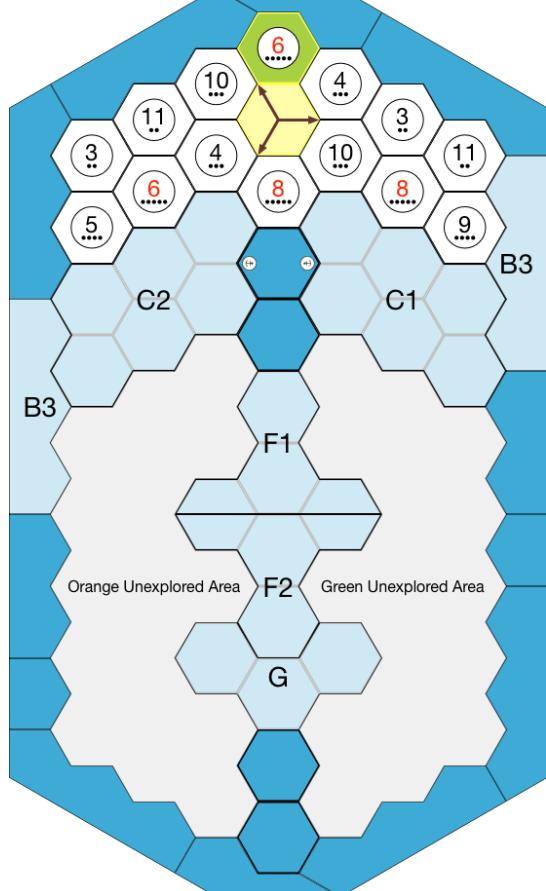
Orange

Frame Pieces: D2, E, F1/F2, G

1 ocean hex from one reserve is also needed for the frame.
Hexes do not include pre-printed hexes on A1 and A2, nor those on the river hexes.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2		2	2	1	2	1	1
Green		1	1	1	1		1	1		
Orange			1	1		1	1	1	1	
Pirate Lairs	1	1		1	1	1				1

**3-4 Player Game with "The Caravans"****Hexes**

	Fish Shoal	Ocean	Spice						
Hills	2	2	4	2	3	1			
Gold Field									
Rivers									
Mountains									
Fields									
Forest									
Pasture									
Hills									

Starting

Green

Orange

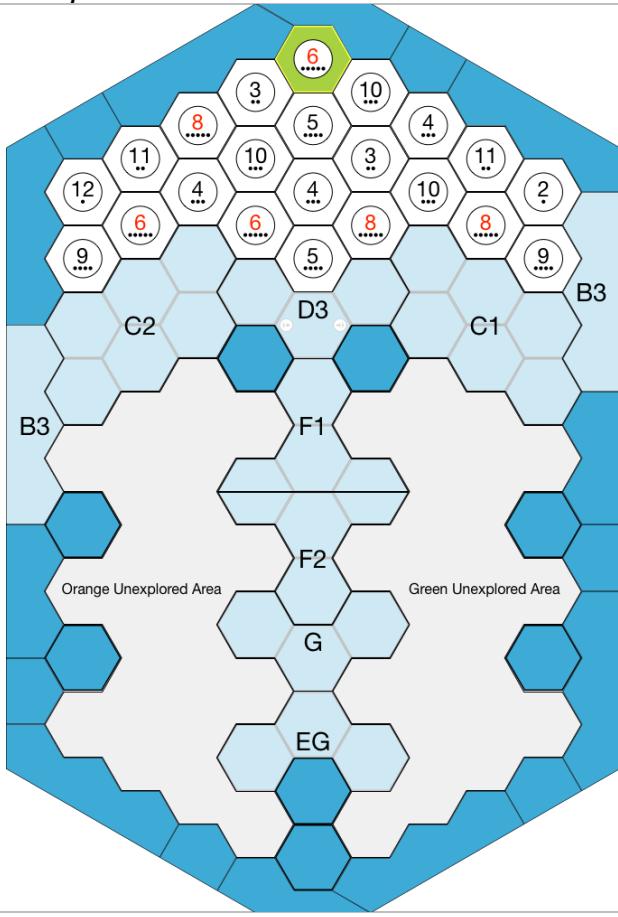
Frame Pieces: D2, E, F1/F2, G

1 ocean hex from one reserve is also needed for the frame.
Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting		2	2	1	2	2	1	2	2	
Green		1	1	1	2	1		3	3	1
Orange		1	2	1	1	1		3	3	1
Pirate Lairs	1	1		1	1	1				1

Catan: Explorers & Pirates Scenarios



5-6 Player Game

Hexes

	Hills	Fields	Forests	Mountains	Pasture	Gold Field	Spice	Ocean	Fish Shoal
--	-------	--------	---------	-----------	---------	------------	-------	-------	------------

Starting	3	3	5	5	5				
Green	1	2	2	3	1	4	3	1	3
Orange	2	2	1	2	2	4	3	1	3

Frame Pieces: D3 Council, E, EE x4, F1/F2, G, EG
1 ocean hex from each reserve is also needed for the frame.

Hexes do not include pre-printed hexes on A1 and A2.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Starting	1	2	3	2	3	3	2	3	2	1
Green	1	1	1	2	1		2	1		
Orange		1	2	1		1	1	2	1	
Pirate Lairs	1	1		1	1	1	1	1	1	

Legend of the Sea Robbers Scenarios

2017 marked the 20th anniversary of *Seafarers*, and, like the 10th anniversary of *Seafarers*, a special expansion was commissioned to celebrate the occasion. It is also the first major expansion to have Benjamin Teuber be co-credited as designer. (Benjamin Teuber, as the second son of Klaus, has been with the development of *Catan* since the very beginning, but officially joined Catan GmbH in 2011. His first solo contribution to *Catan* was *Catan Scenarios: Frenemies*, and he has been credited as co-designer a number of non-*Catan* games alongside his father.)

Instead of a single scenario taken from *Das Buch zum Spielen*, however, *Legend of the Sea Robbers* is entirely original, and consists of four scenarios meant to be played consecutively in campaign style (though all scenarios may be played standalone). Furthermore, unlike the 10th anniversary expansion, *Legend of the Sea Robbers* was fully localized to English, and marks the first release of a *Catan* product since Catan Studios was formed in 2016 to represent the *Catan* brand in the Anglosphere. Like *Die Kolonien* before it, this expansion requires *Seafarers* in order to play. (Note that players with the English 3rd edition of *Seafarers* may not have the needed components to play *Legend of the Sea Robbers* scenarios without additional components; consult with the *Seafarers* section of the Guide for additional details.)

The release of *Legend of the Sea Robbers* was also accompanied by a text-based adventure game for mobile devices, titled *Catan Stories: Legend of the Sea Robbers*, and acts as a prologue to the events depicted in the game proper.

Similarly to *Die Kolonien* before it, *Legend of the Sea Robbers* is available in Germany both separately and as part of a combo pack that includes *Seafarers*, for the benefit of those who do not already have the prerequisite expansion; only the standalone release is available in English. As of 2017, there are no plans to include a *Legend of the Sea Robbers* extension for six-player play.

Legend of the Sea Robbers is incompatible with any part of *Traders & Barbarians*, aside from "The Friendly Robber", which is in effect for all scenarios, and "Catan for Two", which was posted shortly after the release of the game; as well as *Explorers & Pirates*, due to the fact that it depends on *Seafarers*, itself incompatible with *Explorers & Pirates*.

About the Scenarios

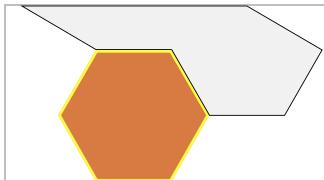
The scenarios in this section of the Guide are presented in the order they appear in the *Legend of the Sea Robbers* manual.

Legend of the Sea Robbers Scenarios

The Game Frame, Victory Point Markers, and Scoring Track

Legend of the Sea Robbers includes a number of frame pieces. Unlike those found in the base game and other expansions, these frame pieces depict land rather than water, to emphasize the fact that only a portion of the island of Catan is represented.

A total of three frame pieces, one end piece with a pre-printed hills hex, one one-hex frame extension, and one two-hex frame extension is included with *Legend of the Sea Robbers*. Of particular note is that two of the frame pieces combine to form a victory point scoring track, which may be used with the included scoring markers to track the game score. Aside from the standalone "Catan Event Cards" release and certain mass-market editions of *Catan*, this is the first time a victory point scoring track is included with any release of *Catan*. The victory point scoring track has spaces 1-8 in the first frame piece, and spaces 9-14 in the second. This is good for *Legend of the Sea Robbers* scenarios specifically, but may not be well-suited for general use, or even in combination with *Cities & Knights*, which often has a higher victory point requirement.



The end piece from *Legend of the Sea Robbers*. Like other end pieces, there is a pre-printed hex; on this piece, it is a hills hex. The opposite end of the game board is an end piece that must be taken from *Seafarers* or *Explorers & Pirates*.

The reverse side of this piece is in ocean hex blue, complete with a pre-printed ocean hex.

The reverse side of the frame pieces are in solid blue, consistent with the frame pieces from *Explorers & Pirates* (though, of course, different from those in the base game, or from *Traders & Barbarians*, where the "front side" is unusable). In particular, this means that the *Legend of the Sea Robbers* frame pieces can be used as frame extensions for scenarios where the reverse sides of the frame pieces are used (for example, the base game).

Hexes

Legend of the Sea Robbers includes two ocean hexes, one forest hex, and one desert hex is included for use by all *Legend of the Sea Robbers* scenarios. Other hexes are provided, and are only used in one scenario. All of the hexes have a small logo in one corner, to differentiate them from hexes from the base game or other expansions.

Number Tokens

Legend of the Sea Robbers includes two additional number tokens, one 5 and one 6, for use in scenarios. The same logo that adorns the hexes is also found on the reverse side of the number token.

Ships

Legend of the Sea Robbers scenarios make a small number of adjustments to the rules introduced in *Seafarers*, mainly to prevent overcrowding on the board.

- Two ships may occupy any coastal or ocean edge. These two ships must belong to different players, in order to prevent players from blockading their opponents.
- As with before, players may not build or move ships past opposing settlements and cities.

The following additional rules are in effect when playing with "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- The rule change above does not apply; the original rule of allowing only one ship per edge is in effect.
- Ships are never built for the neutral player, unlike normal rules for "Catan for Two".

The Friendly Robber

The rules for the Friendly Robber, first introduced in *Traders & Barbarians*, is in effect for all *Legend of the Sea Robbers* scenarios. Consult with the section of the Guide on "The Friendly Robber" for more information on the rules therein.

To remind players that the rule is in effect, by convention, the robber, which begins the game off of the board in all *Legend of the Sea Robbers* scenarios, is placed beside the scoring track, adjacent to the space that is one space ahead of where all of the markers begin the game. (In the case of *Legend of the Sea Robbers* scenarios without *Cities & Knights*, this would be the 4 space on the scoring track.)

Harbors

Harbors are not normally present in any of the *Legend of the Sea Robbers* setups; only one scenario makes use of harbors, and even then only 2:1 harbors are used. In a vein similar to *Explorers & Pirates*, the default prevailing trade rate for all resources is lowered to 3:1.

Starting Settlement Tokens

Each setup contains a set of starting settlement locations, with one for each player. At the start of the game, the starting settlement tokens are placed on the board at the specified locations. During initial setup, each player must claim one of the starting locations with their first settlement, and place a ship rather than a road adjacent to it, before removing the starting settlement token. (None of the scenarios have starting locations that are not on a coast.)

The starting settlement tokens depict a settlement and a ship on one side (plastic pieces for international versions, traditional wooden pieces for English versions), and the *Legend of the Sea Robbers* logo on the other.

- Players must place a total of three settlements during initial setup. As with the base game, this is done snake style, with the last player to place their first settlement being the first to choose the second, and the last player to place their second settlement being the first player to place their third.
- Both the second and third settlements must be away from the coast, though they may be adjacent to the edge of the game board where the frame pieces depict land rather than water.
- As with the base game, players collect their initial resources based on the last settlement placed during initial setup.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- Players must place a city in place of their second settlement during initial setup.

The following additional rules are in effect when playing with "Catan for Two". Consult with the section of the Guide on "Catan for Two" for additional details.

- "Catan for Two" requires players to play on the three-player setup. After both players have placed their first settlement and claimed their respective starting settlement token, the remaining starting settlement token is replaced with a settlement from the neutral player.
- As with the base "Catan for Two" rules, no starting ship is placed for the neutral player.
- The neutral player has their second and third settlements placed only after both players have placed their second and third settlements. The player placing their settlement second must also place the neutral player's settlement.

Chest Tokens

Chest tokens are small square tokens with an obverse and reverse side. Chest tokens are typically placed on open water intersections or distant coasts (though one scenario notably places them in the center of a hex), and are typically claimed by players whenever they place a ship at any adjacent edge.

- Once claimed, chest tokens are placed face down in front of the player.
- Chest tokens are not resources, do not count as part of the hand, and may not be traded.
- A player may play a chest token by turning it face up and revealing it to all players; they then claim the contents stated therein.
- A player may only play one chest token per turn, and may not play a chest token on the same turn as they are claimed.
- Chest tokens and development cards are not mutually exclusive; a player may play a chest token and a development card in the same turn. Note that as with the base game, a development card obtained from a chest token cannot be played on the same turn.

Qty	Reward
4	1 resource
4	1 road or ship
4	1 development card
2	1 grain and 1 lumber
2	1 grain and 1 wool
2	1 lumber and 1 ore
2	1 ore and 1 wool

Outposts

Outposts, originally introduced in the *Seafarers* 10th anniversary revision of *Die Kolonien*, are an additional type of building. However, they are treated completely differently from *Die Kolonien*, with a new set of rules. *Legend of the Sea Robbers* includes a single outpost for each player. Note that since *Die Kolonien* was never released in English, a new triangular piece was commissioned for the English version, and serves as both the traditional and Viking wood versions of the piece (as with all wooden pieces since *Traders & Barbarians*).

- Outposts do not collect resources whenever adjacent hexes produce.
- Outposts are worth one victory point when built.

Legend of the Sea Robbers Scenarios

- Outposts do not obey the distance rule. Specifically, outposts may be built on intersections adjacent to those of a settlement or city belonging to any player.
- Because outposts do not obey the distance rule, outposts, once built, cannot be converted into settlements or cities.
- Like settlements, an outpost may be used as an anchor to a shipping line. As such, shipping lines extending from an outpost to a settlement is considered to be closed.
- Note that there are other conditions that may dictate where an outpost may be built, which depends on the individual scenario. Consult with the scenario's section in the Guide for additional details.

Units

Units are pieces that are available in player colors, whose purpose changes between different scenarios. *Legend of the Sea Robbers* includes three units for each player. The design of units is identical to that of crews from *Explorers & Pirates*, and indeed the original German term is identical in both.

Friend Cards

Friend cards are a concept borrowed from the scenario "The Helpers of Catan". During the *Legend of the Sea Robbers* campaign, players may receive friend cards as a reward. Like helper cards from "The Helpers of Catan", each friend card has two sides, an "A" side, and a "B" side. In all four scenarios, four friend cards are available in each scenario, available to be claimed.

- Friend cards are not resources, do not count as part of the hand, and may not be traded or stolen.
- Whenever a friend card is acquired, it is placed on its "A" side.
- Whenever a friend card is used, it is flipped to show its "B" side. When a friend card is used while it is "B" side up, it is removed from the game. This effectively means that a player may use the effects of a friend card twice per game.
- A friend card may be used on the same turn as it is received. However, most friend cards cannot be used twice in one turn.
- Only one friend card may be used per turn.
- Friend cards, once acquired, are available to the player for each remaining game in the *Legend of the Sea Robbers* campaign, regardless of how many times they were used in the previous game.

The following additional rules are in effect when playing with "Catan for Two". Consult the section of the Guide on "Catan for Two" for additional details.

- The first player to claim a friend card must remove one of the three remaining friend cards from play. Thus, the other player may only choose from two friend cards.
- As such, friend cards removed from play in this manner will be unavailable to either player for the remainder of the campaign.

General Overview Cards and Personal Overview Cards

A general reference for each of the four scenarios is printed on a set of overview cards, outlining the overall objective and various scenario rules. The general overview for "The Castaways" and "The Attack" are printed on opposite sides of one card, and the general overview for the other two scenarios are printed on the opposite sides of a second card.

A set of personal overview cards, one for each player per chapter, is also provided that summarizes the same information. Unlike the general overview cards, each summary is printed on a separate card, with the chapter number printed on the back of the card.

Building Cost Cards

Each scenario in the *Legend of the Sea Robbers* campaign includes its own building cost card. The building costs for "The Castaways" and "The Attack" are printed on opposite sides of one card, and the building costs for the other two scenarios are printed on opposite sides of a second card. In all cases, these building cost cards depict only the new building costs introduced for that scenario; the building cost card from the base game and end piece from *Seafarers* remains in use as building cost references.

The Chronicle Scoring Sheet

The *Legend of the Sea Robbers* campaign is played through a sequence of four missions. At the conclusion of each game, the players' progress is translated into **legend points**, and are kept on the score sheet, known as the **chronicle**. The player with the highest legend point total is declared the winner of the campaign; in the event of a tie, the tied player with the highest combined victory point total is considered the winner.

- Legend points are claimed based on two criteria: the final victory point ranking of the players, and a bonus that only the players who were not in first place or tied for first place may claim.

Legend of the Sea Robbers Scenarios

- If two or more players are tied for a particular rank, all tied players receive the greater number of legend points, which may cause trailing players to obtain more legend points as well. For example, if two players tie for first, both players will get first place points (and be ineligible to receive bonus points), and the third-place player will get the points normally awarded to second place. (In a four-player game, the last place player in this scenario will get the points awarded to third place, or second place if they manage to tie the third-place player.)
- Note that it is entirely possible that the winner of a particular scenario is not the player with the highest number of victory points. Thus, it is possible that the winner is not the player who receives the most legend points in the scenario, and it is possible that the winner may receive bonus points.

Legend of the Sea Robbers Scenarios

The Castaways

"The Castaways" is the opening chapter of the *Legend of the Sea Robbers* campaign. Set 71 years after the first settlers arrived on *Catan* (presumably based off of the novel *The Settlers of Catan*), Catanian society has evolved to where a Council of Catan (first introduced in *Explorers & Pirates*) has leadership authority around the island. The tale begins when Catanians rescue a castaway named Captain Dever, who implores the Council of Catan to rescue the crew of Dever's ship, the Dragon Wing. Dever also tells them that crew members have been found to the west of Catan, in an area known as the Barren Island.

Castaway Tokens

Castaway tokens represent the lost crew members of the Dragon Wing. Each cast member, when rescued, provides units that may be used to mine ore from the mountains hexes on the Barren Island. Castaway tokens are small hexagonal pieces, depicting two resources on its obverse side.

- Castaway tokens may only be claimed once a player has placed their outpost.
- At the start of the game, castaway tokens are placed face down on the marked intersections of the board.
- **Rescuing Castaways:** Once per turn, a player may peek at a castaway token. If the player pays for the resources found on the front of the token, the castaway is rescued; otherwise the token is returned face down to its location.
- A player, after peeking at a castaway token, may not trade, play development cards, play chest tokens, or use the effects of friend cards to muster the resources needed to rescue the castaway; the cost to rescue a castaway must be paid immediately, or not at all.
- Once rescued, the castaway token is placed under the settlement or city on the main island connected to the player's outpost, and a unit is placed adjacent to the same settlement or city.
- As a player only has three units, they may rescue at most three castaways.
- The first player to rescue three castaways receives two Catan chits. Each subsequent player to rescue three castaways receive one Catan chit. Each Catan chit is worth one victory point.

2 brick 1 brick, 1 grain 1 brick, 1 grain	1 brick, 1 lumber 1 brick, 1 wool 2 grain	1 grain, 1 lumber 1 grain, 1 wool 1 grain, 1 wool	2 lumber 1 lumber, 1 wool 2 wool
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Ore Miners

Units in this scenario represent ore miners. They are placed on the board as a result of rescuing castaways.

- Ore miners may either be located on a player's outpost, or on the original location where they are placed.
- Players move their miner from the main island to the outpost through a normal build action.
- Players may move any number of miners to the outpost, resources permitting.
- Any miners located at a player's outpost at the start of a player's turn is returned to their starting location, at which point 1 ore is taken from the supply for each miner that is moved.
- Each miner may only mine once per turn. It is legal for a miner to mine, and then return to the outpost, where they can mine on a future turn.
- Miners that were moved to the outpost may not return from the outpost on the same turn.
- Players are not compelled to move their miners from the outpost if they are able to do so.

Friend Cards

This scenario presents four friend cards.

- Players may claim friend cards from those available whenever they place their outpost.
- In a 3-player game, the fourth friend card is removed from play, and will not be available for the remainder of the *Legend of the Sea Robbers* campaign.

Name	Effect
Captain Dever	This effect may only be used whenever a chest token is redeemed. Take one resource, in addition to any granted by the chest token.
Jerok the Smith	A single development card may be purchased for 1 less ore.
Olaf the Master Builder	A single road may be purchased for either 1 brick or 1 lumber, or one existing road from an open trade line may be moved. The road being moved must be placed in any location where they may legally be placed.
Oda the Healer	This effect may only be used whenever the production roll is not a 7 and the player receives no resources during production. Take one resource.

Scenario Rules

- Outposts may only be built on a coastal hex on the Barren Island.
- Settlements and Roads may not be built on the Barren Island.

Game is to:

- 11 points, without *Cities & Knights*
- 14 points, with *Cities & Knights*

Legend points are awarded based on the following:

- **Victory Point Ranking:** 4 legend points for first place, 3 for the second place, 2 for the third place, and 1 for last place.
- **Bonus Points:** 1 legend point if a player has rescued three castaways.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
- All knights placed during initial setup are placed deactivated.

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- The Largest Army bonus is worth only one victory point.
- The Longest Road bonus is worth only one victory point.

References

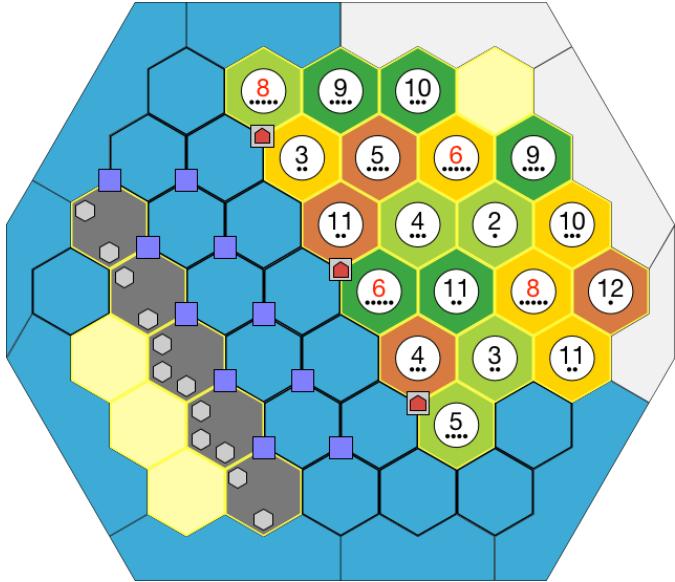
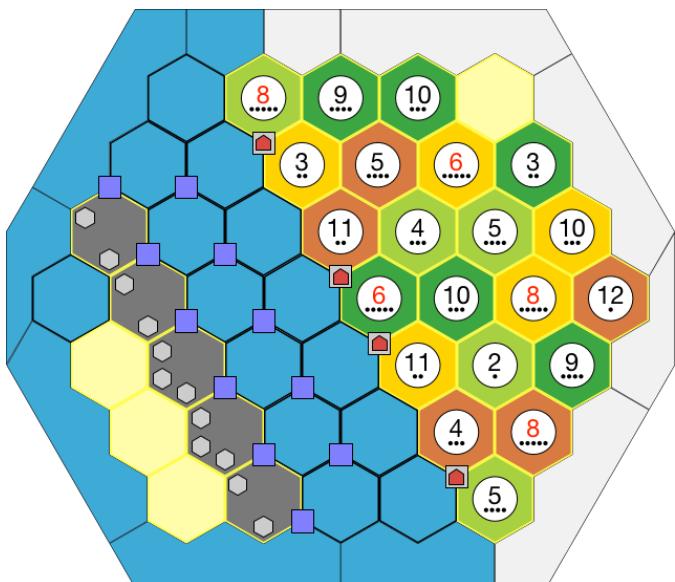
Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 5 Ships • 3 Units • 1 Outpost • 1 Marker 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Outpost	2 lumber, 1 wool
Move Miner	1 grain 1 wool

Legend of the Sea Robbers Scenarios
Setup Diagrams

3 Player Game									
Hexes									
									
Ocean	3	5	5	5	1				
Desert									
Pasture									
Mountains									
Forest									
Fields									
Hills									
Western Catan	3	5	5	5	1				
Barren Island						5		3	15
Hexes do not include pre-printed hexes on the frame.									
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	2	2	3	1
4 Player Game									
Hexes									
									
Ocean	4	5	6	5	1				
Desert									
Pasture									
Mountains									
Forest									
Fields									
Hills									
Western Catan	4	5	6	5	1				
Barren Island						5		3	13
Hexes do not include pre-printed hexes on the frame.									
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	2	2	3	2	3	2	3	2	1

The Attack

The second mission of the *Legend of the Sea Robbers* campaign starts off on a sour note, as while the castaways were being rescued, hostile ships arrived on the south coast of Catan and openly attacked the Catanians, taking many hostages and burning down many settlements. The Council of Catan accuses Dever of being complicit with these attacks, and although Dever does not attempt to deny the accusations, he explains that he opposes their actions. As he makes his case to the Council, he explains that is part of a crew known by the Catanians as the "sea robbers", under the command of one Captain Whitebeard. Whitebeard had enlisted a number of ship captains, Dever among them, on what was ostensibly a trading voyage that rapidly devolved into plundering every island they came across. Dever refused to participate in the plundering, and had, under the cover of night, defected from Whitebeard's fleet.

As proof of his willingness to help the Catanians defeat Whitebeard, Dever hands over his younger brother, rescued in the last scenario, as a hostage. Whitebeard demands 50 pounds of gold to be delivered to him in one week for the release of the hostages, but Catan does not have the natural resources to fulfill the demand. However, north of the island lies a separate island known as the Gold Island, which may have the resources to pay off Whitebeard if they can be mined fast enough.

Bog Iron Tokens

In this scenario, a number of bog iron tokens are provided. In the story of the *Legend of the Sea Robbers*, the castaways that were rescued were particularly adept at finding bog iron, which could prove useful in finding a way to mine the needed gold.

At the start of the scenario, up to five tokens are placed on each pasture hex, depending on the number of castaways rescued in the previous scenario. Bog iron tokens allow some limited production of ore from pasture hexes.

- At the start of a 3-player game, one bog iron token is placed on each pasture hex. One additional token is placed for each crew member above 5 that were rescued by the players as a whole in "The Castaways".
- At the start of a 4-player game, one bog iron token is placed on each pasture hex, plus one additional token for each crew member above 8 that were rescued by the players as a whole in "The Castaways".
- A maximum of five bog iron tokens may be placed on the hex, for 9 crew members rescued in a 3-player game and 12 rescued in a 4-player game.
- If playing this scenario standalone, 4 bog iron tokens are placed on each pasture hex.
- Whenever pasture hexes produce, players may choose to replace the production of 1 wool for each settlement or city with 1 ore by claiming a bog iron token.
- If there are no bog iron tokens to be claimed, then the pasture hex can no longer produce ore.
- The player to move has the first priority in claiming bog iron tokens, with each player following in turn order. Resource shortage rules for pasture hexes apply for wool only after players have claimed their bog iron tokens.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- All pasture hexes receive six bog iron tokens, regardless of the outcome of the previous scenario.
- Whenever pasture hexes produce, players with adjacent cities always collect 1 cloth as their commodity. However, they may choose to claim a bog iron token and collect 1 ore, or not do so and collect 1 wool as their resource, as normal.

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- At the start of the game, one bog iron token is placed on each pasture hex. One additional token is placed for each crew member above 2 that were rescued by the players as a whole in "The Castaways".
- A maximum of five bog iron tokens may be placed on the hex, for 6 crew members rescued.
- If playing this scenario standalone, 4 bog iron tokens are placed, as with the 3-4 player game.
- Note that when playing with both *Cities & Knights* and "Catan for Two", the rules for *Cities & Knights* supersedes that of those mentioned here; six bog iron tokens are placed, regardless of the outcome of the previous scenario.

Gold Miners

In this scenario, units represent gold miners.

- Gold miners may only be built if players have already built their outpost.
- Once built, gold miners are placed at the location of their outpost.
- Gold miners may be moved by paying the cost to move them. Each movement allows gold miners to move up to three intersections away.

Legend of the Sea Robbers Scenarios

- Any number of gold miners may occupy an intersection.
- Each gold miner may only be moved once per turn. A player may move multiple gold miners each turn.
- Gold miners must remain on Gold Island.

Gold Mining Tokens and the Gold Mining Progress Board

On the setup charts are a set of 12 gold mining tokens: six depicting two gold miners on the back and six depicting three gold miners. Each tile contains a number of gold nuggets on its front side. These are square tiles which may be claimed over the course of the game. Gold nuggets are used to move a player's marker on the Gold Mining Progress Board.

The Gold Mining Progress board is a track consisting of 22 spaces.

- A gold mining token is claimed when there are a number of gold miners at the intersection equal to the number depicted on the token. These may belong to different players.
- Once there are enough gold miners, the token is flipped over, and each player advances their marker a number of spaces equal to the number of nuggets on the front side of the token for each of their gold miners at the intersection.
- Markers are always advanced in turn order, starting with the player on move.
- If a player reaches or passes spaces 2, 7, 12, 17, and 22 on the board, they claim a Catan chit, worth one victory point.

Gold Miners	Qty – 2 Nuggets	Qty – 4 Nuggets
2	4	2
3	2	4

Friend Cards

This scenario presents five friend cards, four normal friend cards, and a fifth who is claimed from gold mining.

- If playing this scenario standalone, each player receives one friend card, chosen at random, from those introduced in "The Castaways".
- Friend cards other than Nyala are claimed those available whenever players place their outpost.
- In a 3-player game, the fourth friend card is removed from play, and will not be available from the remainder of the *Legend of the Sea Robbers* campaign.
- Nyala is claimed by the first player to land on or pass space 13 on the gold mining progress board.

Name	Effect
Gerhild the Brave	Play only when another player has a strictly greater number of victory points. Take two resources.
Isa the Shipbuilder	A player may move a second ship, or build a ship for either 1 lumber or 1 wool.
Nyala the Diplomat	Expel the robber, and take one resource of type produced by the hex at the robber's former location.
Reiko the Strong	Play whenever a 7 is rolled for production. The hand limit is temporarily raised by 4 cards for this turn only.
Suna the Cunning	Play when moving the robber. Steal resources from two affected opponents rather than one.

Scenario Rules

- Outposts may only be built on a coastal intersection on the Gold Island.
- Settlements and roads may not be built on the Gold Island.

Game is to:

- 12 points, without *Cities & Knights*
- 15 points, with *Cities & Knights*

Legend points are awarded based on the following:

- **Victory Point Ranking:** 5 legend points for first place, 4 for second place, 3 for third place, and 1 for last place.
- **Bonus Points:** 1 legend point if a player has advanced to or past space 12 on the gold mining progress board in a 3-player game or space 10 on the board in a 4-player game.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
- All knights placed during initial setup are placed deactivated.

Legend of the Sea Robbers Scenarios

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- The Largest Army bonus is worth only one victory point.
- The Longest Road bonus is worth only one victory point.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 5 Ships
- 3 Units
- 1 Outpost
- 2 Markers

Cities & Knights Additions

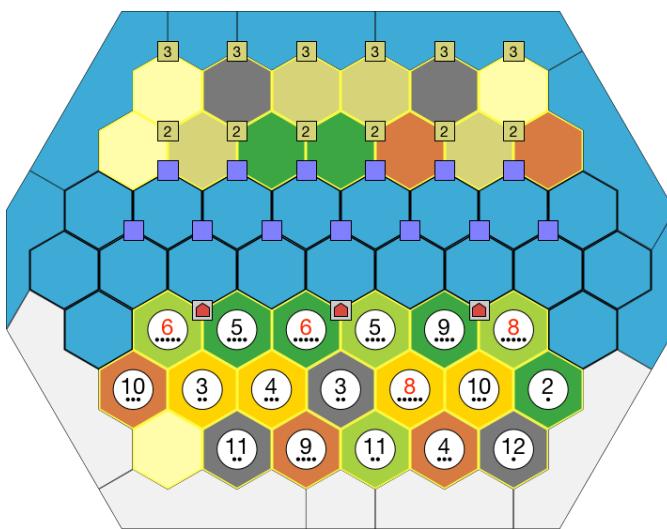
- 3 City Walls
- 2 Basic Knights
- 2 Strong Knights
- 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Outpost	2 lumber, 1 wool
Gold Miner	1 ore, 1 wool
Move Gold Miner	1 grain

Setup Diagrams

3 Player Game										
Hexes										
Ocean	Gold Field	Desert	Hills	Mountains	Fields	Forests	Pasture	Desert	Ocean	Ocean
Northern Catan	3	4	3	3	4	1				
Gold Island	2		2	2		3	4	17		
Hexes do not include pre-printed hexes on the frame.										
Number Tokens										
2	3	4	5	6	8	9	10	11	12	
1	2	2	2	2	2	2	2	2	1	



Legend of the Sea Robbers Scenarios

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills			
Northern Catan	3	5	5	2	5					
Gold Island	1		1	3		4	4			
Hexes do not include pre-printed hexes on the frame.										
Number Tokens	2	3	4	5	6	8	9	10	11	12
	1	2	2	3	2	3	3	2	2	1

The Battle Against the Sea Robbers

The third scenario in the *Legend of the Sea Robbers* campaign begins with the note that while the Catanians were able to mine the needed gold in the previous scenario, the negotiations with Whitebeard went horribly, with Whitebeard's crew being able to make off with half of the gold while none of the hostages were freed, by disguising some of the sea robbers amongst the Catanian hostages and ambushing the Catanian negotiators. Dever believes that Whitebeard will remain near Catan, if only to steal the other half of the gold that the Catanians still have, and as such, proposes a plan to counterattack Whitebeard's fleet by hurling mysterious "liquid fire" from catapults installed on their own warships.

Harbors

In this scenario, each player may place one 2:1 harbor with their first settlement if, in the previous scenario, the combined total number of spaces on the gold mining progress board is at least 30 in a 3-player game and 40 in a 4-player game. This option is awarded to players when playing this scenario standalone.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- Each player may place one 2:1 harbor with their first settlement, regardless of the outcome of the previous scenario.

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- Each player may place one 2:1 harbor with their first settlement if, in the previous scenario, the combined total number of spaces is at least 20.
- As with the 3-4 player game, both players may place harbors if playing the scenario standalone.
- When playing with both *Cities & Knights* and "Catan for Two", the rules for *Cities & Knights* take precedence over the rules above: namely, both players may place harbors, regardless of the outcome of the previous scenario.

Ship Tiles

Each player is given a ship tile, which contains a track denoting the number of clay jugs containing the liquid fire the catapults are equipped with. A marker is placed on the track to denote the number currently equipped.

- At the start of the game, the ship tile is equipped with no clay jugs.

Sea Robber Ships and Sea Robber Cards

At the start of the game, there are up to 15 sea robber ships on the board. These are identical in design to the Viking wood pieces for the *Seafarers* pirate, or, for international editions, the warship from the *Seafarers* 10th anniversary expansion *Die Kolonien*. In addition, there are 16 sea robber cards, with eight of them having backs showing a zero and a single ship, and the other eight showing two ships.

- Sea robber ships are always placed on the center of a hex. At the start of the game, each ship covers a chest token.
- At the start of the game, the two sets of sea robber piles are placed face-down in separate piles.
- **Battling the Sea Robbers:** Whenever a player extends a shipping line to an intersection adjacent to a sea robber, battle occurs. The topmost card from one of the sea robber card piles is drawn, and the number of clay jugs is compared to the number of clay jugs currently equipped on the ship tile.
- If the player has defeated two or more sea robber ships, then the player must draw the card from the pile showing two ships. Otherwise, the card must be drawn from the pile showing a zero and one ship.
- If the number shown on the card is greater, then the sea robbers are victorious, and the ship that triggered the battle is removed from the board. To compensate for losing the ship, the player gains either 1 lumber or 1 wool from the supply.
- If the two numbers are tied, the ship that triggered the battle is moved away, in accordance with ship movement rules in *Seafarers*. This movement is made in addition to the regular ship movement rules, and does not use up the one ship movement a player may make in a turn.
- If the number of the ship token is greater, the player claims both the sea robber ship and the chest token underneath.
- Regardless of the outcome of the battle, the card drawn is returned to the bottom of its stack, and its deck is reshuffled.
- A player must immediately end their turn after battling the sea robbers.

Legend of the Sea Robbers Scenarios

0-1 ships defeated: 1 clay jug (3x) 2 clay jugs (3x) 3 clay jugs (2x)	2 or more ships defeated: 3 clay jugs (2x) 4 clay jugs (3x) 5 clay jugs (2x) 6 clay jugs (1x)
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Greatest Sea Robber Nemesis Bonus

This scoring bonus, worth one victory point, is used in this scenario to denote the player who has the most sea robber ships in their possession.

- The first player to claim three sea robber ships claims this scoring bonus.
- Thereafter, any player who has defeated more sea robber ships may claim this bonus from its current holder.

Friend Cards

An additional four friend cards are available in this scenario.

- When playing as a standalone scenario, each player receives two friend cards, randomly chosen from the nine available in the previous campaign scenarios. Note that this may result in a player receiving a combination of friend cards that is not possible when playing the campaign. (For example, two friend cards introduced in the same scenario)
- Friend cards introduced in this scenario are claimed whenever a player builds their first settlement on any of the gold field hexes. Building settlements on additional gold field hexes does not allow players to claim additional friend cards.
- In a three-player game, the fourth friend card is removed from play, and cannot be used in the final campaign mission.

Name	Effect
Hakon the Trader	The player may trade one resource for one resource of any other type.
Lea the Gambler	Roll 1 die. On a roll of 1 or 2, the player must discard one resource. Otherwise, the player may take two resources.
Lias the Pickpocket	Steal one resource from the player with the most victory points. If there are multiple players, the player may choose which player to steal from.
Wulf the Nightmare	Whenever a Knight development card is played, the robber may be moved twice.

Scenario Rules

- Each player, when they claim their friend card, also claims one Catan chit, worth one victory point.

Game is to:

- 13 points, without *Cities & Knights*
- 16 points, with *Cities & Knights*

Legend points are awarded based on the following:

- **Victory Point Ranking:** 6 legend points for first place, 4 points for second place, 3 points for third place, and 1 point for last place.
- **Bonus Points:** 2 legend points if a player has defeated three sea robber ships in a 3-player game, or two sea robber ships in a 4-player game.

The following additional rules are in effect when playing with *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- During initial setup, players must place a basic knight after they have placed their city. This knight may be placed on either the intersection extending from their road or their ship.
- All knights placed during initial setup are placed deactivated.

The following additional rules are in effect when playing with rules from "Catan for Two". Consult with the section of the Guide for "Catan for Two" for additional details.

- The Largest Army bonus is worth only one victory point.
- The Longest Road bonus is worth only one victory point.
- At the end of the game, the player with fewer victory points (which may be the winner) receives 2 additional legend points if they have defeated four sea robber ships, for a total of 4 legend points.
- The trailing player continues to receive 2 legend points if the player defeated three sea robber ships.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships
- 2 Markers

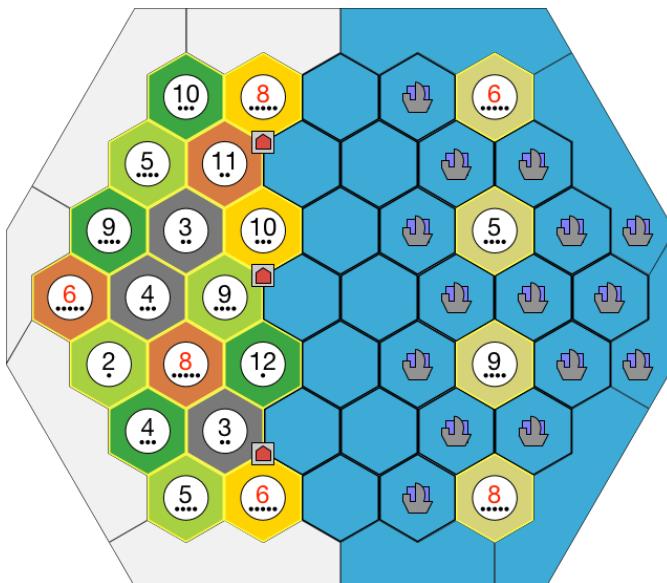
- Cities & Knights Additions*
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Equip Catapult	1 lumber, 1 ore

Setup Diagrams

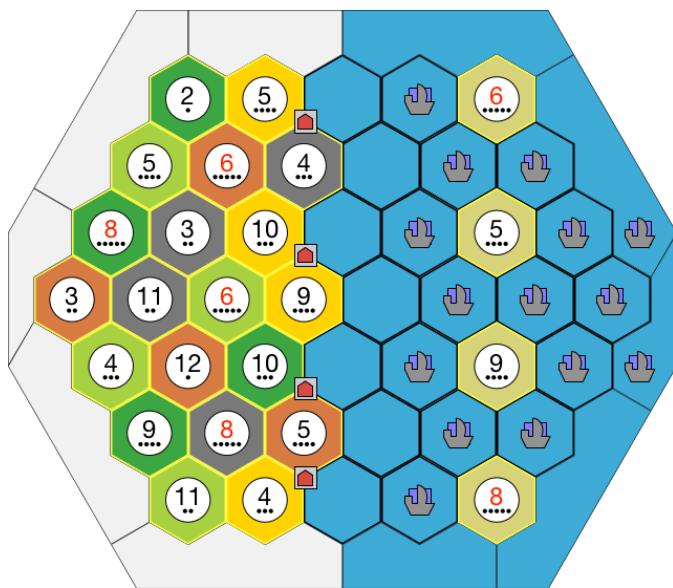
3 Player Game											
Hexes											
Hills	Forests	Mountains	Oceans	Gold Fields	Pastures	Fields	Land	Water	Coastal	Islands	Offshore
Eastern Catan	2	3	4	3	4						
Gold Isles									4	22	
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
2	3	4	5	6	8	9	10	11	12		
East Catan	1	2	2	2	2	2	2	2	1	1	
Gold Isles				1	1	1					



Legend of the Sea Robbers Scenarios

4 Player Game

Hexes



Ocean
Gold Field
Pasture
Mountains
Forest
Fields
Hills

Eastern Catan	3	4	4	5	4						
Gold Isles									4	19	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
East Catan	1	2	3	3	2	2	2	2	2	1
Gold Isles					1	1	1	1		

The Spice Islands

The final mission of the *Legend of the Sea Robbers* campaign focuses on the outcome of the battle. The Catanians were able to rout the sea robbers, with the Catanians able to free the hostages and take many of the sea robbers into custody. Among those captured was a close confidant of Whitebeard, whose real goal was to ransack a set of spice islands located to the southeast of Catan. Whitebeard himself, however, survived the conflict, and was last seen in a raft, cursing at the sea for his misfortunes.

Having heard of these spice islands, Dever, now named the new commander of Catan's fleets, is ordered by the Council of Catan to embark on his own voyage to these islands, so that peaceful trade relationships may develop.

It is to be noted that this scenario is the most like a standard *Seafarers* scenario amongst the scenarios presented in *Legend of the Sea Robbers*, so much so that the core mechanics from this scenario is repackaged as a variant known as "Spices for Catan" (not to be confused with the "Spices for Catan" scenario from *Explorers & Pirates*) for integration with other *Seafarers* scenarios. In particular, this scenario is the only one where no special rule changes (not even the free knight present in the other three scenarios) are necessary to accommodate *Cities & Knights*.

Spice Cards

A new type of hand card, representing the spices produced from the spice islands, is introduced for this scenario. There are 30 spice cards, 10 each of three varieties: cinnamon, pepper, and nutmeg.

- At the start of the game, the spice cards are shuffled together to form a draw stack.
- Spice cards are considered part of the hand, and are subject to the hand limit. As such, they may be stolen from the hand, and be claimed as a result of the Monopoly development card.
- Spice cards may not be traded in maritime trade, and resources may not be traded in maritime trade for spices.
- Spice cards, when spent, are placed in a discard pile. If the spice stack is exhausted, the discard pile is reshuffled to form a new spice stack.
- **Spice Trade:** A player may trade in three spice cards of one type, or one card of each of the three types, for two Catan chits, worth one victory point each.

Spice Hexes and Gold Field Hexes

An additional two gold field hexes are provided in this scenario, as well as two spice hexes. It is also noted that these hexes are similar to but distinct from the spice hexes from "Spices for Catan", which is a scenario from *Explorers & Pirates*.



Pictured on the left is a comparison between the spice hex from 4th edition *Explorers & Pirates* (left), and the spice hex from *Legend of the Sea Robbers* (right). Aside from the annotation specifically for "Spices for Catan" in the former, the art from the hex is very similar between the two; the buildings on the hexes stand out in particular.

Note that the 5th edition *Explorers & Pirates* spice hex largely split the difference, with the annotation of the former but the hex orientation of the latter.

- Spice hexes do not produce resources.
- Settlements and roads may not be built adjacent to spice hexes. Ships, however, may be placed adjacent to spice hexes.
- If a player discovers a spice hex, they may take a resource from the spice stack.

Merchants

Units in this scenario represent merchants who trade with the foreign tribes that reside in the spice hexes.

- When purchased, merchants must be played on an intersection adjacent to both a player's ships and a spice hex.
- Merchants may not be placed on an intersection adjacent to two spice hexes. Each merchant is thus associated with only a single spice hex.
- A shipping route is considered closed if a merchant is on either end of the route.
- Only one merchant may occupy an intersection.
- A player may only have at most one merchant adjacent to any spice hex.

Trade Option Cards

This scenario includes 10 trade option cards, which may be used to acquire spice cards.

Legend of the Sea Robbers Scenarios

- A player, after placing a merchant, must take a trade option card from those available and place it face down in front of themselves.
- The hand limit of a player is increased by two cards for each trade option card in their possession.
- A player may draw a card from the top of the spice stack if they pay the cost shown on the trade option card. The trade option card is turned face up if it is face down.

2 brick 2 brick	2 grain 2 grain	2 lumber 2 lumber	2 ore 2 ore	2 wool 2 wool
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The Sea Robber

The pirate from *Seafarers*, in this scenario, is renamed “the sea robber”. It is representative of Whitebeard’s remaining fleet. As it is the pirate, the sea robber is subject to the same friendly robber rules as the robber.

Note that the original German term for the pirate is indeed the “sea robber”; the renaming of the pirate is uniquely a by-product of English localization.

The following additional rules are in effect when playing with rules for “Catan for Two”. Consult with the section of the Guide for “Catan for Two” for additional details.

- A player may use a trade token action to expel the sea robber in the same manner as the robber.

Sea Robber Lair Tokens

There are four sea robber lair tokens, representing the remnants of the sea robber fleet. If, in the previous campaign mission, at most one sea robber ship remained when the game ended, then these tokens are set aside and not used. These tokens are used when playing this scenario standalone.

- Sea robber lair tokens are placed whenever players discover an ocean hex.
- A sea robber lair token is removed from the board when there are four ships belonging to any combination of players adjacent to the hex at the token’s location. The sea robber remnants are considered defeated, and all players with at least one adjacent ship may take one chest token.

Scenario Rules

- The rules for undiscovered terrain, as introduced in “The Fog Islands”, is in effect for this scenario. Consult with that section of the Guide for additional details.
- If an ocean hex is discovered, the player may take one chest token as a reward for its discovery.

Game is to:

- 14 points, without *Cities & Knights*
- 17 points, with *Cities & Knights*

Legend points are awarded as follows:

- **Victory Point Ranking:** 7 legend points for first place, 5 points for second place, 3 points for third place, and 1 point for last place.
- **Bonus Points:** 2 legend points if a player has the most Catan chits, or are tied for having the most Catan chits. Exception: if all eligible players have the same number of Catan chits, then no legend points are awarded.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 5 Ships • 3 Units • 2 Markers 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Merchant	1 ore, 1 wool

Setup Diagrams

3 Player Game

Hexes



	Ocean	Spice	Pasture	Mountains	Fields	Forest	Hills	Gold Field	Spice	Ocean
	2	2	4	3	4					17
Southeast Catan	2	2	4	3	4					
Blue Unexplored Area									2	2
Red Unexplored Area									2	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
SE Catan	1	2	2	3	3	2	2	2	2	1
Reserve				1	1	1	1			

4 Player Game

Hexes



	Ocean	Spice	Pasture	Mountains	Fields	Forest	Hills	Gold Field	Spice	Ocean
	3	4	3	4	4					14
Southeast Catan	3	4	3	4	4					
Blue Unexplored Area									2	2
Red Unexplored Area									2	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
SE Catan	1	2	2	3	3	2	2	2	2	1
Reserve				1	1	1	1			

Historical Scenarios

In late 1998, the first of the *Historische Szenarien* was published. These adapted the mechanics of *Catan* to scenarios based on historical events. The concept had been alluded to in the 2/1997 issue of *Catan-News* (then known as *Siedler-Zeitung*), with a sneak peek at a scenario titled "Rameses", later developing into "Cheops". The *Historische Szenarien* expansions were never released in English; Mayfair Games, then the distributor of *Catan* in the Anglosphere, however, did import the game and bundled a short translation of the manual. Full localizations were available in other languages, most notably Dutch by distributor 999 Games.

A major defining feature of the *Historische Szenarien* is the fixed boards. Each *Historische Szenarien* contained two scenarios, and came with a double-sided board, one side per scenario. While necessary for the scenarios therein, it was very much contrary to the defining feature of *Catan*: variable hexes and number tokens providing unlimited replayability. Having said that, "Cheops" received a modification titled "Uprising in Egypt" in *Catan-News* that accommodated variability, and "Troy" was reimplemented in Catan Online World, then the online multiplayer version of *Catan*, for some degree of variability.

The lasting legacy of the *Historische Szenarien* is said to be the *Catan Histories* series of games (*Settlers of the Stone Age*, *Struggle for Rome*, *Settlers of America: Trails to Rails*, and *Merchants of Europe*), all standalone games that made use of the signature *Catan* game mechanics.

About the Scenarios

The scenarios in this section of the Guide are presented first by release order of each *Historische Szenarien* expansion, and second by the order in which they are introduced therein.

Alexander the Great

The Game Board

The preprinted game board represents a rough area representing Alexander's travels. Due to the fact that the hexes in the Guide is oriented differently from that of the actual board, north is represented by the right side of the board. (This is consistent with many scenarios in the Guide.)

Along the board is a path that starts on an intersection representing the start of his journey in Macedon at the top (west end) of the board, meandering through the map, before ending at an intersection representing Persepolis. This path is outlined in blue, with the last three edges on the map in red. Dotted throughout the path are certain points marked in gray; these are known as **temples**. Other points are marked in green, and are known as **event spaces**.

Event Tokens

Event tokens are a set of tokens with a "?" on the reverse side and one of four possibilities on the obverse side. Each event token represents a trial that Alexander must overcome: famine, battle, bridge building, and statues.

- At the start of the game, one event token is placed on each event space on the board. Note that there are more event tokens than event spaces; the remaining tokens are not used for the game.

Alexander

The Alexander figure represents Alexander the Great. Alexander moves from intersection to intersection down the path on the board.

- On the first turn of the game, Alexander is placed at the start of the path at the top of the board.
- Starting on the second turn, and on every turn thereafter, Alexander will move one intersection down the path after resources have been collected from production.
- When Alexander reaches the paths in red, Alexander will only advance down the path whenever a 7 is rolled.
- Alexander's Events:** Whenever Alexander moves to a temple or event space, a bidding round occurs. Event spaces allow for players to win the event token at the space, while temples allow the player the right to build a settlement at Alexander's location.
- Note that as Alexander begins the game on a temple, there is a bidding round on the first turn.

First, Second, and Third Advisors

The First, Second, and Third Advisors are scoring bonuses awarded to the players who have amassed the most event tokens.

- The First Advisor:** The player with the most event tokens (minimum three) is awarded the First Advisor, worth four victory points.
- The Second Advisor:** The player with the second most event tokens (minimum three) is awarded the Second Advisor, worth three victory points.
- The Third Advisor:** The player with the third most event tokens (minimum three) is awarded the Third Advisor, worth two victory points.
- Players may only have one of these three scoring bonuses at a time.
- Note that there will always be an unranked player: in a three-player game, the Second Advisor bonus is not used.
- Note that this is not a persistent ranking: the third advisor can have the same number of event tokens as the second advisor, for example, if the third advisor was originally behind and pulls into a tie with the second advisor.
- A lower ranked player may swap their advisor title of a higher-ranked player (or if unranked, claim the advisor of a ranked player) whenever they have a strictly greater number of event tokens. If there is more than one player that they can swap with, the player may choose. For example, if the first, second, and third advisors are all tied in number of event tokens, and the third advisor wins an event token, the third advisor may choose to swap their title with either the first or second advisors. (The net effect is that the former third advisor is now the first advisor, and may also determine who amongst the former first and second advisors obtains the second and third advisor titles, as the former third advisor may switch directly to the first advisor, or switch to the second advisor and then to the first advisor.)

The Provisions Deck

The Provisions Deck is a deck of resource cards formed from the supply at the start of the game. At the start of each turn, each player draws one card from the Provisions Deck, in addition to obtaining resources from the production roll (although this should be unlikely as most if not all of the resources from the supply were taken to form the Provisions Deck). This proceeds until the Provisions Deck is exhausted.

Historical Scenarios

- The Provisions Deck is formed from shuffling 15 of each resource in a 3-player game, and 19 of each resource in a 4-player game.
- The Provisions Deck is considered exhausted whenever there are not enough resources to give each player one resource card. When this occurs, return the remaining cards in the Provisions Deck to the supply. The Provisions Deck has no further role in the game.
- Players may not decline to draw resources from the Provisions Deck.
- The rules do not specify the order in which players draw cards from the Provisions Deck; turn order is recommended.

Gold Pieces

Gold Pieces are a type of currency introduced in this scenario. Unlike gold pieces found in *Traders & Barbarians* and *Explorers & Pirates*, gold pieces serve only a single purpose: they take the place of any resource in bidding rounds.

- Gold pieces are not a resource: they are not considered part of the hand, and they are not subject to the hand limit. They may not be stolen, nor may they be taken by the effects of the Monopoly development card.
- Gold may be traded between players. A player may also choose to trade gold at 4:1, or 3:1 with control of a 3:1 harbor. Resources may not be traded for gold.

Gold Field

Gold fields, like their counterparts in *Explorers & Pirates*, produce gold coins for players with adjacent settlements and cities. A single gold piece is produced for each adjacent settlement, while two gold pieces are produced for each adjacent city.

Scenario Rules

- Players do not begin the game with any initial settlements.
- At the start of the game, each player draws five cards from the Provisions Deck.
- As an optional rule, players may speed up gameplay by starting with 8 gold pieces.
- No production roll is made in the first turn, as none of the players have any settlements.
- The hand limit in this scenario is 11 cards.
- **Bidding Rounds:** A bidding round consists of each player committing resources to Alexander's cause. Each player, starting with the player to move and proceeding in turn order, may bid any number of resources. A player may amend their bid in response to an opponent's bid, or pass; once a player passes, they can no longer amend their bid.
- Each event type has a list of resources that may be committed to a bid. For event spaces, the resources permitted are determined based on which event is shown on the obverse side of the event token.
- Players are not obligated to disclose the exact distribution of resources in which they will bid, only the total amount of resources. For example, in bidding for a famine, a player does not need to specify the exact number of grain or wool in a bid, only their combined total.
- For the Battle event only, a player may commit one of their played Knight cards in a bid. A played Knight card is worth the equivalent of three resources.
- The winner of the auction must be able to pay the amount of resources that they have bid. If not, the player submitting the winning bid must discard half of the resources in their hand (rounded down), and the auction is restarted.
- Any played Knight cards that were paid by the winner of the auction are returned to the bottom of the development card deck.
- The winner of a bidding round at an event space takes control of the event token, while the winner of a bidding round at a temple may build a settlement at Alexander's location.
- The winner of a bidding round at a temple is not obligated to build a settlement; players may decline to do so, and players who have placed all of their settlements may still bid in a bidding round at a temple, in order to potentially deny other players a settlement.
- Note that winning bids at temples is not the only method in which settlements may be built; once a player has built their first settlement from a winning temple bid, a player may expand and build new settlements normally.
- Settlements may not be built on Alexander's path, except as a result of winning bids at temples. The intersections that are adjacent to intersections on Alexander's path ahead of Alexander's location are also off-limits to new settlements; both of these restrictions primarily exist to ensure that temple sites abide by the distance rule.

Game is to 14 points. However, the game may also end if Alexander reaches the end of his path. If this happens, the player with the most victory points wins. In case of a tie, the tied player with the most event tokens win.

References**Bidding Rounds**

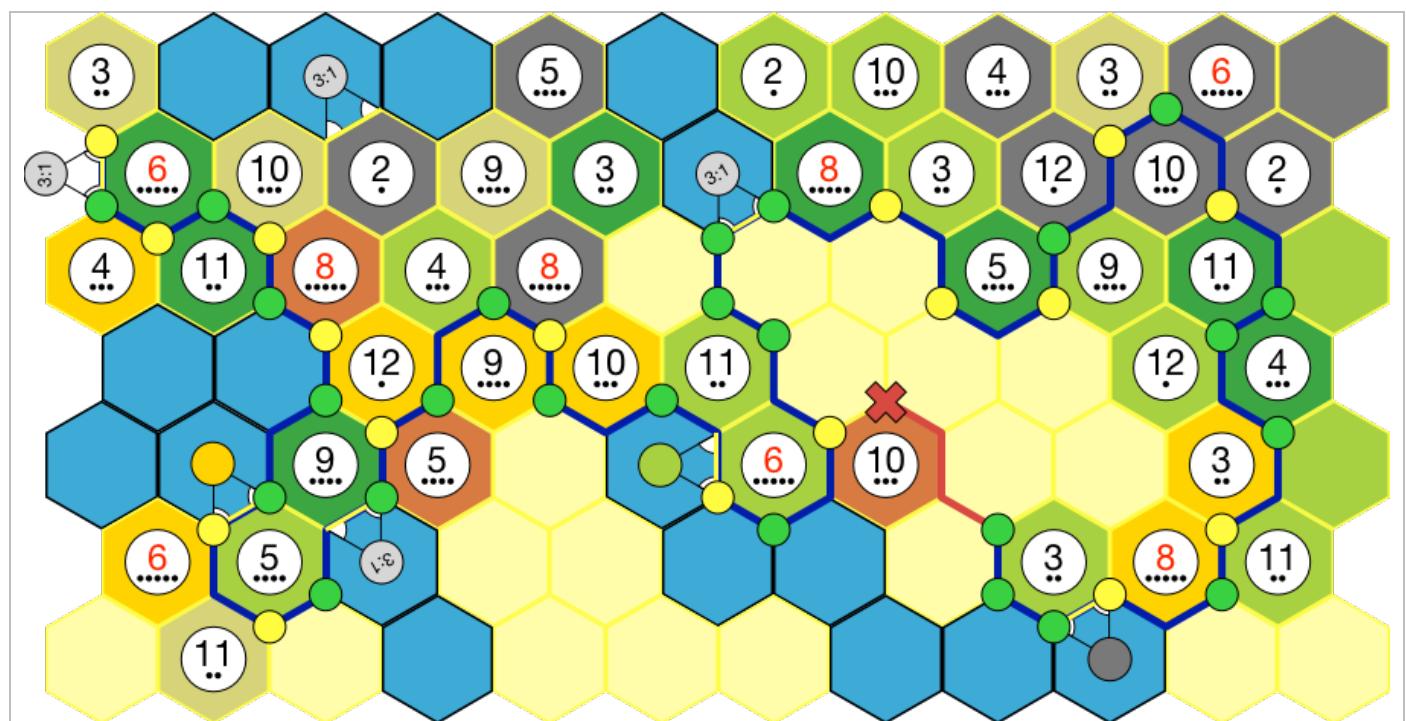
Temples	Brick, grain, lumber, or wool
Famine event	Grain or wool
Bridge building event	Brick or lumber
Statue event	Brick or ore
Battle event	Ore or wool

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



Historical Scenarios

Cheops

"Cheops" is a scenario that simulates the building of the ancient pyramids of Egypt. Some of the concepts in this scenario were used in spinoff games such as *The Settlers of Canaan*, and the theme was explored again in *Catan Collector's Edition: Ancient Egypt*.

Ships

Eight ships are provided in four player colors, for the benefit of players who do not own *Seafarers*. Unlike *Seafarers*, however, ships in *Historische Szenarien* were simple cardboard pieces.

- Roads and ships are considered connected to each other even if there is no settlement or city in between.

Pyramid Stones

One of the main goals in "Cheops" is to build a pyramid, and doing so requires pyramid stones. Player stones are available in both player and neutral colors: *Historische Szenarien* includes 11 pyramid stones per player in player colors and 16 neutral (black) pyramid stones.

- A player may only build a pyramid stone if they have a settlement or city at an intersection on the red line in the diagram, or if they are connected, through any combination of their own or opposing road networks, to an opposing settlement or city at such a location. Note that in the case of the latter, 1 gold must be paid to the owner of the settlement before a pyramid stone may be built.
- Whenever a production roll of 7 occurs, one neutral pyramid stone is built.
- Players may agree to, at the start of the game, declare that neutral pyramid stones cannot be built until the first pyramid stone is built by a player.

Pharaoh's Blessing and Pharaoh's Curse Bonuses

The Pharaoh's Blessing and Pharaoh's Curse scoring bonuses are related to the number of pyramid stones that have been built by a player.

- **Pharaoh's Blessing:** The first player to build a pyramid stone earns the Pharaoh's Blessing bonus, worth three victory points. Thereafter, any player having built more pyramid stones may take the Pharaoh's Blessing bonus from the current holder.
- **Pharaoh's Curse:** The players who have built the least amount of pyramid stones are given the Pharaoh's Curse scoring bonus. This scoring bonus penalizes its holder two victory points.

Gold Fields

Gold fields, like their counterparts in *Explorers & Pirates*, produce gold coins for players with adjacent settlements and cities. A single gold piece is produced for each adjacent settlement, while two gold pieces are produced for each adjacent city.

Scenario Rules

- The Longest Road bonus is not used in this scenario.
- The Robber is present in this scenario, and begins the game on any desert hex.
- Players begin the game with three initial settlements, and must place all of them on intersections located on the gray lines.
- Each player is given three gold pieces at the start of the game.
- Players may use harbors controlled by an opponent, as long as there exists a connection via roads or ships belonging to any combination of players, from a player's own settlements to the settlement at the harbor. To make use of an opposing harbor, 1 gold must be paid to the owner of the settlement at the harbor.

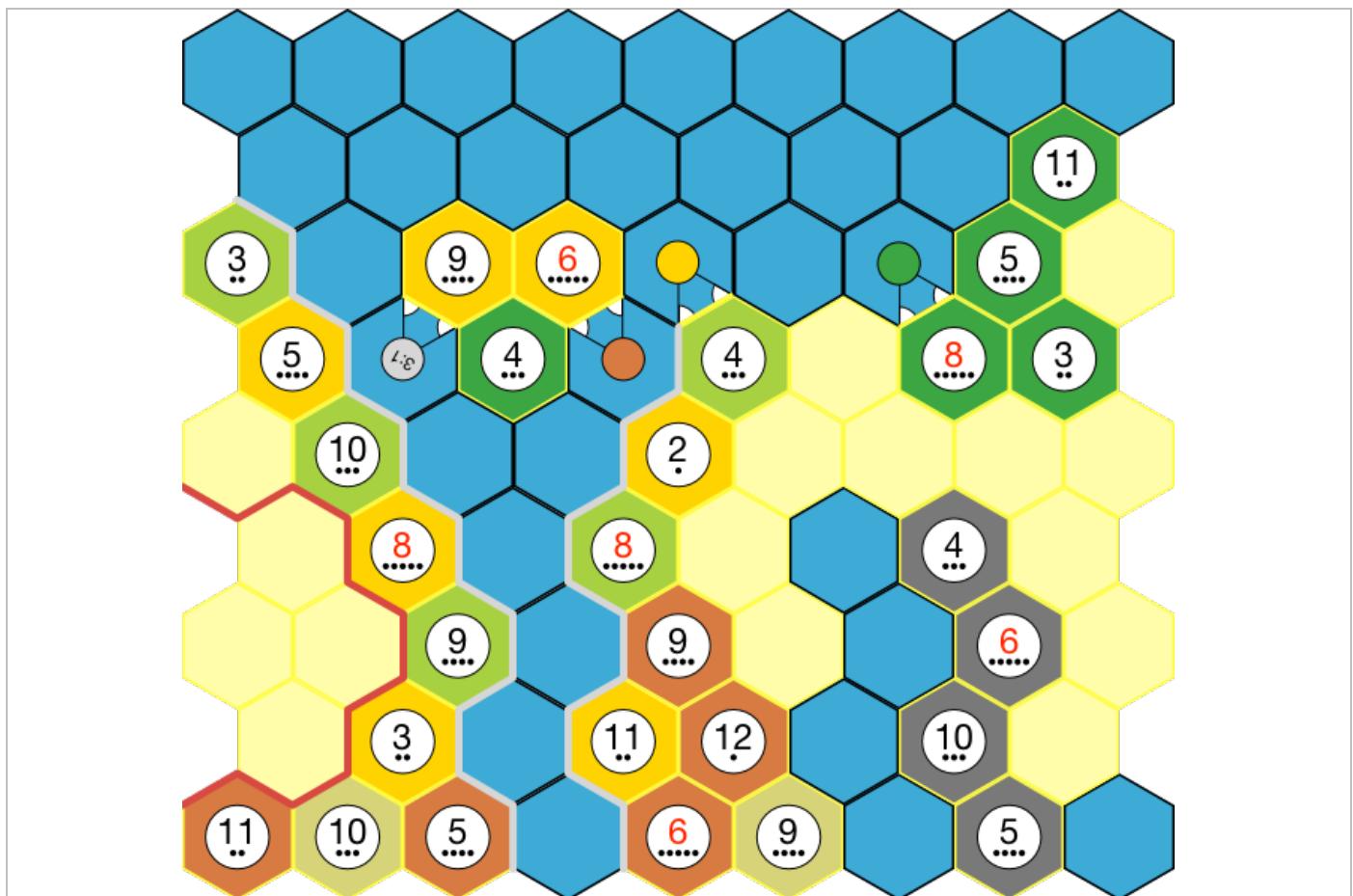
Game is to 12 points. The game also ends if 12 neutral pyramid stones or 30 total pyramid stones have been built, in which case the player with the most victory points is declared the winner.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 8 Ships
- 11 Pyramid Stones

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Pyramid Stone	1 brick, 1 ore



Uprising in Egypt

One of the main complaints against the *Historische Szenarien* in general was the lack of a variable setup. The 1/2001 issue of *Catan-News* tried to address this by altering the rules for "Cheops" somewhat, as it was thought that it was the easiest of the four scenarios to make a variable setup: "Alexander the Great" being too difficult, "Great Wall" too pointless, and "Troy" too delicate. ("Troy" itself got an online version that used variable setup, but no such instructions was ever given in board game form.)

Scenario Rules

- This scenario uses all rules and mechanics found in "Cheops". Consult the section of the Guide on "Cheops" for additional information on the rules and mechanics found therein.
- During initial setup, place a number token face down on each resource-producing hex adjacent to each settlement that does not already have a number token. At the end of initial set up, flip all of the number tokens face up, and ensure that the 6 and 8 number tokens are not in adjacent hexes.
- It is permitted to have a 6 or 8 number token adjacent to a pre-printed 6 or 8 number token.
- Hexes with number tokens produce resources only on production rolls matching the number token. In effect, the number token supersedes the pre-printed number token on the game board.
- **The Uprising:** If a player builds a settlement adjacent to a resource-producing hex for which there are no other adjacent settlements or cities, then a number token is assigned to that hex. The number token must be taken from a hex adjacent to a player's own cities or settlements, and the movement of the number token should not result in 6 or 8 number tokens being in adjacent hexes.
- It is permitted to move a number token during the uprising such that a 6 or 8 number token is adjacent to a preprinted 6 or 8 number token.

The following additional rules are in effect when playing with *Seafarers*. Consult with the *Seafarers* section of the Guide for more information on the mechanics therein.

- The pirate may optionally be used in this scenario. If so, blockade rules apply. Consult with the section of the guide on "Blockade" for additional details with regards to the blockade rule.

Troy

"Troy" is the first scenario in the second of the *Historische Szenarien*, which, unlike the first, has explicit support for six-player play.

The Game Board

The game board represents an area roughly corresponding the Mediterranean coast, as well as the Near and Middle East. During a four-player game, one portion of the board is folded back, so that only the western two-thirds of the board are used.

On the game board itself is a track showing the number of battles that have been won by the two sides. Two markers are used provided to indicate the number of battles that have been won by either side in a game.

Trade Tokens

Historische Szenarien includes a set of square tokens in plain yellow, which are used as trade tokens for this scenario.

- Trade tokens are not resources, and are not considered part of the hand. As such, they are not subject to the hand limit.
- Trade tokens may not be traded or stolen.

Decision Cards and the Support Row

In "Troy", each player is party to the overall war between the city-states of Troy and Mycenae. Each player either supports Troy or Mycenae in this endeavor, by contributing resources to the Support Row. As the name implies, the Support Row is a row of cards placed beside the board.

This scenario assumes that there are an even number of players, so that there is an equal number of players backing each side.

- At the start of the game, each player draws a decision card to determine which side they will be backing. The side that they back is kept secret from all other players.
- Up to three times per turn, a player may, as a trade action, place one resource face-down in the Support Row. Each resource placed in the Support Row earns the player one trade token.
- **Battles:** A battle occurs whenever the support row has at least 10 cards in a 4-player game and 13 cards in a 6-player game. To resolve a battle, shuffle all of the cards in the support row, and flip over 7 cards in a 4-player game and 9 cards in a 6-player game. The remainder of the cards are left face-down, forming the new Support Row.
- **Battle Resolution:** Each resource turned face-up may contribute to the war cause of either Troy or Mycenae. Specifically, lumber and wheat contribute to Mycenae, and ore and wool contribute to Troy; brick does not contribute to either side. The side with the most resources is declared the winner of the battle, and the corresponding marker is advanced one space on the track. All resources that are used to resolve the battle return to the supply.
- Neither the Troy nor the Mycenae markers advance if the battle results in a tie.
- Each battle won by Troy and Mycenae confers one victory point to the players with the corresponding decision cards. Like victory point development cards in the base game, a player may only reveal their decision card if the victory points from battle allows them to instantly claim victory; until then, these victory points are "hidden" and are excluded from consideration when determining leading and trailing players.

Pirate

Historische Szenarien includes a cardboard pirate figure for use with this scenario, for the benefit of players who do not have *Seafarers*.

- As players do not build ships, once the pirate is moved, the player to move may steal a resource from the owner of any adjacent coastal settlement or city, or the owner of any ship token at its location.
- The pirate prevents the use of special abilities granted by any ship token at its location.

Ship Tokens and Trade Markers

Each player has a set of seven Ship Tokens, numbered from 1 through 7. Each ship token, when built, confers a privilege to the player. Amongst the privileges given to the player is the use of a 2:1 prevailing trade rate in a single resource. Upon obtaining this privilege, a random trade marker is drawn to determine which resource will gain the 2:1 prevailing trade rate. In *Historische Szenarien*, there are two trade markers for each resource.

- Ship tokens must be built in order from 1 through 7. Once built, they must be placed in the middle of any unoccupied ocean hex either adjacent to a player's own settlements or cities, or adjacent to a hex containing another of a player's own ship tokens.
- Once a ship token is built, the player must move the pirate.

Historical Scenarios

- A ship token may be built at the location of the pirate. As with all other ship token placement, the pirate is moved immediately afterwards.

No. Effect

1	3:1 prevailing trade rate for all resources
2	1 victory point
3	Swap – Once per turn, you may swap a resource card in your hand with one from the Support Row
4	1 victory point
5	2:1 prevailing trade rate for one resource – draw a trade marker to determine the resource
6	Withdraw – Once per turn, you may take a resource card from the Support Row
7	1 victory point

Scenario Rules

- The development card deck is not used in this scenario.
- The Largest Army bonus is not used in this scenario.
- The Support Row begins with one each of grain, lumber, ore, and wool.

Game is to 15 points. The game may also end if either Troy or Mycenae wins six battles, in which case all decision cards are revealed, and the player with the most victory points is declared the winner. In the case of a tie, the tied player with the most trade tokens is declared the winner.

References

Player Supplies

- | |
|--|
| <ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 1 Set of 7 Ship Tokens |
|--|

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Ship Token	1 grain, 1 wool, 2 trade tokens



Historical Scenarios

The Great Wall

"The Great Wall" is the second scenario in the second of the *Historische Szenarien*. Unique amongst the scenarios is the ability to have all of the players lose together, without a winner being declared.

This scenario is known not to be compatible with *Cities & Knights*.

The Game Board

The game board represents an area corresponding to north central to northeastern China, as well as portions of the Gobi desert. Players take on the role of sentries on the Great Wall of China, defending China proper from the Huns. During a four-player game, one portion of the board is folded back, so that only the eastern two-thirds of the board are used.

Beyond the Great Wall near the top of the board lies a series of numbered desert hexes, known collectively as the **assembly hexes**. Each assembly hex is adjacent to two **attack hexes**, which are used by the Huns to attack the wall. Linking assembly hexes and attack hexes together are a series of arrows, each of which is adorned with a number token. Located at the southeast corner of each attack hex are intersections where each player has a **frontier settlement**. The column of hexes below each attack hex is known as the **support column** associated with the frontier settlement. (Note that immediately below the easternmost attack hex is an ocean hex; the first hex in the support column is considered to be the adjacent forest hex instead of the ocean hex.)

Hun Tokens

Historische Szenarien includes 35 Hun tokens, each of which are labeled with a number from 1 through 5 on one side. There are seven tokens for each number, and in a 4-player game, only the tokens from 1 through 3 are used. At the start of the game, all of the Hun tokens are mixed together to form a draw pile.

- Whenever a settlement is built or upgraded to a city, a Hun token is drawn, and placed on the assembly hex indicated on the back of the token.
- Hun tokens are moved from assembly hex to attack hex whenever the number rolled for production matches that of one of the arrows.
- Each attack hex may only have five Hun tokens; no Hun tokens are moved if doing so results in an attack hex with six or more Hun tokens.
- Hun tokens that are located on hexes within the interior of the board block resource production of the hex.

Wall Markers and Breach Tokens

Each player is given a set of five wall markers, which, when built, are placed on the attack hex adjacent to their frontier settlement. Each wall marker depicts a section of the Great Wall, with up to five watchtowers along its route; the wall markers of all players collectively form the Great Wall. The reverse side of each wall marker is labeled by a number indicating its level, as well as the cost of building that particular wall marker.

Breach tokens are tokens that indicate that a player was responsible for a wall breach. They are sometimes referred to as "minus tokens", as they penalize victory points.

- Wall markers are built in increasing levels, from 1 through 5. A player may not skip levels when building their section of wall.
- **Breaching the Wall:** If the number of Hun tokens at an attack hex exceeds the wall level, then the wall is considered breached. Whenever the wall is breached, the level of the wall is reduced by one, and the Hun markers on the attack hex are distributed among the hexes in the corresponding support row.
- Hun tokens must be distributed evenly amongst the hexes in the support row, and must be distributed from top to bottom amongst the support column.
- After Hun tokens are placed, the player allowing the wall to be breached is given a breach token.
- Each breach token in a player's possession penalizes the player by one victory point.

Level	Building Cost
1	1 brick, 1 grain, 1 lumber
2	1 brick, 1 grain, 1 lumber
3	1 brick, 1 grain, 1 lumber, 1 ore
4	1 brick, 2 grain, 1 lumber, 1 ore
5	1 brick, 3 grain, 1 lumber, 1 ore

Scenario Rules

- The robber is absent in this scenario.
- Each player begins with three settlements. The first settlement placed by each player must be a frontier settlement.

- Before the start of the game, remove three victory point development cards, and one each of the Monopoly, Road Building, and Year of Plenty development cards from the development card deck.
- The Largest Army bonus is worth only 1 victory point.
- Blockade rules are in effect. See the section on "Blockade" in the Guide with regards to the mechanics therein.
- Whenever a 7 is rolled for production, the player to move may steal a resource from any other player.
- Whenever a Knight development card is played, the player may take any two actions amongst the following: moving a Hun token from one assembly hex to another, removing a Hun token from the interior and putting it back into the supply, or moving the pirate.

Game is to 10 points. The game may also end if the wall has been breached five times in a 4-player game, or seven times in a six-player game, in which case all of the players are declared to have lost.

References

Player Supplies

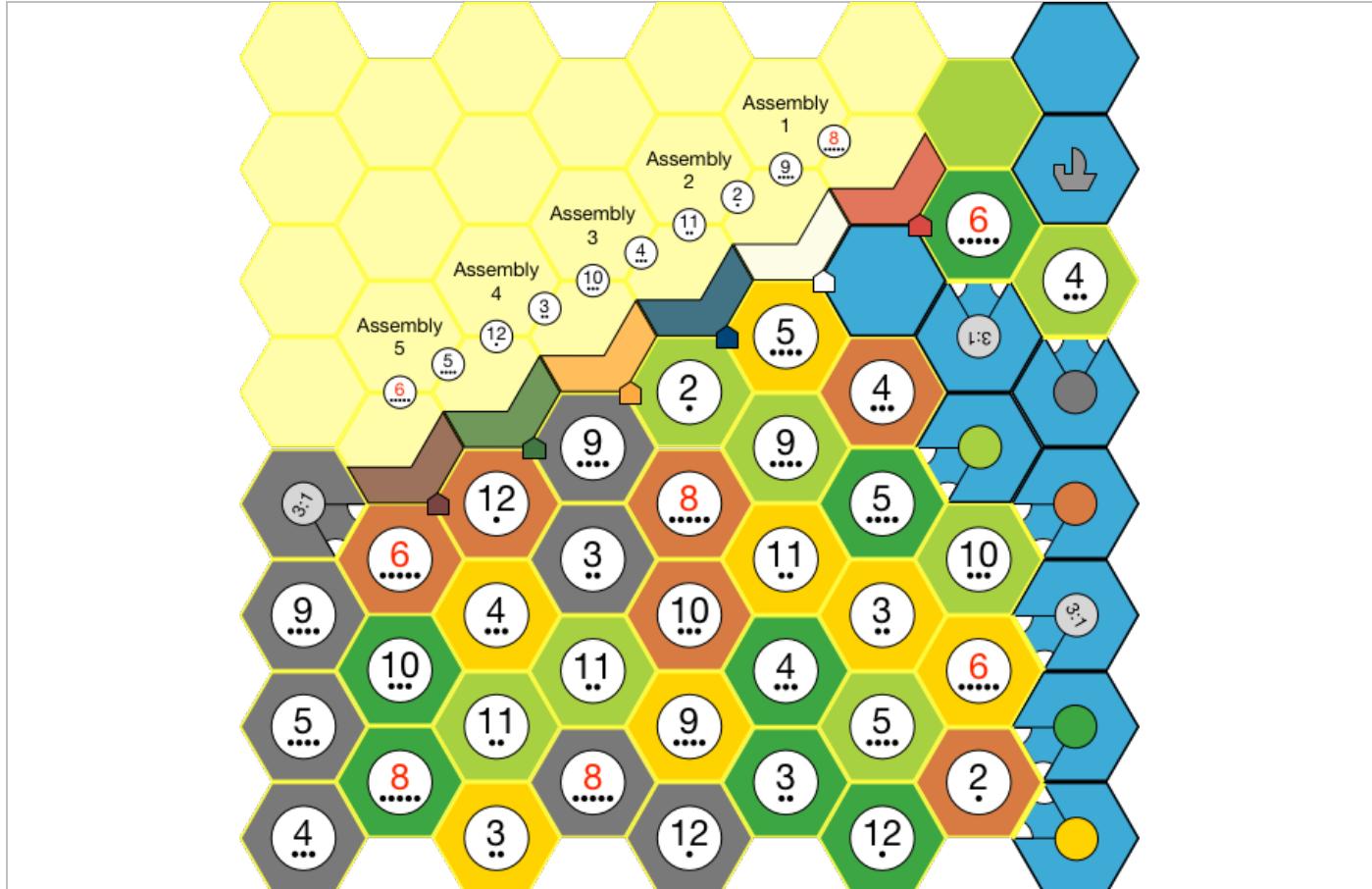
- | |
|---------------------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 1 Set of 5 Wall Markers |

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



Historical Scenarios



Das Buch zum Spielen Scenarios

Das Buch zum Spielen is arguably one of the most extensive *Catan* expansions that have been published in any language, in terms of number and variety of scenarios and variants. It consists of a book that details history of both *Catan* and the *Catan Card Game* (predecessor to *The Rivals of Catan*), as well as the rules for the scenarios and variants and the parts needed to play them. As with the *Historische Szenarien*, the English language distributor of *Catan* at the time, Mayfair Games, chose to import German portions with a partial translation of all of the gameplay-related portions, but stopped short of a full English language localization.

Many of the scenarios in this section have been reprinted in various forms: for example, nearly all of the scenarios and variants in the German language *Atlantis* expansion, celebrating the 10th anniversary of *Catan*, were scenarios originally taken from this expansion, and the 10th anniversary of *Seafarers* revised and reimplemented one of the scenarios found here.

About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in *Das Buch zum Spielen*. The sole exception is "The Desert Riders", which was subsequently released under the name "The Desert Dragons" in *Schätze, Drachen & Entdecker*.

Das Buch zum Spielen Scenarios

Components Bags

To organize the various game parts, 12 plastic bags were provided, and each of the components belonged to one of the bags. German language labels were also provided to mark each bag with its contents. The bags were laid out as follows:

Bag Contents

1	<ul style="list-style-type: none"> "The Colonists" Components: <ul style="list-style-type: none"> • 4 Building Cost Cards "Transport Settlers" Components: <ul style="list-style-type: none"> • 4 Island Supply Boards • 4 Ship Supply Boards • Nameplates for Catan, Roja, and Talis "Westwards" Components: <ul style="list-style-type: none"> • 5 Building Cost Cards
2	<ul style="list-style-type: none"> "Westwards" Components: <ul style="list-style-type: none"> • 7 River Strips • 5 Forts • 5 Pioneers • 1 Native American Figure
3	<ul style="list-style-type: none"> "The Colonists" Components: <ul style="list-style-type: none"> • 20 Gold Tokens • 20 Ore Tokens • 20 Gem Tokens • 20 Discovery Tokens Other Components: <ul style="list-style-type: none"> • 3 Jungle Hexes • 3 Volcano Hexes
4	<ul style="list-style-type: none"> "The Bermuda Triangle" Components: <ul style="list-style-type: none"> • 10 Blue Number Tokens "The Specialists" Components: <ul style="list-style-type: none"> • 6 Specialist Cards Other Components: <ul style="list-style-type: none"> • 30 Red Tokens
5	<ul style="list-style-type: none"> "The Treasure Hunters" Components: <ul style="list-style-type: none"> • 1 Large Victory Point Marker • 30 Treasure Tokens: 6 victory point tokens, 8 robber tokens, 8 gold tokens, and 8 development card tokens "The Storm Tides" Components: <ul style="list-style-type: none"> • 18 Dike Markers (3 per player)
6	<ul style="list-style-type: none"> • 16 Victory Point Markers • 15 Number Tokens (2 each of 2, 6, 8, 12, and 1 each of 3, 4, 5, 9, 10, 11, and Magic 7)
7	<ul style="list-style-type: none"> "The Desert Riders" Components: <ul style="list-style-type: none"> • 28 Desert Rider Markers
8	<ul style="list-style-type: none"> "Catan-Express" Components: <ul style="list-style-type: none"> • 1 Fastest Engineer bonus card • 6 Train Markers (1 per player) • 36 Water Tower Markers (6 per player)
9	<ul style="list-style-type: none"> • 1 Citadel Hex • 100 Flood Markers • 1 Spinner Hex
10	<ul style="list-style-type: none"> "The World According to Catan" Components: <ul style="list-style-type: none"> • 1 Storm Marker Other Components: <ul style="list-style-type: none"> • 2 Storm Flood Markers • 1 Dragon Figure • 6 Balloon Markers (1 per player)
11	<ul style="list-style-type: none"> "The Desert Riders" Components: <ul style="list-style-type: none"> • 12 Discovery Tokens Other Components: <ul style="list-style-type: none"> • 6 Castle Markers (1 per player) • 6 Factory Markers (1 per player)
12	<ul style="list-style-type: none"> • 18 figure stands (3 per player) • 6 black figure stands • 1 spinner arrow

Information about these parts are provided in the sections of the Guide where these parts are used. Note that some of these components are exclusively used in variants rather than scenarios.

Red Tokens

Das Buch zum Spielen includes 30 tokens that are red on both sides. The red tokens are used generally to mark intersections of significance on the board. Although seen today as a precursor to the Catan chit due to their multipurpose nature, red tokens are never used to denote victory points and rarely used as a currency, two of the other main functions of the Catan chit today.

Desert Rider Markers

The desert rider markers are used in the scenario "The Desert Riders", which has been subsequently renamed "The Desert Dragons". The newer revision uses dragon tokens in place of desert rider markers, but otherwise function identically.

More information about "The Desert Dragons" is available from its section in the Guide.

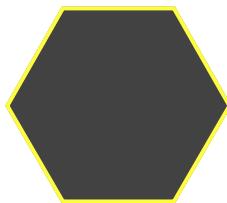
Storm Flood Markers

Das Buch zum Spielen includes two storm flood markers. These markers are placed on edges, and are used to denote that adjacent edges or intersections, depending on the scenario, are inaccessible.

The Guide does not depict storm flood markers directly, instead opting for marking any affected edges and intersections. Consult with the scenario's section in the Guide for additional details.

Jungle Hex and Discovery Tokens

The jungle hex is a special type of terrain hex that produces its own unique currency, known as a discovery token.



The Guide uses a dark shade of gray, as opposed to a shade of green used on actual hexes, to avoid confusion with forest hexes.

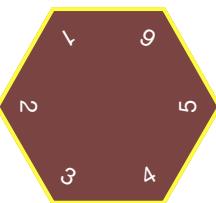
Discovery tokens are not considered part of the hand, and thus is not subject to the hand limit. They are also not resources, and thus may not be stolen or taken as a result of the Monopoly development card.

The role of a discovery token in most scenarios is to take the place of one resource needed to purchase a development card. Typically, multiple discovery tokens may be used as substitutes for multiple resources.

The quantity of discovery tokens vary between scenarios. Consult with the scenario's section in the Guide for a more precise description of the role of a discovery token.

Volcano Hex

The volcano hex is a special type of terrain hex that produces resources, but at a great risk for players with nearby settlements and cities.



Each intersection adjacent to a volcano hex is marked with a number. During setup, if there are multiple volcano hexes, the orientation of each volcano hex may be the same or different.

After the production roll is resolved and resources are collected, any volcano hex that produced resources is subject to eruption. Roll one die. If there is a settlement at the intersection at the specified number, it is destroyed. Depending on the scenario, cities may be reduced to settlements, or destroyed outright.

The type of resource or other currency produced by a volcano hex depends on the scenario; consult with the scenario's section in the Guide for additional details.

Spinner Hex

The spinner hex is a spinner whose base is the exact same shape and size of a hex. It is primarily used in variants, but it does see some use in scenarios. Each side of the spinner hex is labeled from 1 through 6. The four cardinal directions are also indicated on the spinner hex, with 1 representing due west. (This corresponds to the top of the map in the Guide's setup diagrams, due to the different orientation of the hexes.)

***Das Buch zum Spielen* Scenarios**

Despite the fact that the spinner hex is the exact same size of a hex, it is generally not placed on the board, as the spinner arrow extends well past the edge of a hex, often resulting in pieces being knocked over.

Because of the construction of the spinner hex, players owning a copy of English versions of *Traders & Barbarians* may find it easier to use the castle hex from "Barbarian Attack" and a die to serve as a proxy for the spinner hex.

Figure Stands

There are some pieces included with *Das Buch zum Spielen* that are meant to be used as figures, and must be mounted onto the included figure stands. While there are enough figures for the black (neutral) figures, there are not enough stands for all of the figures for the player pieces.

The Atoll

By Brigitte and Wolfgang Ditt

This scenario is known to not be compatible with *Cities & Knights*.

Scenario Rules

- During initial setup, players must place their first settlement on the inner island, and the second on the outer island. In a 5-player game, the player placing their first settlement last may choose to place both settlements on the outer island, as the inner island may become too crowded.
- The pirate is governed differently from normal. Whenever the robber is moved, the pirate must also move. The pirate always moves a number of hexes clockwise during its movement.
- If a Knight development card was played, the pirate is moved one hex clockwise. If the pirate is moved as a result of a production roll of 7, the pirate moves a number of hexes equal to the lower of the two dice rolled.
- The robber is always moved before the pirate.
- Even though both the robber and pirate are moved, only one resource is stolen. If the pirate is able to steal a resource (in accordance to the standard rules for the pirate stealing resources in *Seafarers*), it must do so, and no resource is stolen by the robber. Otherwise, the robber may steal a resource as normal.
- Each shipping line between the inner and outer islands connecting any two settlements or cities, not necessarily a player's own, is worth one victory point.
- Shipping lines that branch off do not award any additional victory points, and no additional victory points are awarded if there is more than one shipping line connecting the same two settlements and cities.

Game is to 12 points.

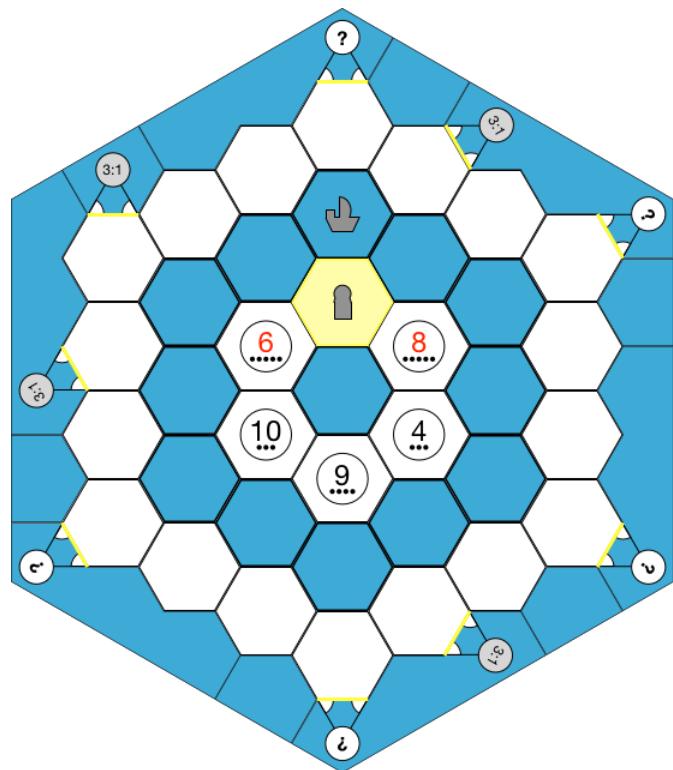
References

Player Supplies

- | |
|---|
| <ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads 15 Ships |
|---|

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

**4-5 Player Game**

The setup, as originally presented, used harbor hexes and ocean hexes from the English 3rd edition. This setup has been modified to use 4th edition frame piece, though additional frame extension pieces will be required. (Note that the reverse sides are used due to the layout of the harbors.)

Hexes

	Ocean	Desert	Pasture	Mountains	Fields	Forest	Hills	Inner Island	Outer Island	1	1	1	1	1	1	13
								3	4	4	3	4				

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Bermuda Triangle

By Steffen Richter and Heinz Dasbach

Blue Number Tokens

A number of ocean hexes have special effects happen on adjacent edges. In *Das Buch zum Spielen*, special blue square number tokens are included to mark each ocean hex.

Bridges

A number of edges between ocean hexes are marked in purple on the setup diagram. These indicate edges where a bridge, represented by an ordinary road, may be built. Bridges act as an extension of the road network, like ships.

- The Road Building development card may not be used to build a bridge.

Scenario Rules

- The robber is present in this scenario, and begins the game on any gold field hex.
- The pirate is present in this scenario, and begins the game on any ocean hex without a number token.
- The first settlement a player builds on the central island is worth one extra victory point.
- **The Bermuda Effect:** Whenever the production roll matches that of an ocean hex, all ships adjacent to the affected hex are removed from the board.
- Bridges and roads are not affected by the Bermuda Effect, nor are adjacent settlements and cities.
- The rules do not specify what happens if, as a result of the Bermuda Effect, a ship becomes unanchored on both ends.
- **Loss of Supply:** All settlements and cities on the central island must be connected by ships or bridges to settlements on the outlying islands. If, due to the Bermuda Effect, this no longer holds, settlements and cities on the central island are rendered unproductive.
- A player may not expand on the central island while the central island remains unproductive.

Game is to 12 points.

Setup Notes

The setup diagrams show the recommended setup from official documentation. The land hexes on the outer islands may be altered.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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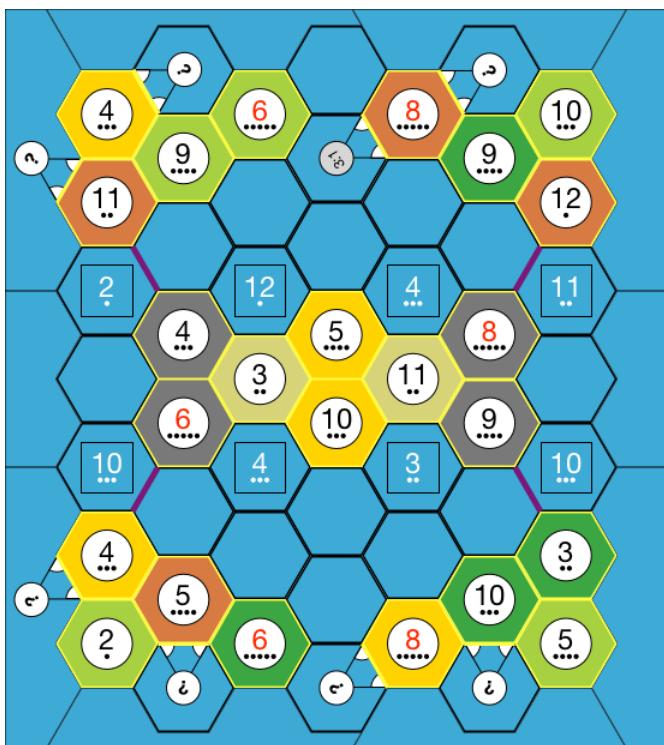
Building Costs

Road	1 brick, 1 lumber
Bridge	1 brick, 1 lumber, 2 ore, 1 wool
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Das Buch zum Spielen Scenarios
Setup Diagrams



3-4 Player Game (2000)

Hexes

Hills
Fields
Forest

	Hills	Fields	Forest	Mountains	Gold Field	Pasture	Ocean
4	5	4	5	5	2	22	

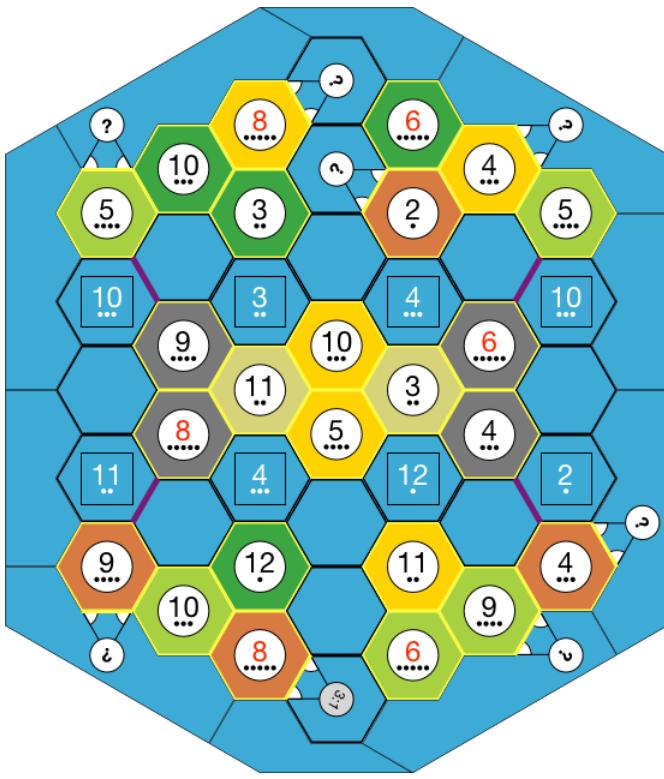
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



3-4 Player Game (2003)

Hexes

Hills
Fields
Forest

	Hills	Fields	Forest	Mountains	Gold Field	Pasture	Ocean
4	5	4	5	5	2	18	

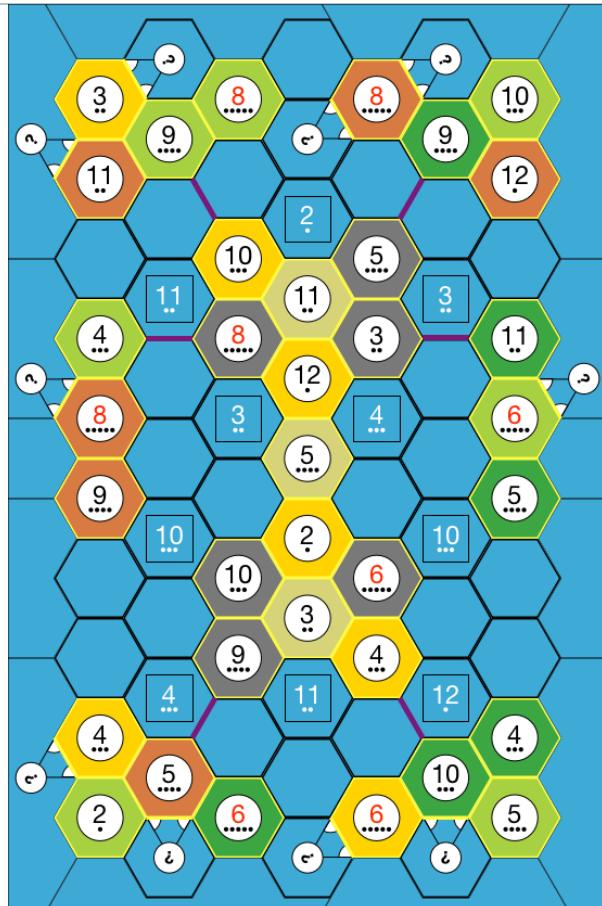
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



5-6 Player Game (2000)

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Gold Field	Ocean
	7	7	7	6	7	3	32

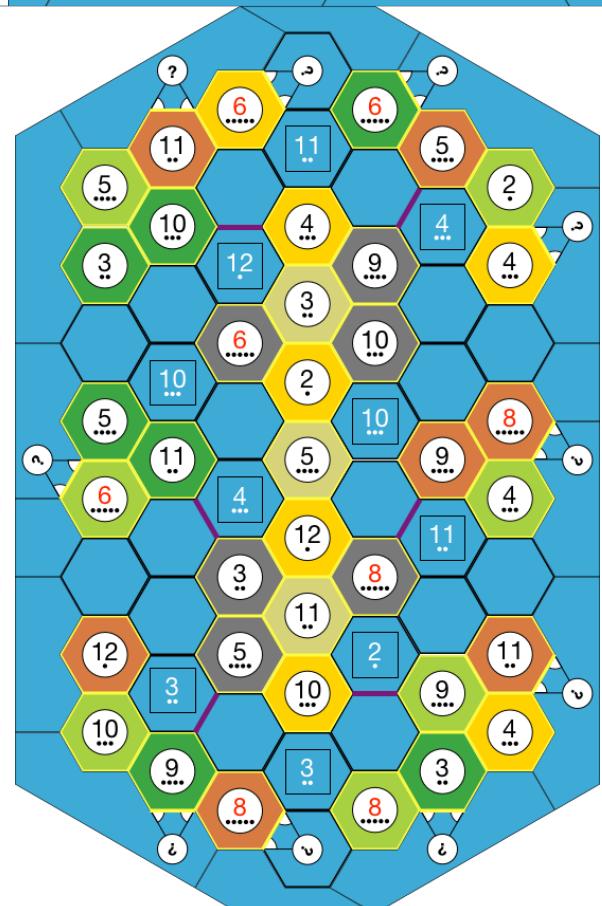
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5



5-6 Player Game (2003)

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Gold Field	Ocean
	7	7	7	6	7	3	26

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

Catan Express

By Brigitte and Wolfgang Ditt

“Catan Express” is a unique scenario using a fixed base game island that has players racing trains around the board.

This scenario is known not to be compatible with *Cities & Knights*.

Trains

Trains are the central new piece used in this scenario. Six train figures are included with *Das Buch zum Spielen*, one for each player color. These figures must be attached to figure stands of matching color.

- Trains are moved only after the race begins, and only during the movement phase.
- Trains may only move if a player has placed at least five rails or ships.
- Each turn, a train may move a number of intersections along their rail and ship network equal to the higher of the two dice rolled for production. Trains need not use their full movement allotment.
- Trains may move over a player’s own rails for free. Trains may also move over opposing rails or ships, but players must pay one resource to the owner of the rail or ship. If there is more than one opponent with a rail, then the player may choose which player they pay the resource to.

Rails

Rails, represented by roads, are used to move the trains once the race begins. Unlike the roads that they replace, settlements need not be connected to each other by rail.

- Rails are always built from an intersection to the center of a hex.
- Players may build rails where other players have built rails, but 1 brick must be paid to each player already having built a rail there.
- A player may build rails past opposing settlements.

Water Towers

Water towers are square cardboard markers used to denote checkpoints in the race. *Das Buch zum Spielen* includes six water tower markers for each of the six players.

- When the race begins, each player must nominate one of their own settlements or cities (two in a 3-player game), and each player must place one water tower at each nominated location. A player may nominate the settlement where their train is currently located.
- If a player is unable to nominate one of their own settlements, then no action occurs; the race will consist of one less water tower.
- **Collecting Water Towers:** Whenever a train reaches an intersection containing one of a player’s own water towers, the train must end its movement, and the player removes the water tower from the board and places it in their supply.
- Each collected water tower is worth one victory point.

Fastest Engineer Bonus

The Fastest Engineer bonus is a one-time bonus given to the first player to collect all of their own water towers. *Das Buch zum Spielen* includes a scoring card (in the style of the Largest Army or the Longest Road scoring cards) for the Fastest Engineer.

- The Fastest Engineer bonus is worth one victory point.

Scenario Rules

- The Longest Road is not used in this scenario.
- At the start of the game, set aside two cities and all of the water towers from the player supply; they only enter the player supply once the race begins.
- During initial setup, no rail is built extending from the first settlement, but one rail is placed extending from the second settlement.
- Each player’s train begins the game at the location of the second settlement.
- Settlements may only be built at intersections not connected to any player’s rail or ship line. The distance rule continues to apply.
- Victory point development cards must be revealed and played immediately once drawn.
- A player earns one victory point every time they connect an isolated settlement to their own rail network.
- A player earns one victory point for the first rail connection between their own rail network and that of an opponent.
- No victory points are awarded if the first rail connection between two players occur during initial setup.
- Only settlements that are connected to any player’s rail network may be upgraded to cities.
- The race begins whenever any player obtains eight victory points.

The game ends whenever any player claims the Fastest Engineer bonus, with the player having the most victory points is declared the winner. If there is a tie, and the player claiming the Fastest Engineer is amongst the tied players, then that player is declared the winner. Otherwise, the tied player to have first moved their train is declared the winner.

The following additional rules are in effect when playing with *Seafarers*. Consult with the *Seafarers* section of the Guide for additional details.

- Ships are built normally, but players begin with 8 ships instead of 15.
- As an optional rule, players may agree to build ships in the same manner as rails. If adopted, players should begin with the full complement of 15 ships.
- As an optional rule, players may agree to not allow trains to stop at any intersection where rails meet ships.

References

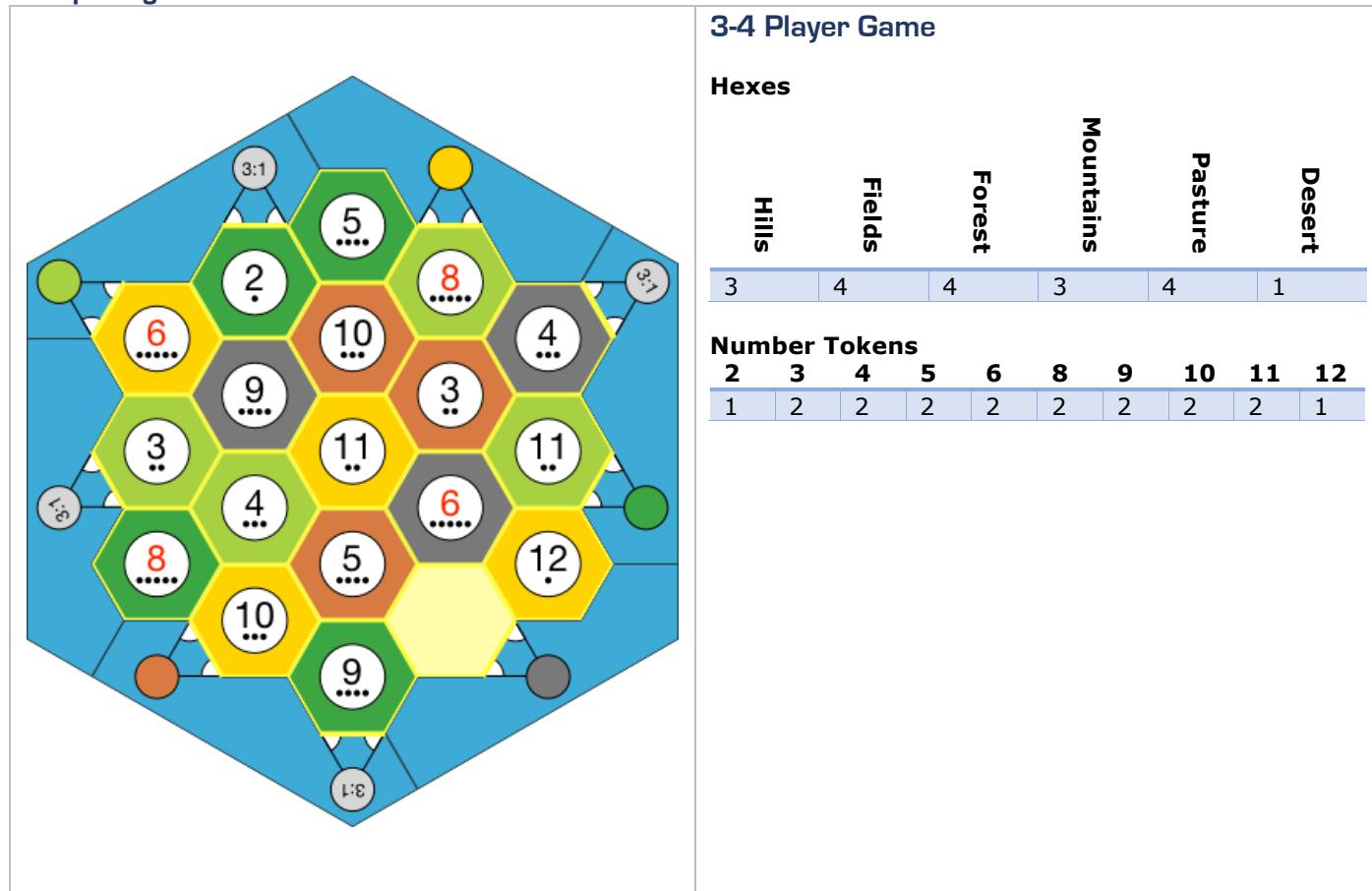
Player Supplies

- | |
|------------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 1 Train |
| • 6 Water Towers |

Building Costs

Rail	1 lumber, 1 ore
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



5-6 Player Game

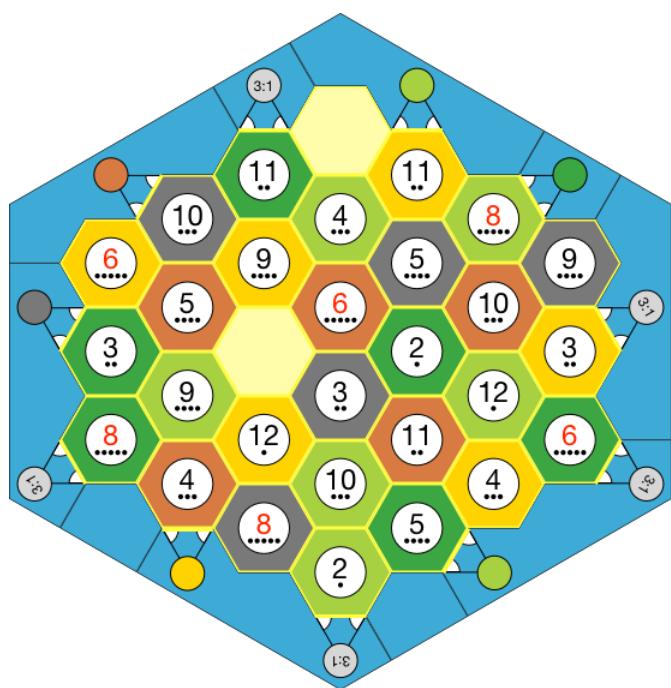
Hexes

Hills Fields Forest Mountains Pasture Desert

5	6	6	5	6	2
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Number Tokens

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



El Dorado

By Andreas Seyfarth

"El Dorado" is an interesting scenario that redefines the role of the pirate, termed the corsair in this scenario.

El Dorado

The titular El Dorado in this scenario refers to the central gold field hex. Players may not place their initial settlements adjacent to this hex, nor may players expand to the El Dorado hex.

- At the start of the game, the three number tokens from the reserve are placed face-down on the El Dorado hex. The first three players to place a ship adjacent to the El Dorado hex flips over one of the number tokens.
- After one of the number tokens has been flipped face-up, whenever one of the face-up number tokens matches the production roll, each player with a continuous road and/or ship connection between the El Dorado hex and a city receives a Catan chit.
- Note that the city does not have to be on the coast; the city may be located inland, and be connected via roads to a settlement that extends a shipping line out to El Dorado. The ship, however, must be adjacent to the El Dorado hex, and not merely touching one of its intersections.
- The supply of Catan chits is considered finite, and standard resource shortage rules apply.
- Each Catan chit is worth one victory point.

Corsair

In this scenario, the pirate is renamed the corsair, and is governed by different rules.

- **Taking Control of the Corsair:** The corsair is said to be under the control of a player. A player takes control of the corsair from its current holder (if applicable) whenever they pay the build cost.
- Whenever a 7 is rolled for production, the player in control of the corsair must place it on any ocean hex adjacent to El Dorado after the robber is moved. If no player is in control of the corsair, the corsair is not placed on the board.
- After the corsair is placed, the player with control of the corsair may do one of two actions, outlined below.
- **Corsair Stealing Resources:** The player may steal one resource from up to two opposing players with ships adjacent to the corsair's location. The corsair is removed from the board, though the player retains control of the corsair.
- **Corsair Attack:** The player may remove from the board any two ships, including their own, adjacent to the corsair's location. The corsair is then removed from the board, and the player relinquishes control of the corsair.
- A shipping line that is unanchored on both ends as a result of a corsair attack cannot move until they are reconnected to an anchoring settlement or city. A player is not obligated to immediately reconnect isolated ships, and is free to build ships elsewhere.
- As an optional rule, the player in control of the corsair may use the ability of the corsair once per turn, including the turn in which they take control of the corsair.

Scenario Rules

- The robber is present, and begins the game in any desert hex.
- Ships may not be moved between the interior ocean hexes and the exterior of the game board.

Game is to 12 points. The game also ends if 8 Catan chits have been awarded, with the player having the most victory points being declared the winner. In the event of a tie, the tied player having most recently had control of the corsair is declared the winner.

Setup Notes

The terrain hexes and number tokens may be freely altered, though the 6 and 8 number tokens 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.

References

Player Supplies

- | | |
|--|--|
| <ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 4 Ships | <ul style="list-style-type: none"> <i>Cities & Knights Additions</i> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights |
|--|--|

Building Costs

Road	1 brick, 1 lumber
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Das Buch zum Spielen Scenarios

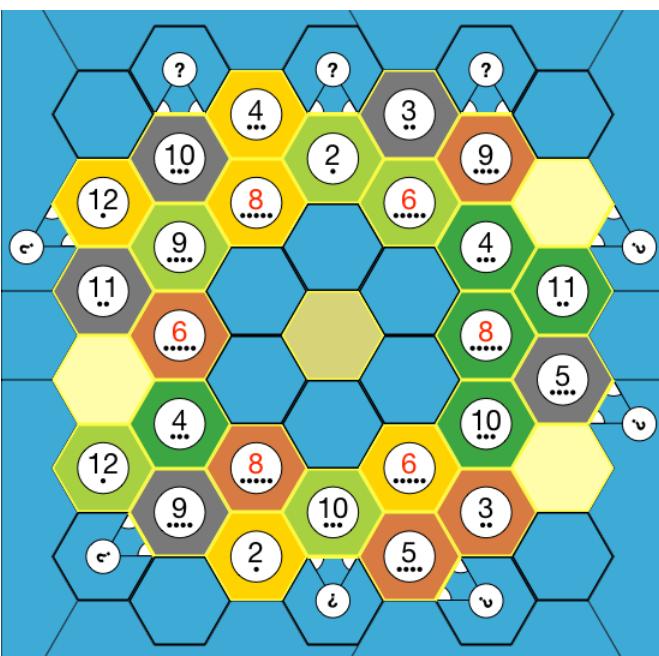
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Corsair	1 lumber, 2 ore, 1 wool

Cities & Knights Additions

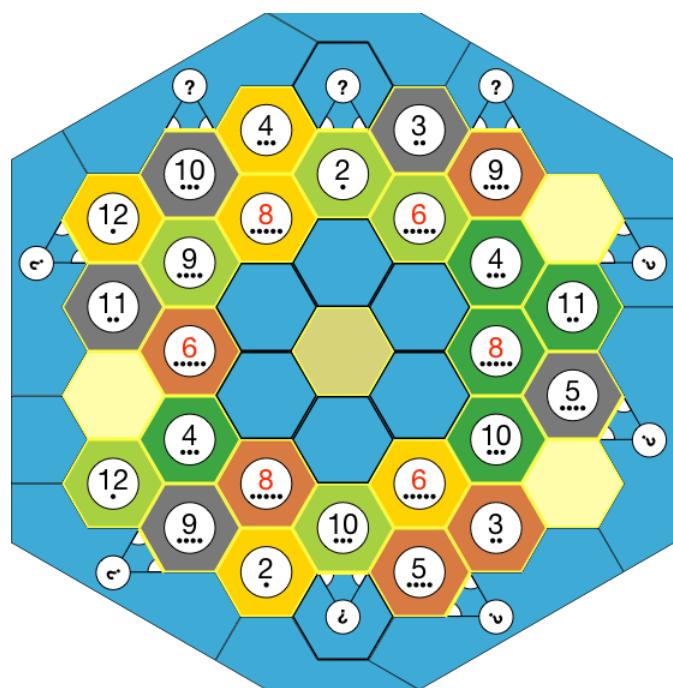
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3-4 Player Game (2000)											
Hexes											
Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean				
5	5	5	5	5	3	1	10				
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
	2	3	4	5	6	8	9	10	11	12	
Outer Island	2	2	3	2	3	3	3	3	2	2	
El Dorado		1		1						1	
Harbors											
Brick	Grain	Lumber	Ore		Wool	3:1					
1	1	1	1		1	1	1	1	1	4	



3-4 Player Game (2003)



Hexes

	Ocean	Gold Field	Field	Pasture	Desert	Mountains	Forest	Hills
5	5	5	5	5	3	1	6	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Outer Island	2	2	3	2	3	3	3	3	2	2
El Dorado		1		1						1

HARBORS

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

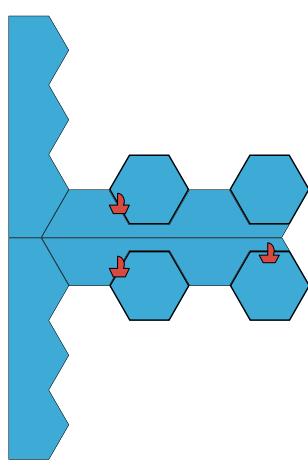
The Explorers

By Hannes and Christian Till

"The Explorers" is a scenario that combines the discovery elements of "The Fog Islands" with the number token movement mechanics from "Greater Catan".

The Game Board

In this scenario, the left and right edges of the board (top and bottom, as represented in the Guide) are considered to wrap around and connect to each other.



Shown on the left is how the top-left and bottom-left ends of the board are considered to wrap around and connected to each other, with a 3rd edition *Seafarers* frame. The two ships on the left are considered to be connected to each other, despite nominally being on opposite ends of the board. This means that there may be ships on edges that are considered to be the same, as is the case with the ship on the right: the ship is on the top edge of the printed hex on the top end of the board, which is considered to be the same as the bottom edge of the printed hex on the bottom end of the board.

Although a setup for the 4th edition *Seafarers* frame is available, there has been no attempt to consolidate that the fact that the outer and inner columns would have a different number of hexes in them. (The 4th edition frame was introduced after the release of *Das Buch zum Spielen*, with the scenario setups for the 4th edition frame being available for download from the Catan website; however, the setup for this scenario lacks any instructions on how to implement the board wraparound.) It can still be presumed, however, that there is effectively one hex separating every other column on the board, consistent with the intent of the 3rd edition frame.

Scenario Rules

- The reserve consists of two piles: one with ocean hexes and one with only land hexes.
- Players must place their initial settlements in the middle of the board, not adjacent to the unexplored area.
- **Discovery:** Whenever a player builds a road or ship on edges facing unexplored terrain, discovery occurs. During discovery, a land hex is drawn from the reserve and placed on the empty space, and, if possible, an ocean hex is placed in an adjacent empty space.
- If the land hex discovered produces resources, a number token is also assigned from the reserve. Should the reserve be empty, then a number token must be moved from the central area, subject to the following restrictions: the number token being moved must be taken from a hex adjacent to a player's own settlements and cities, every settlement or city must border a hex with a number token, and the 6 and 8 number tokens may not be placed in adjacent hexes. If this is not possible, then they may be ignored in the order stated. If there are no eligible number tokens from the central island, then the number token may be moved from anywhere else on the board, subject to the same restrictions.

Game is to 12 points.

Setup Notes

Under the 3rd edition rules, the harbor hexes from the base game are used instead of the harbor tokens from *Seafarers*, and these hexes are shuffled into the ocean hex reserves. Whenever a harbor hex is drawn, it must be placed, if possible, so that both harbor intersections touch land. The rules do not specify what happens if a harbor hex may be subsequently rotated so that it faces land after it is placed.

Under the 4th edition rules, harbor tokens are placed on specific edges on the game board. The first player to build a road or ship on these edges may take the harbor token and place it on any coastal edge, subject to the restriction that at most one harbor may be on one edge, and that harbors may not be placed on adjacent edges.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

- Cities & Knights Additions**
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams**3-4 Player Game (2000)**

Harbor hexes are used in place of harbor tokens. Whenever a harbor hex is discovered, it must be oriented so that both intersections touch land whenever possible.

Hexes

	Hills	Forests	Oceans	Mountains	Fields	Pastures	Deserts	Gold Fields	Oceans
Main Island	2	3	3	1	3	2			12
Unexplored Area	3	2	2	4	2	2	2		12

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	1	1	2	2	2	1	1	1	
Unexplored		1	2	1			1	2	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

**3-4 Player Game (2003)**

Place the lumber, ore, and grain harbors at the marked edges along the top end of the board, from left to right. Place the brick and wool harbors on the marked edges along the bottom of the board, from left to right. The first player to build a road or ship at the marked edges may take the harbor and place it on any edge on the board. Harbors may not be placed on adjacent edges.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest
--	-------	------------	--------	---------	-----------	--------	-------	--------

Main Island	2	3	3	1	3	2		10
Unexplored Area	3	2	2	4	2	1	2	9

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	1	1	2	2	2	1	1	1	
Unexplored		1	2	1			1	2	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Fleets

By Horst Rainer Rösner

"The Fleets" is a scenario where the mechanics involving ships are different from standard *Seafarers*.

This scenario is known not to be compatible with *Cities & Knights*.

The Fleet

The defining feature of this scenario is a line of ships known as a **fleet**. A player may have only a single fleet, which may consist of anywhere between one to five ships. Fleets, unlike ordinary shipping lines, may not branch, but they may move about on the board.

- As fleets are to be moved about on the board, fleets, unlike ordinary shipping lines, do not contribute to the Longest Road.
- A player may, during initial setup, set up the first ship in their fleet in place of a road. Because a player may only have one fleet, only one ship may be substituted in this manner.
- Building and Extending the Fleet:** The first ship in a fleet is constructed as normal. Thereafter, a fleet must have at least one ship connected to a player's own settlements or cities in order for it to be extended. Players may extend the fleet on either end, so long as it does not branch.
- Fleet Movement:** A fleet of one ship moves to an adjacent edge. A fleet of more than one ship moves by removing one ship on one end and placing it so that it extends the other end.
- Fleets may move anytime during the turn; it is not considered a trade or build action.
- Each ship in a fleet may move only once per turn.

Scenario Rules

- The robber is present in the game, and begins the game in any desert hex.
- The pirate is present in the game, and begins the game in any ocean hex.
- Each player begins the game with one number token from the reserve in their possession.
- Players may only place their initial settlements on the two large islands at either end of the board.
- Expansion Using Fleets:** In order to expand to any of the small islands in the middle of the board, a player must first move their fleet so that there is a ship adjacent to the settlement site. A player may only build their first settlement on each small island in this manner; after a settlement has been established on an island, they may only expand further on that island through conventional means.
- If both of a player's initial settlements are on the same side of the board, they may not expand to the large island on the opposite end of the board.
- Fleet Destruction:** If the pirate is moved as a result of a production roll of 7, and the pirate is moved to an ocean hex adjacent to the end of an opponent's fleet of three or more ships, the last ship in that fleet is removed from the board.
- Fleets of two or fewer ships are not affected by the fleet destruction mechanic.
- The pirate does not prevent the extension of a fleet, nor the movement of any ship therein.
- Island Settlement Bonus:** each of the small islands confers a bonus, worth one victory point. Each settlement on the island confers one settlement point for its owner, and each city confers two settlement points. The player with the most settlement points on an island earns the bonus.
- No bonus is awarded for an island if two or more players are tied in having the most settlement points.
- Number Token Swapping:** If any ship in a player's fleet borders a land hex, the player may exchange the number token in their possession with the number token from that hex.
- Number token swapping may be done any number of times, and is not considered either a trade or a build action.
- The robber does not prevent the exchange of number tokens.

Game is to 12 points.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 5 Ships

- Cities & Knights Additions*
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

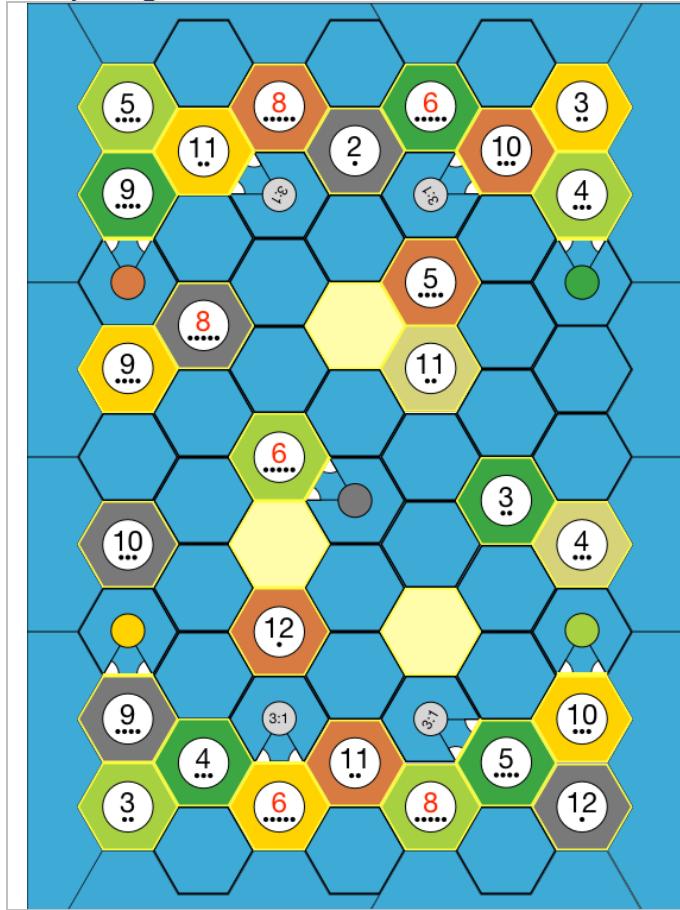
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game (2000)

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	5	5	3	2	21

Hexes do not include pre-printed hexes on the frame.

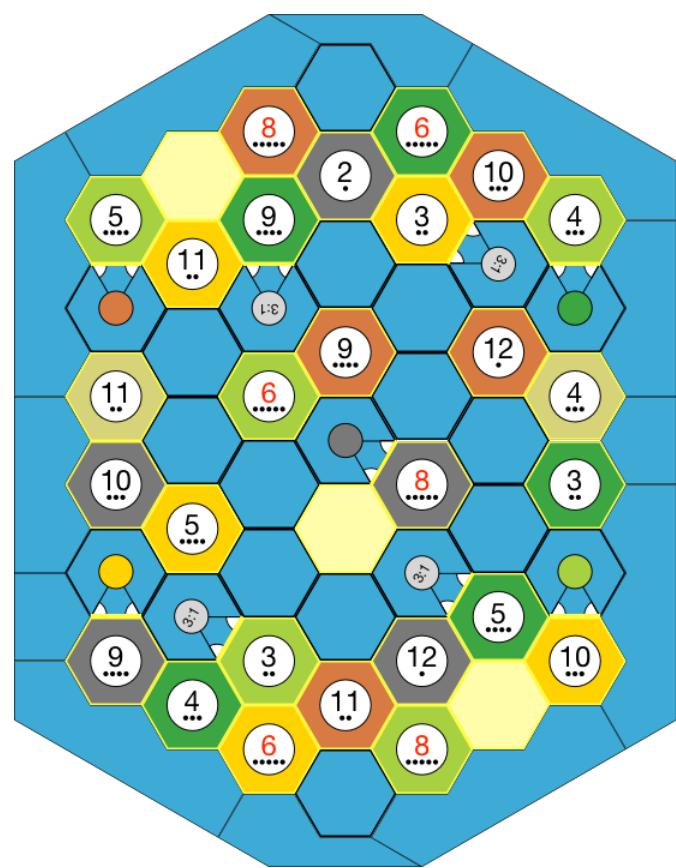
Number Tokens

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

HARBORS

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

3-4 Player Game (2003)



Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills
5	5	5	5	5	5	3	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Colonists

"The Colonists" is one of the most republished scenarios included with *Das Buch zum Spielen*. It is one of the scenarios that made up the Dutch "Six Scenarios" series of expansions, and was republished twice in the German language: once as part of *Atlantis*, and the other as the scenario celebrating the 10th anniversary of *Seafarers*.

Because of its unique setups and rules, one may argue that this scenario acts as a spiritual successor to "The Fog Islands" in *Seafarers* as well as a spiritual predecessor to the scenarios of *Explorers & Pirates*.

This scenario is known not to be compatible with *Cities & Knights*.

The Game Frame

The *Seafarers* 10th anniversary edition of "The Colonists" includes two single-hex frame extension pieces, to accommodate the increased length of the board. Players with the *Seafarers* extension should use the two-hex frame extension piece from the extension in place of the two single-hex extension pieces, for greater board stability.

Gold Field, Jungle, and Volcano Hexes

The *Seafarers* 10th anniversary edition of "The Colonists", like other releases, includes jungle and volcano hexes, as to date they have not been released as part of any standard expansion. Unlike the other releases, however, the jungle and volcano hexes included with the *Seafarers* 10th anniversary edition have pre-printed number tokens: 4, 9, and 10 for the jungle hexes, and 3 and 6 for the volcano hexes. Other releases do not have pre-printed number tokens for the jungle or volcano hexes.

Similarly, the *Seafarers* 10th anniversary edition of "The Colonists" includes one gold field hex with a preprinted 5 number token, in the only case where a standard hex has a pre-printed number token outside of a mass-market edition or historical scenario.

Colony Tokens

"The Colonists" uses four distinct types of currencies, collectively referred to as Colony Tokens. Each type of hex in the reserves produces a specific type of colony token, which must be transported back to the main island in order for them to be added to a player's supply and subsequently redeemed. The four types of colony tokens are gold tokens, ore tokens, gemstone tokens, and discovery tokens.

Type	Terrain	Quantity			Redeemed
		DB	6S	10 th	
Gold Token	Gold Field	20	20	20	1 token for any resource except ore
Ore Token	Mountain	20	20	20	1 token for 1 ore
Gemstone Token	Desert	20	20	24	2 tokens for 1 development card
Discovery Token	Jungle	26	26	24	3 tokens for 1 victory point

(DB: *Das Buch zum Spielen*, 6S: Six Scenarios, 10th: *Seafarers* 10th anniversary)

- Colony tokens are not resources, and they are not considered part of the hand. As such, they are not subject to the hand limit.
- Colony tokens may not be traded or taken as a result of the Monopoly development card.
- Colony tokens in a player's supply must be redeemed for their reward whenever possible.
- When colony tokens are produced, they are not placed in a player's supply: rather, they are placed with the settlements that produce them. Each settlement may store a total of three colony tokens; any excess colony tokens produced are lost.
- Colony tokens may be shifted from settlement to settlement through a player's own road network.

Ships

Ships are governed by rules different from that in *Seafarers*. Ships are placed on intersections, and are moved about during the movement phase.

Note that under the original rules, ship pieces represent ships, outposts, and warships. A player may have at most three ships at any given time: the remaining ship pieces are used as outposts and warships. (The *Seafarers* 10th anniversary rules have ships and outposts be different pieces.)

- When a ship is built, it is placed at the location of a player's coastal settlements or cities on the home island.
- During the movement phase, each ship may move a number of intersections equal to the higher of the two dice rolled for production. A ship does not need to use their full movement allotment.

- Ships may not end their movement on intersections containing other ships, nor opposing settlements or cities. They may, however, pass through them en route to their destination. Ships may not move past the pirate.
- Ships may move on the turn that they are built.
- **Discovery by Ship:** If a ship moves to an intersection bordering unexplored territory, a hex is taken from the reserve and placed there. If it is a land hex, a number token is drawn at random from the reserve and immediately placed there (ensuring that the 6 and 8 number tokens are not adjacent – number tokens may need to be redrawn). As a reward for discovery, one colony token of the type produced by the hex is immediately added to the player's supply.
- If an ocean hex is discovered, no reward is given. If playing by rules predating the *Seafarers* 10th anniversary, the ship making the discovery must also end its movement.
- **Transporting Colony Tokens:** A ship at the location of a settlement with colony tokens may load the colony tokens from that settlement. A ship may hold up to three colony tokens. Colony tokens may be unloaded at any coastal settlement or city on the home island, where they are immediately transferred to the player's supply.
- Loading and unloading colony tokens is a free action, and does not affect the movement ability of the ship.
- Colony tokens may not be transferred between ships.

Outposts

Outposts are structures that are built by ships, allowing players to build settlements in the outlying areas. They are placed in the center of a hex.

As originally presented in *Das Buch zum Spielen*, outposts are represented by ships being placed upside down; the *Seafarers* 10th anniversary edition instead has outposts be distinct plastic pieces, and provides five outposts for each player.

- A player discovering a land hex in the outlying areas using a ship must remove the ship from the board and place an outpost on the newly-discovered hex.
- Thereafter, any other player with a ship adjacent to the hex may convert their ship to an outpost.
- Each player may only have one outpost on a hex.
- Outposts may not be established on the home island; expansion on the home island is only possible by land.

Pirate

As originally presented, the pirate from *Seafarers* is reused in this scenario. However, the *Seafarers* 10th anniversary edition provides a different pirate figure, in the form of a black warship. In any event, the pirate is governed differently from how it is in *Seafarers*.

- The pirate, like ships, is placed on intersections. Under the *Seafarers* 10th anniversary rules, the pirate may not be placed on intersections bordering the game frame.
- Once the pirate is moved, the player moving the pirate may either steal a resource from the owner of any adjacent colonial settlement or ship, or steal a colony token from an adjacent colonial settlement or ship.
- Any colony tokens stolen by the pirate is placed immediately in the supply of the player moving the pirate.
- A player may not steal their own colony tokens.
- Under the original rules, the pirate may not steal resources from coastal settlements or cities on the home island. Under the *Seafarers* 10th anniversary rules, the pirate may steal resources from coastal settlements and cities on the home island.
- Pirates and outposts do not affect each other.
- If the pirate is at a coastal intersection, the pirate blocks the building of a settlement at its location, but does not block the movement of colony tokens over it.

Warships

Warships are a means to counteract the effects of the pirate. As originally presented, they are represented by regular ships; the *Seafarers* 10th anniversary edition provides a separate warship figure for each player. The rules for warships differ somewhat between the two rulesets, though not significantly.

- Warships are placed in the middle of hexes. Under the original rules, only one warship may be placed on any hex, but under the *Seafarers* 10th anniversary rules, multiple warships may be placed on the same hex.
- Warships prevent the pirate from being placed at any of the adjacent intersections.
- If a warship is placed at a location adjacent to the pirate, the pirate must be moved.
- The rules do not dictate where the pirate should be placed in the event that the placement of a warship results in the pirate having no eligible intersections to be placed.
- Additionally, under the *Seafarers* 10th anniversary rules, the pirate may not target any ship, coastal settlement, or city located next to a warship belonging to the same player.
- Under the original rules, warships contribute to the Largest Knight bonus.

Das Buch zum Spielen Scenarios

- **Moving Warships:** Under the *Seafarers* 10th anniversary rules, a warship may be moved once per turn, to any other ocean hex. If the warship is moved to a location adjacent to the pirate, the pirate is moved, as normal.
- A player may not move their warship on the same turn that it is built. This means that the pirate may move at most three times per turn: once on a production roll of 7, once from a Knight development card, and once from either placing or moving the warship.

Scenario Rules

- The island at the top of each setup is referred to as the home island.
- When playing with the *Seafarers* 10th anniversary rules, each player begins with three settlements.
- Players must place all of their initial settlements on the home island. Furthermore, the first settlement must be placed on the coast, facing the interior of the board.
- A player placing a coastal settlement may place a ship instead of a road, as normal, but be advised that in this scenario, ships are placed on intersections.
- The robber is absent in this scenario.
- The Longest Road bonus is not used in this scenario.
- The pirate is present in this scenario. Under the original rules, the pirate begins on any intersection entirely surrounded by ocean hexes; under the *Seafarers* 10th anniversary rules, the pirate begins off of the board.
- Only settlements placed on the home island may be upgraded to cities.
- A player may build a settlement on any intersection where all adjacent hexes are discovered and all adjacent hexes have outposts. If a settlement is built using this manner, all adjacent outposts are removed.
- Note that settlement placement is still subject to the distance rule. Also note that as outposts can only be placed on coastal hexes, only coastal settlements may be built using outposts.
- Once a settlement is built on an outlying area, a player may expand either using outposts (possibly putting a new outpost where one was previously removed for a settlement) or normally using roads.
- Volcano hexes produce any type of colony token for adjacent settlements. After colony tokens are produced, eruption occurs.
- Under the original rules, if a settlement at a volcano hex is affected by an eruption, it is placed on its side. Settlements placed on their side are unproductive, and are worth no victory points. Players are not compelled to immediately rebuild settlements placed on their side.
- Under the *Seafarers* 10th anniversary rules, if a settlement at a volcano hex is affected by an eruption, it is destroyed. The settlement is returned to the supply, and any colony tokens that remain must be moved to other settlements through the player's road network, if possible. Any colony tokens that cannot be accommodated are lost.
- The volcano's eruption does not affect the movement ability of a ship.

Game is to:

- 13 points, under the original rules
- 12 points, in a 3-player game under the *Seafarers* 10th anniversary rules
- 11 points, in a 4-player game under the *Seafarers* 10th anniversary rules

Setup Notes

The hexes on the home island may be altered as needed. The distance between the home island and the outlying areas can also be modified, though it is recommended that there should be at least two and at most nine full hexes separating the main island from the outlying areas.

References**Player Supplies**

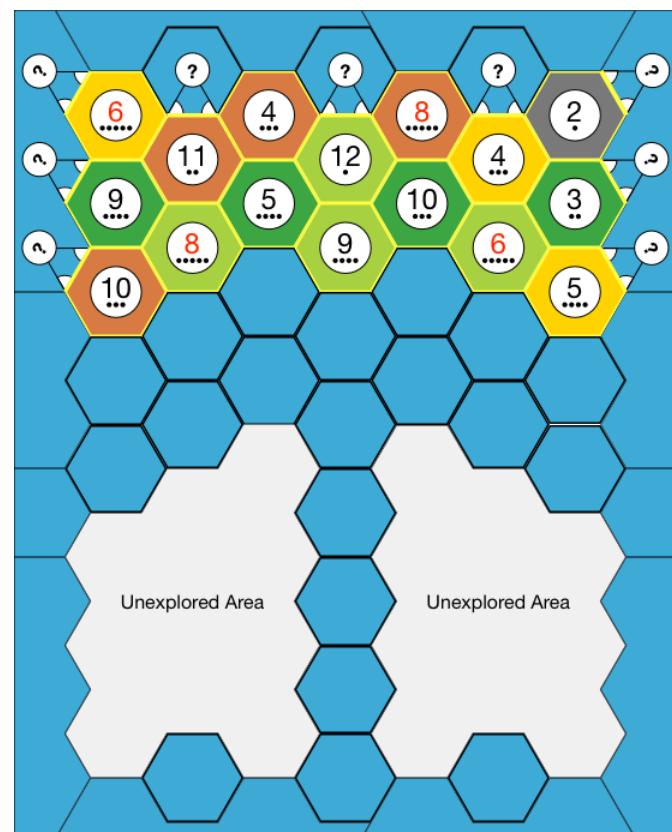
- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships (3 if under *Seafarers* 10th rules)

Seafarers 10th anniversary additions:

- 4 Outposts
- 1 Warship

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Warship	1 lumber, 1 ore, 2 wool (<i>Das Buch zum Spielen</i>) 2 lumber, 1 wool (<i>Seafarers</i> 10 th anniversary)
Move Warship (<i>Seafarers</i> 10 th anniversary)	1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams**3-4 Player Game (2000)****Hexes**

	Hills	Forests	Mountains	Pastures	Desert	Jungle	Gold Fields	Volcanoes	Oceans
Main Island	4	3	4	1	4				17
Outlying Area				3	3	3	3	2	6

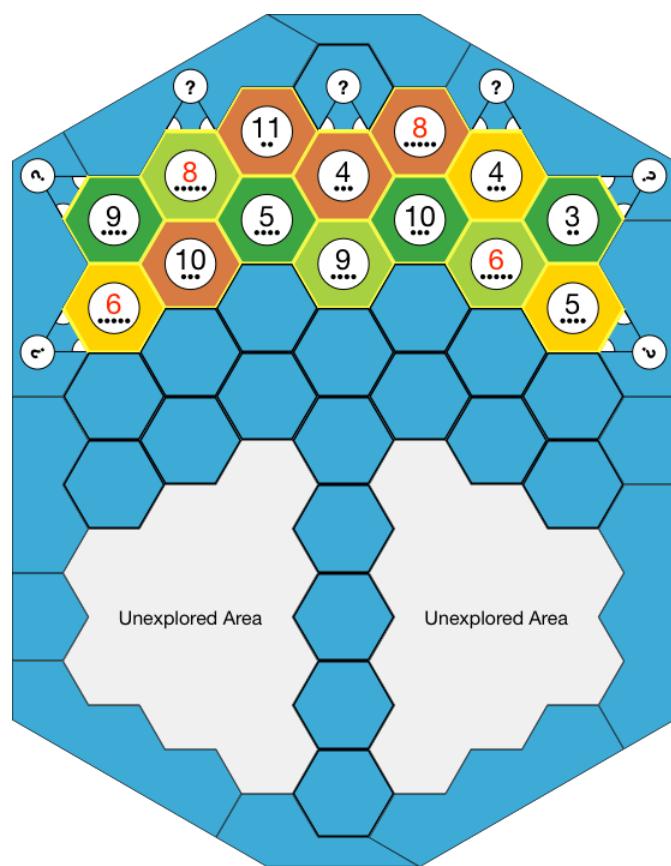
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



3-4 Player Game (2003)

Hexes

Ocean	Volcano	Jungle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
-------	---------	--------	------------	--------	---------	-----------	--------	-------

Main Island	4	3	4		3				17
Outlying Area	1	1	1	4	1	1	2	3	2 2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

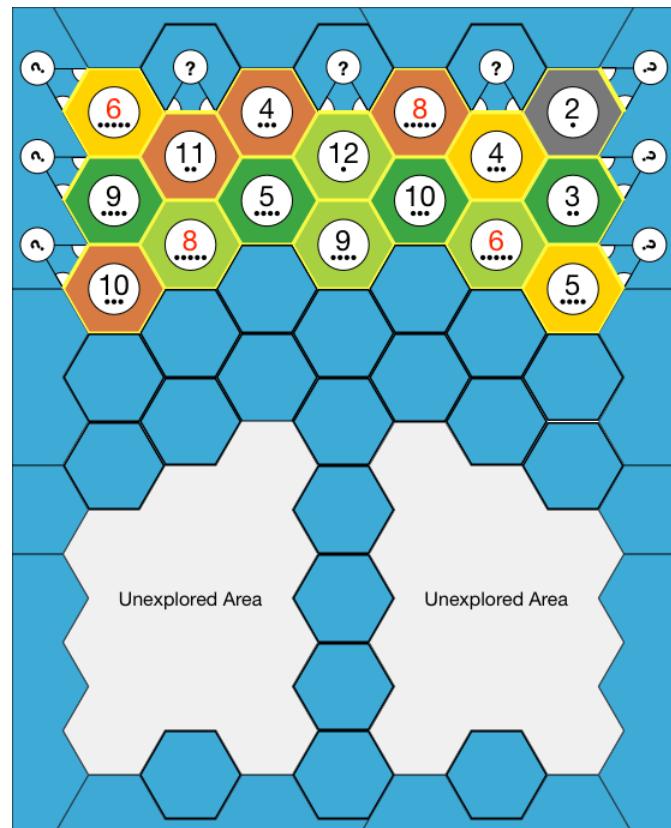
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island		1	2	2	2	2	2	2	1
Outlying		2	2	2	2	2	2	2	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



3-4 Player Game (2006, 3rd Edition Frame)

Hexes

Ocean	Volcano	Jungle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
-------	---------	--------	------------	--------	---------	-----------	--------	-------

Main Island	4	3	4	1	4				17
Outlying Area				4		3	3	3	2 6

Hexes do not include pre-printed hexes on the frame, nor on any hexes with pre-printed number tokens.

Number Tokens

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

Main Island	1	1	2	2	2	2	2	1	1
Outlying	1	1	1	1	1	1	1	1	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

3-4 Player Game (2006, 4th Edition Frame)

Hexes

	Ocean	Volcano	Jungle	Desert	Gold Field	Mountains	Pasture	Fields	Forest	Hills
--	-------	---------	--------	--------	------------	-----------	---------	--------	--------	-------

Main Island	4	4	5		5					20
-------------	---	---	---	--	---	--	--	--	--	----

Outlying Area				5		3	3	3	2	3
---------------	--	--	--	---	--	---	---	---	---	---

Hexes do not include pre-printed hexes on the frame, nor on any hexes with pre-printed number tokens.

Number Tokens

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

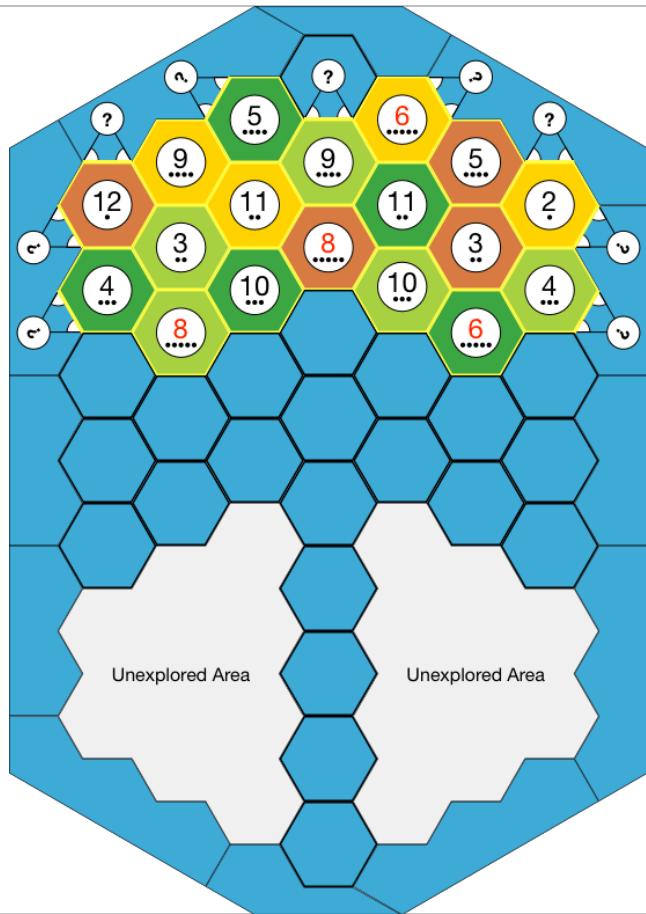
Main Island	1	2	2	2	2	2	2	2	1
-------------	---	---	---	---	---	---	---	---	---

Outlying	1	1	1	1	1	1	1	1	1
----------	---	---	---	---	---	---	---	---	---

HARBORS

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

1	1	1		1	5
---	---	---	--	---	---



The Great Race

By Stefan Schwaninger

"The Great Race" is a scenario where, instead of having a particular focus on collecting victory points, the objective is to build a city on the opposite end of the game board.

This scenario is known not to be compatible with *Cities & Knights*.

Scenario Rules

- The Largest Army bonus may be used in this scenario, although it is optional. If present, the player with the Largest Army bonus may steal two resources instead of one whenever the robber is moved.
- The Longest Road bonus is not used in this scenario.
- The robber is present, but begins the game off of the board.
- The robber only enters play after the second settlement has been built outside of the main island.
- The robber may not be placed on the main island.
- Players must place their initial settlements on the main island, located at the bottom of the map.
- As victory points are not the means of winning in this scenario, victory point development cards are treated as normal development cards in this scenario. A player playing a victory point development card may place a road for every ship that has been placed.
- Contrary to the base game rules, players may build roads where roads have previously been built by other players.
- This scenario makes use of the rules for discovery, introduced in "The Fog Islands". Consult with that scenario's section of the Guide for more information on the rules therein.
- Players may build ships off of an opponent's coastal settlements, but after the ship is placed, the owner of the settlement may steal a resource from the player's hand.
- Each player may only build one settlement on the gold field hexes at the top of the map. By necessity, this settlement must be built at the "finish line".

The first player to build a city at the "finish line" is declared the winner.

References

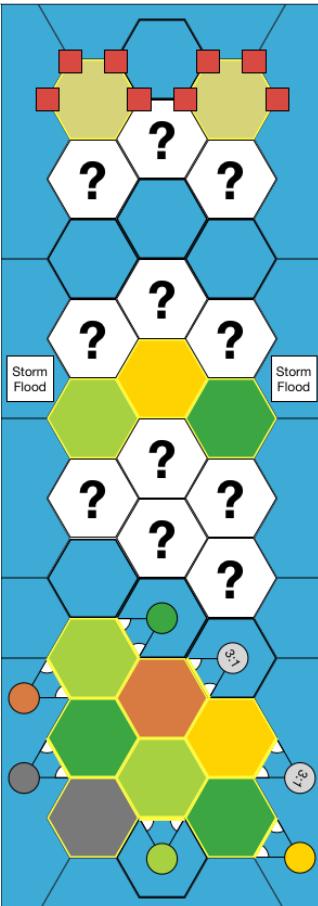
Player Supplies

- | |
|-----------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 15 Ships |

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

**3 Player Game**

Players may not build ships on edges adjacent to the storm flood markers.

Hexes

Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
-------	------------	--------	---------	-----------	--------	--------	-------

Explored Areas	1	2	3	1	3	2	6
Unexplored Areas	2	1		2		1	5

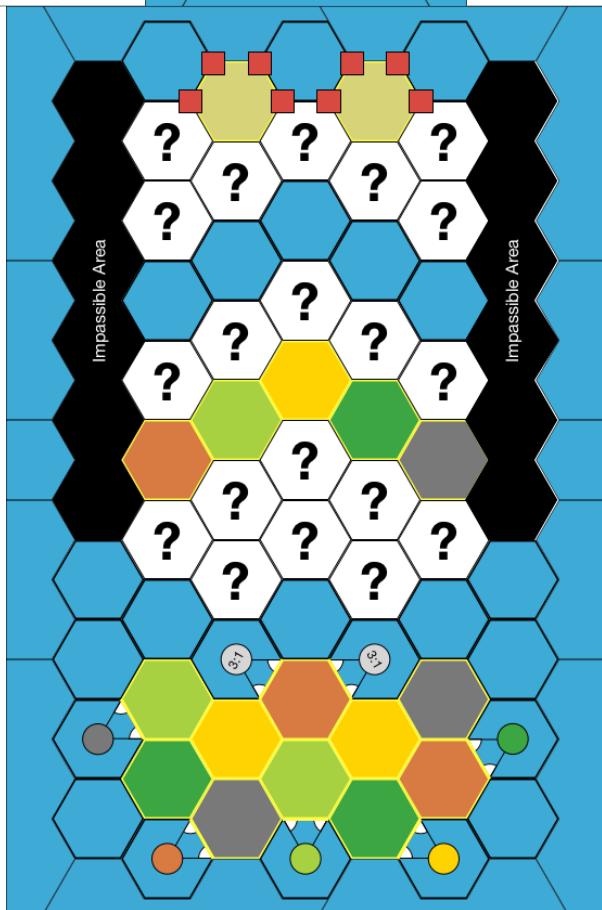
Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island		1	1	1	1	1	1	1		
Middle	1				1				1	
Top		1							1	
Reserves			1	1		1	1	1		

Harbors

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

**4 Player Game**

Players may not build on edges and intersections adjacent to the impassable area.

Hexes

Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
-------	------------	--------	---------	-----------	--------	--------	-------

Explored Areas	3	3	3	3	3	2	18
Unexplored Areas	2	2	2	2	2	3	7

Hexes do not include pre-printed hexes on the frame.

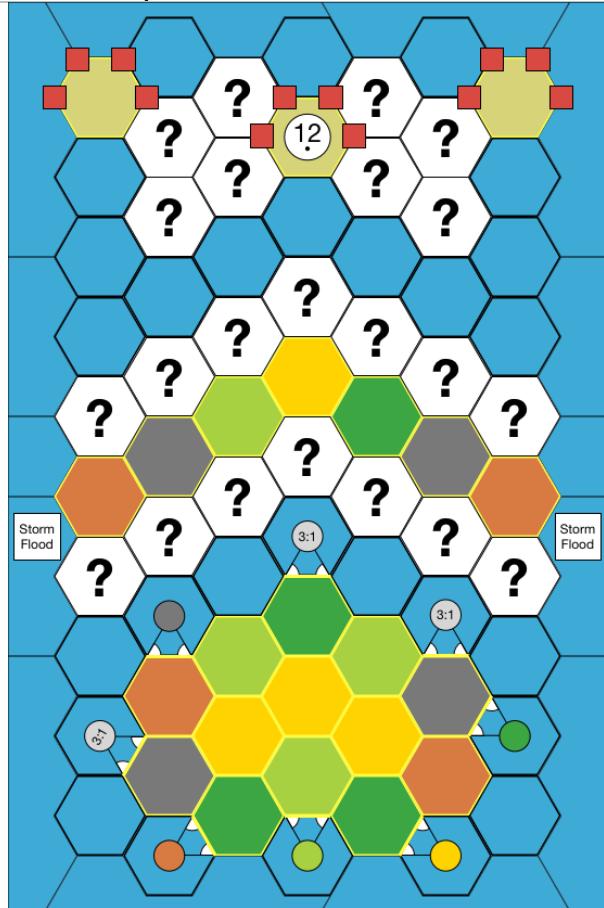
Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	1	1	1	2	1	1	1		
Middle				1	1	1	1			
Top		1						1		
Reserves	1	1	1	1		1	1	1	1	1

Harbors

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

Das Buch zum Spielen Scenarios



5 Player Game

Players may not build ships on edges adjacent to the storm flood markers.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Explored Areas 4 4 4 4 4 3 22

Unexplored Areas 2 2 2 2 3 2 9

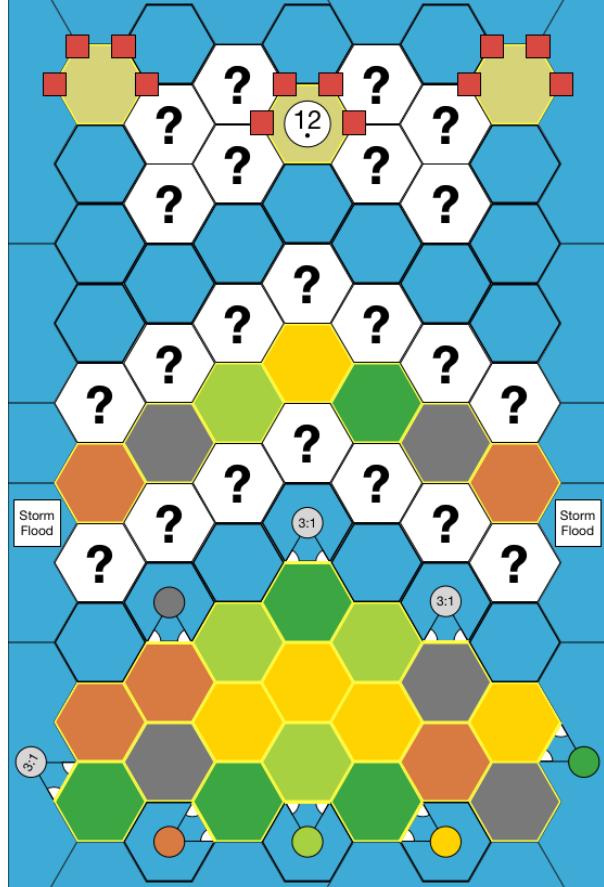
Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	1	1	2	2	1	2	2	1	
Middle			1	1	1	1	1	1		1
Top		1							1	1
Reserves	1	1	2	2		1	2	1	1	1

Harbors

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



6 Player Game

Players may not build ships on edges adjacent to the storm flood markers.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Explored Areas 5 5 5 5 4 3 18

Unexplored Areas 2 2 2 2 3 2 9

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	2	2	2	2	2	2	2	1	1
Middle			1	1	1	1	1	1		1
Top		1							1	1
Reserves	1	1	2	2			2	2	1	1

Harbors

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

The Treasure Hunters

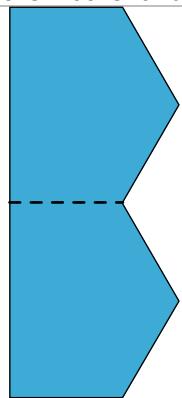
By Stefan Risthaus

"The Treasure Hunters" is a scenario making use of the outer edge of the game frame as part of the board.

This scenario is known not to be compatible with *Cities & Knights*.

The Motherland

"The Treasure Hunters" defines the top and bottom edges of the game frame (left and right edges in the Guide) as "the Motherland".

	<p>The motherland specifically refers to the outer edges of the board. Pictured is a two-hex frame extension piece. Here, there are two motherland edges, and three edges linking the outer hexes to the motherland: the top and bottom of the piece, as well as an imaginary edge linking the middle hex to the middle of the frame (shown as a dotted line here). In essence, a motherland "hex" is a pentagonal shape where one of the sides forms the outer edge of the board.</p> <p>The motherland edges only extend as far as the last hex in the outermost columns. Thus, in a 4th edition frame, the uppermost and lowermost rows of the board are not connected to the motherland, and do not have edges that extend from the outermost hexes</p>
---	--

- **Motherland Shipping Lines:** A player establishes a trade line with the motherland if they have at least two ships on motherland edges on the same side of the board. A player earns one resource of their choice at the end of their turn for motherland shipping line.
- Note that since only the left and right sides of the board have motherland edges, a player may have at most two motherland shipping lines, one for each end of the board.

Treasure Tokens

Das Buch zum Spielen includes a set of 28 treasure tokens for use with this scenario. These are square tokens with a picture of a treasure chest on one side, and one of four different images on the other. During setup, treasure tokens are placed face-down on the intersections marked on the board. Some treasure tokens are placed on intersections on the Motherland.

- Whenever a player reaches an intersection with a treasure token by road or ship, the player may claim the treasure token. Once claimed, it must be immediately redeemed for the reward indicated on the front of the token.

Type	Qty	Effect
Victory Point	5	1 victory point
Development Card	7	1 free development card
Gold	8	2 free resources
Robber	6	Move the robber or pirate

Longest Shipping Line Bonus

Das Buch zum Spielen includes a large victory point marker, which is used for the Longest Shipping Line bonus in this scenario.

- The first player with a shipping line that has a ship on a Motherland edge takes the Longest Shipping Line bonus and places it at the anchoring settlement or city in the line. This city is worth one additional victory point.
- Thereafter, if there is another shipping line with more ships on motherland edges, the owner of the shipping line may claim the scoring marker and place it in its anchoring settlement or city.

Scenario Rules

- The robber is present, and begins the game on any desert hex.
- The pirate is present, and begins on any ocean hex not adjacent to land.
- Blockade rules are in effect. Consult the section for "Blockade" in the Guide for additional information with regards to this variant.
- The pirate may block the ability to earn free resources from the motherland if it is placed on the frame, adjacent to a motherland edge. This does not affect the Longest Shipping Line.

Game is to 14 points.

Das Buch zum Spielen Scenarios

Setup Notes

When designing a custom setup with the rules from this scenario, it is highly recommended to split the board down the central column with ocean hexes, creating at least two islands. Treasure tokens on the outer edge of the game frame may remain as is, but treasure tokens placed in the interior of the board should satisfy the following requirements:

- All hexes adjacent to the treasure token should be hexes that do not produce resources
- Adjacent intersections should not receive treasure tokens.

No other restrictions exist for number tokens and hexes, other than the standard restriction of not allowing 6 and 8 number tokens to be placed adjacent to each other.

References

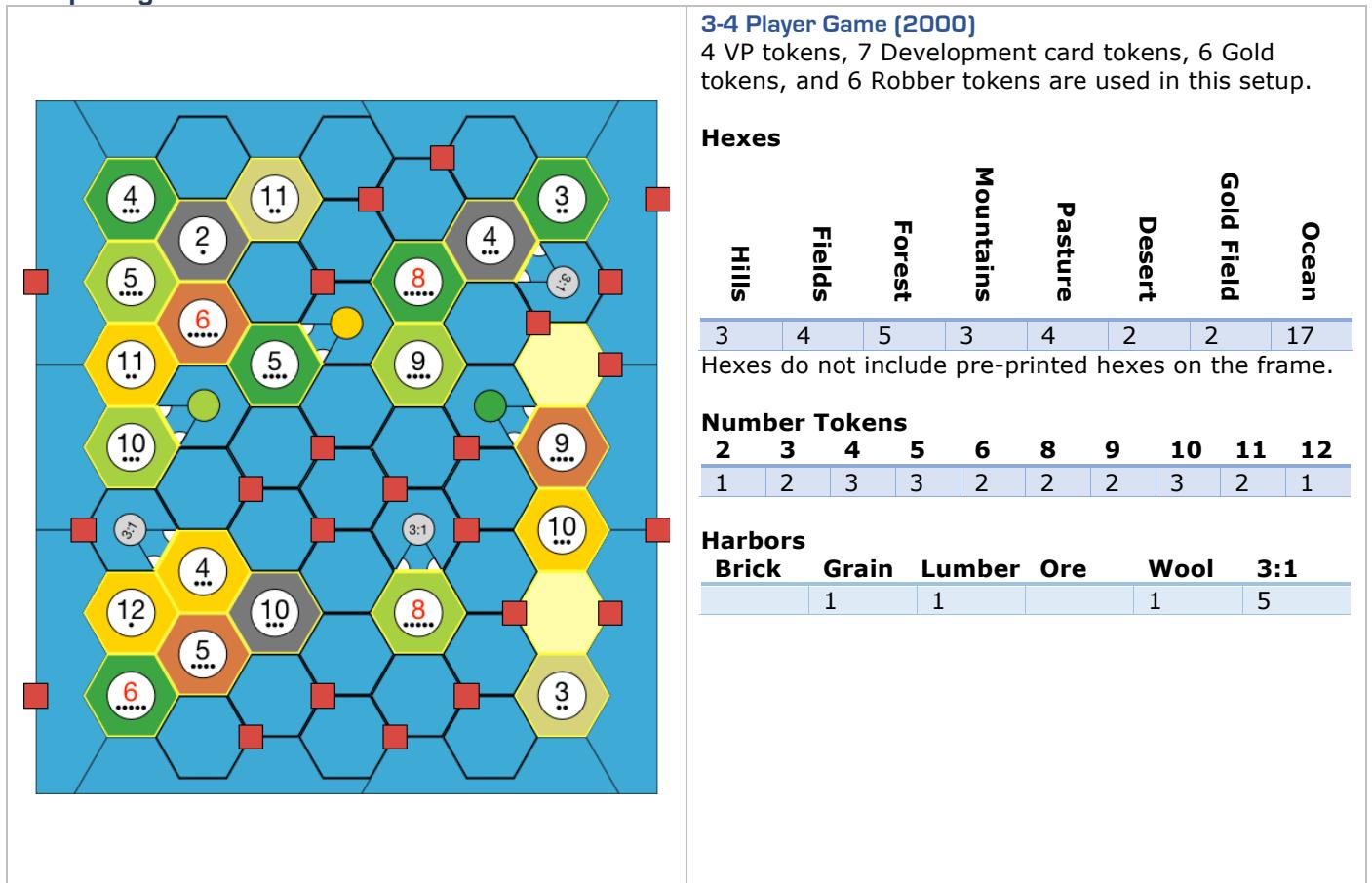
Player Supplies

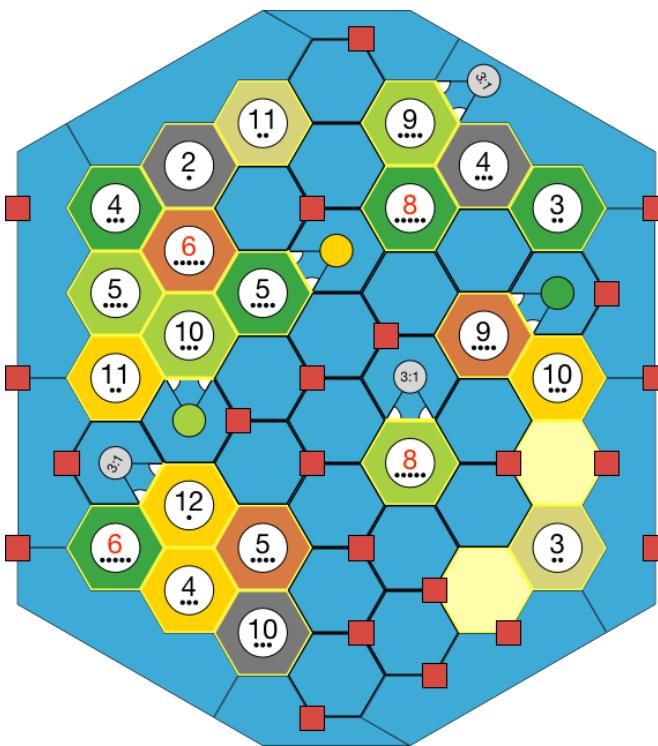
- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



**3-4 Player Game (2003)**

4 VP tokens, 6 Development card tokens, 6 Gold tokens, and 6 Robber tokens are used in this setup.

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
3	4	5	3	4	2	2	19	

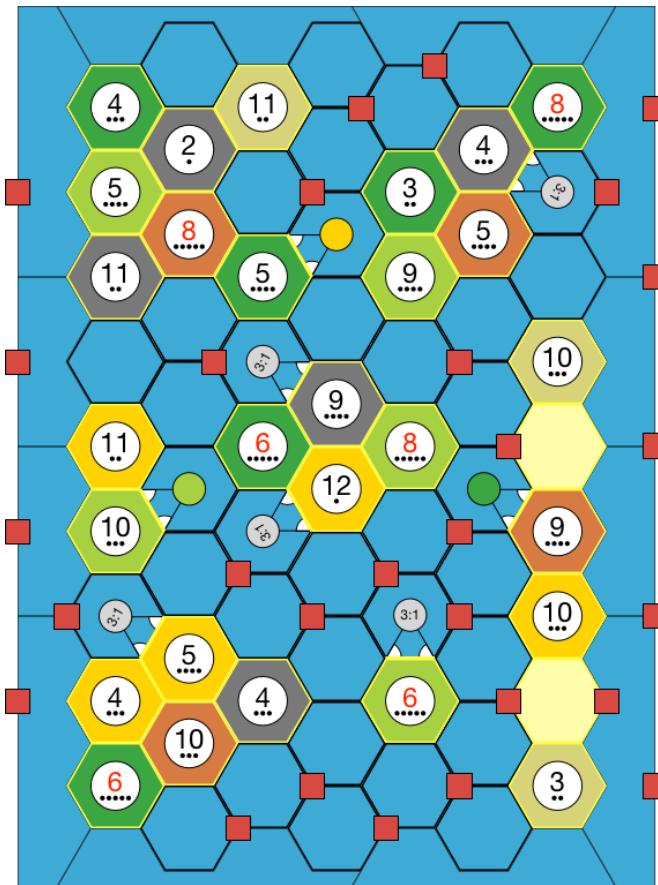
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

**5-6 Player Game (2000)****Hexes**

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
4	5	6	5	5	2	3	22	

Hexes do not include pre-printed hexes on the frame.

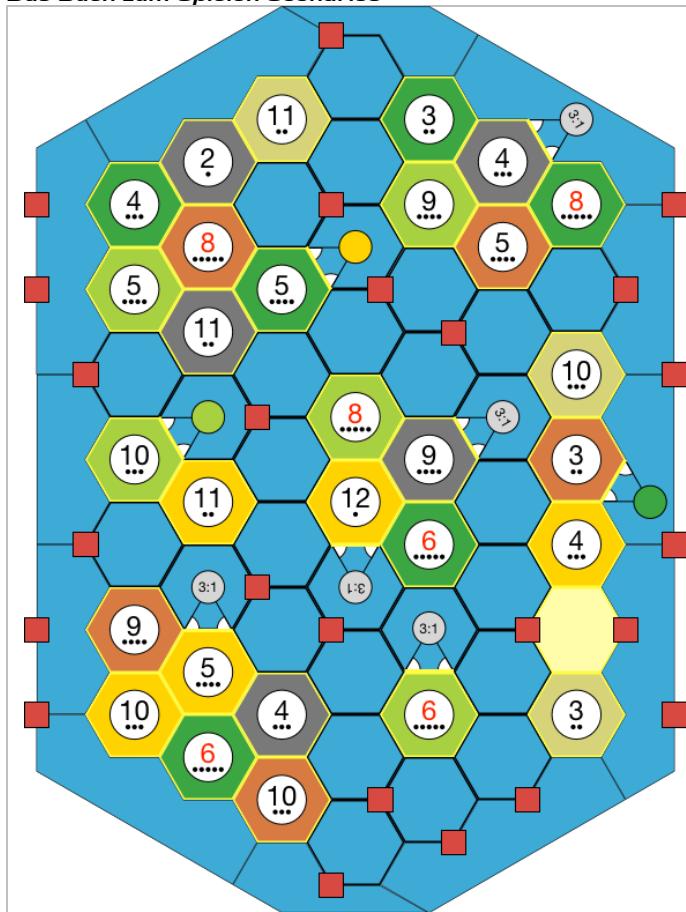
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
	1	1		1	5

Das Buch zum Spielen Scenarios



5-6 Player Game (2003)

5 VP tokens, 6 Development card tokens, 6 Gold tokens, and 6 Robber tokens are used in this setup.

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	6	5	6	1	3	26

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
	1	1		1	5

The Specialists

By Stefan Risthaus

"The Specialists" is, unique to *Das Buch zum Spielen*, offered as both a scenario and variant (the variant being titled "The Specialist Rules"). It is also one of the scenarios that comprise the "Six Scenarios" series of expansions released in Dutch. As a variant, it was reintroduced in *Atlantis*, and a revised version of the rules is included as a free download in the German language.

Specialist Cards

Das Buch zum Spielen includes six specialist cards, with each specialist card corresponding to a different type of terrain: hills, fields, forest, mountains, pasture, and gold field. Each is labeled with a particular profession at the top of the card, and also the phrase "1 Victory Point" at the bottom.

The gold field specialist card is not necessary when playing "The Specialists" as a scenario, as there are no setups that use gold field hexes; it is included when it is used as a variant that include gold field hexes in its setup.

- **Specialist Points:** Each settlement confers one specialist point in each of the types of resources corresponding to the resource-producing hexes adjacent to the settlement, while each city confers two specialist points.
- Note that although specialists are named by resource, specialist points are given by hex type. Specifically, settlements adjacent to gold field hexes gain one gold field specialist point, rather than one point in each resource.
- Specialty hexes producing non-resources (for example, the lake hex from "The Fishermen of Catan") do not confer any specialist points, nor do hexes that do not produce resources.
- **Specialist Bonus:** The first player with four specialist points in a resource is deemed the Specialist in that resource, and earns the specialist card and scoring bonus. Thereafter, if a player has more specialist points in that resource than the current holder, they may take the specialist card and scoring bonus.
- Each specialist card is worth one victory point.
- A player with the specialist card in a given resource gains one of the corresponding resource each turn, in addition to their normal production.

Scenario Rules

- When playing as a standalone scenario, the robber is present, and begins the game on any desert hex.
- When playing as a standalone scenario, the pirate is present, and begins the game on any ocean hex.
- When playing as a standalone scenario, initial settlements may not be placed on the central island. The islands in which a player places their initial settlements is termed their home islands.
- When playing as a standalone scenario, the first settlement a player builds outside of the home islands is worth one additional victory point.
- When combined with another scenario, players place one additional settlement during initial setup.
- When combined with another scenario, if a 7 is rolled for production on any player's first turn, the dice are rerolled.

Game is to:

- 16 points, as a standalone scenario
- The base scenario's victory conditions, when combined with another scenario

A player may also claim victory if they hold four specialist cards.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

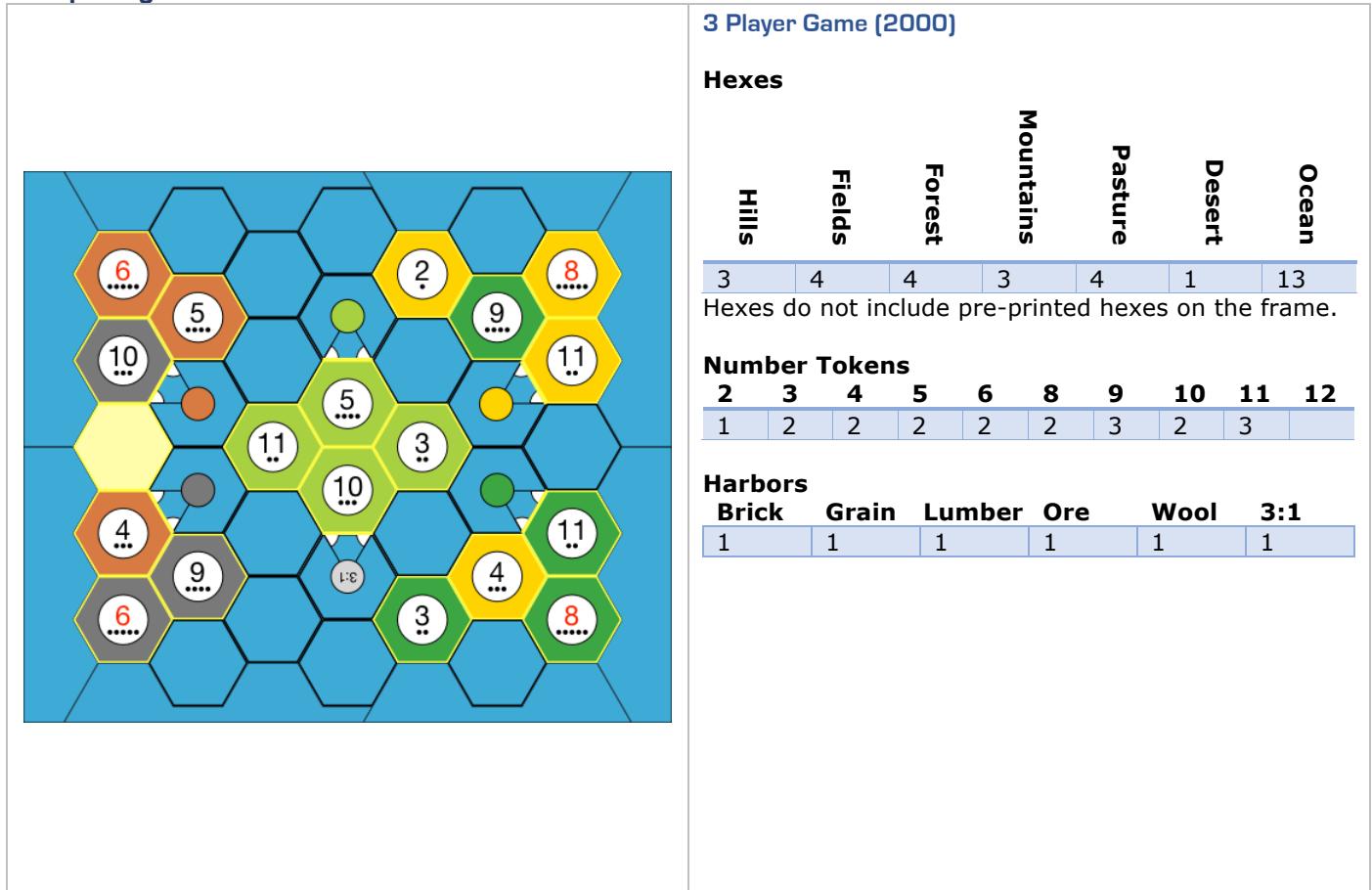
- Cities & Knights Additions**
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3 Player Game (2003)



Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean	
4	4	4	4	4	4	3	19	

Hexes do not include pre-printed hexes on the frame.

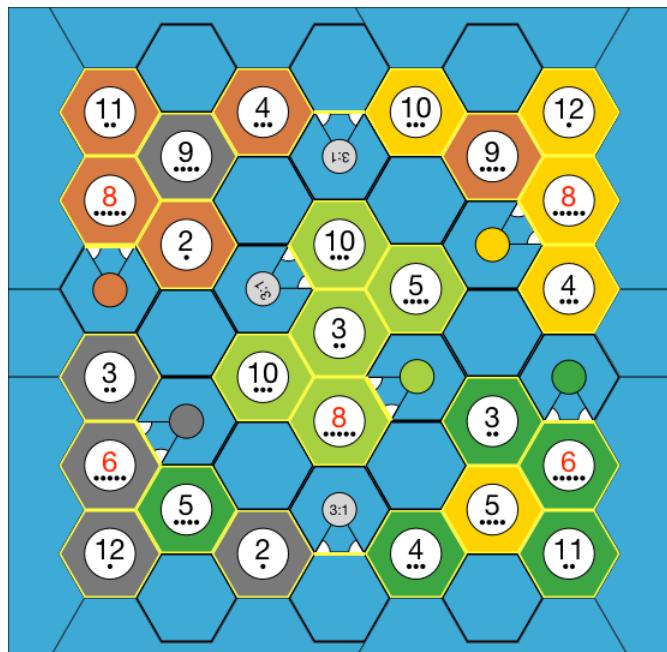
Number Tokens

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

Harbors

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

4 Player Game (2000)



Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean	
5	5	5	5	5	5	5	14	

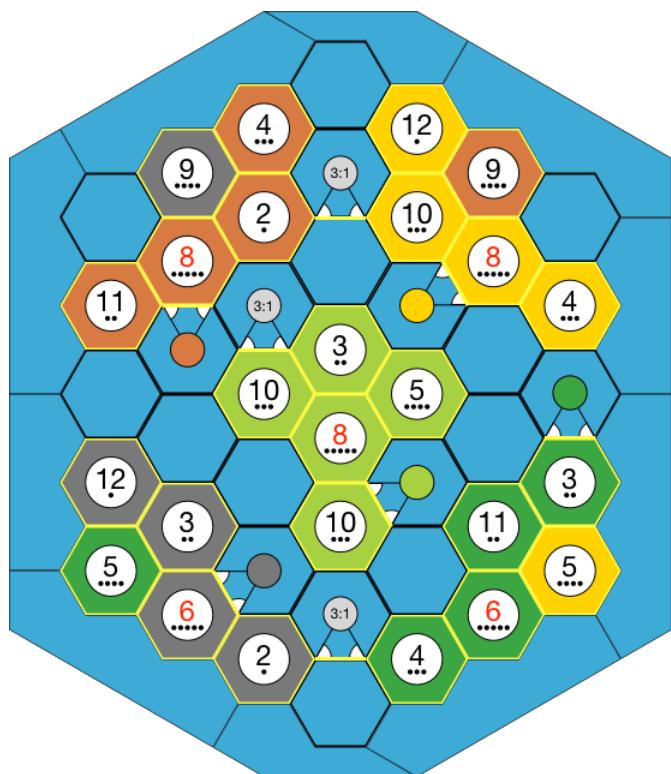
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

**4 Player Game (2003)****Hexes****Hills****Mountains****Forest****Pasture****Ocean**

5	5	5	5	5	5	17
---	---	---	---	---	---	----

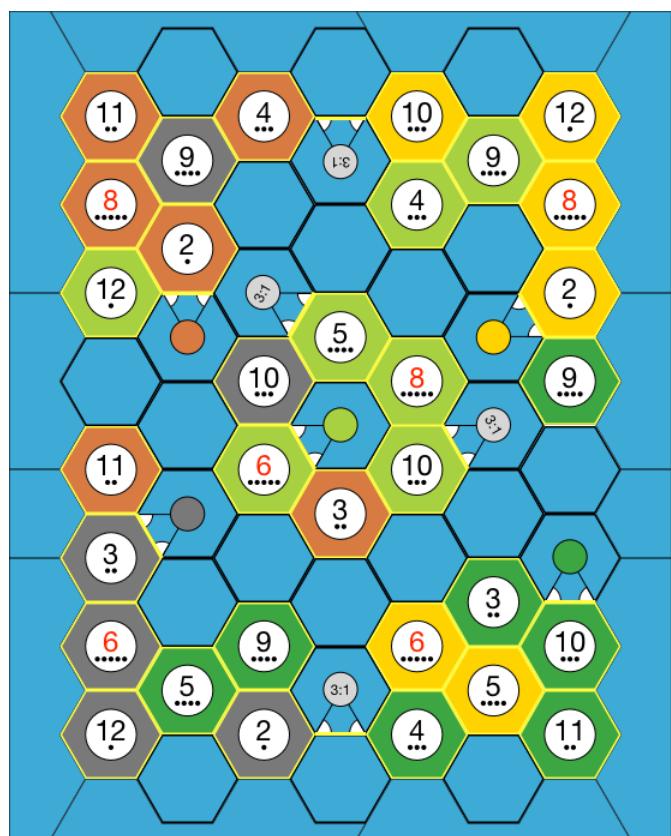
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

**5-6 Player Game (2000)****Hexes****Hills****Mountains****Forest****Pasture****Ocean**

6	6	7	6	7	21
---	---	---	---	---	----

Hexes do not include pre-printed hexes on the frame.

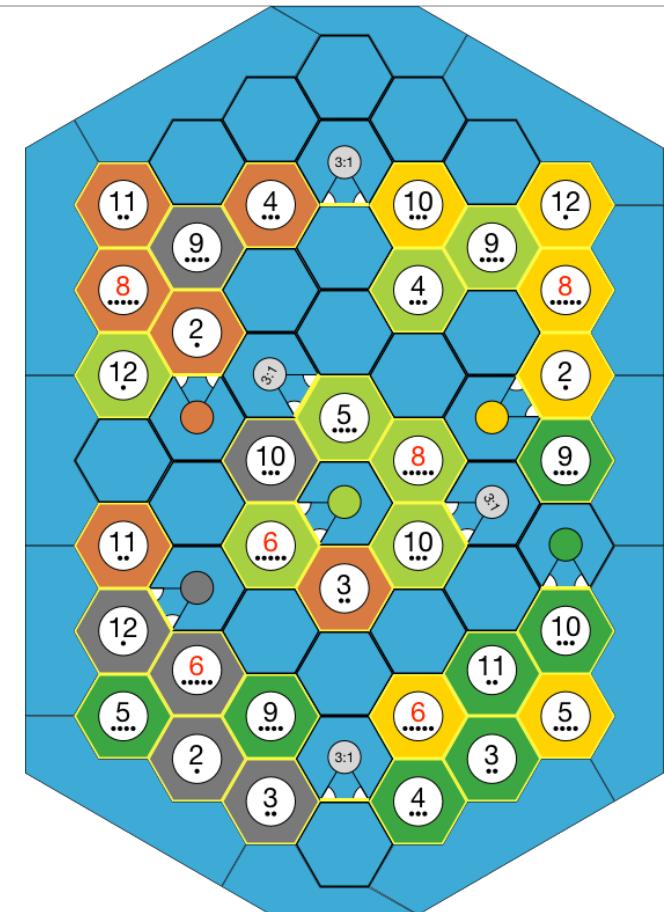
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

5-6 Player Game (2003)



Hexes

Hills

Fields

Forest

Mountains

Pasture

Ocean

6	6	7	6	7	24
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Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Storm Tides

By Brigitte and Wolfgang Ditt

"The Storm Tides" was originally presented under the title "Catlantis" by its authors. In this scenario, gameplay is divided into three phases, the last of which consists of hexes being slowly flooded.

Dikes

Dikes are pieces built by players to prevent a hex from being flooded. *Das Buch zum Spielen* includes three dikes for each player, in player colors.

- Dikes may only be built starting in the second phase of the game, known as the Dike Round.
- Dikes may only be built on resource-producing hexes adjacent to a player's own settlements and cities.
- Only one dike may be built on any hex.
- Hexes with dikes do not produce resources.

Scenario Rules

- Players may not place their initial settlements on the small island.
- The robber is present, and begins the game off of the board.
- The pirate is present, and begins the game on any ocean hex.
- The game is divided into three phases. The second phase is known as the Dike Round, while the third phase is known as the Storm Rounds.
- **Dike Round:** The first phase ends whenever any player has ten victory points. The Dike Round begins on the following turn, and consists of players taking at most one turn, during which dikes are available to be built.
- The player first reaching ten victory points is considered to be the player moving last in all subsequent rounds; the Dike Round is considered finished when that player completes their turn. Note that this may mean that not all players get a turn in the Dike Round, if a player reaches ten victory points during an opposing turn or during the Special Build Phase.
- For a faster game, it is suggested that the Dike Round begins when any player has eight victory points instead of ten.
- The rules do not specify whether victory point development cards may be revealed early to trigger the Dike Round.
- **Storm Rounds:** The Storm Rounds begin after the Dike Round is complete. There are 4 rounds in a 3- or 5-player game, and 3 rounds in a 4- or 6-player game. Each round ends after each player has taken a turn.
- **Flooding:** After production is resolved in a storm round, the player to move must select a hex with a number token matching the production roll. If this hex has a dike, then the dike is removed from the board, and returned to its owner's supply. Otherwise, the hex becomes flooded.
- Dikes may continue to be built during storm rounds.
- When a hex is flooded, it is replaced with an ocean hex, and the number token is removed from the board.
- Any roads, settlements, and cities that are entirely surrounded by ocean hexes as a result of flooding are removed from the board. Any roads that are not connected to any settlement or city are also removed from the board.
- Any ships that are part of a shipping lane that becomes unanchored on both ends remain on the board. Players with an isolated shipping lane may not build any new ships until these isolated shipping lanes are reconnected.
- If the hex at the location of the robber is flooded, then the robber is expelled.
- **Aggressive Storms:** As an optional rule, players may choose to have all hexes matching the production roll affected by flooding instead of one selected hex.
- **Fleeing Robber:** If, conversely, storm rounds are too aggressive, players may, as an optional rule, choose to remove the robber from the game after the Dike Round has completed.
- **Tide Rounds:** As an optional rule, players may extend the game into a new phase after the last storm round is complete. This phase of the game acts identically to the storm rounds, except that dikes may no longer be built.

The game ends as follows:

- If tide rounds are not used, then the game ends following the completion of the last storm round.
- If tide rounds are used, then the game ends when there are 7 or fewer land hexes remaining on the board in a 3-4 player game, and 11 or fewer hexes remaining on the board in a 5-6 player game.

The player having the most victory points is declared the winner. In case of a tie, the tied player with the most hand cards is declared the winner.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships
- 3 Dikes

- Cities & Knights Additions**
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

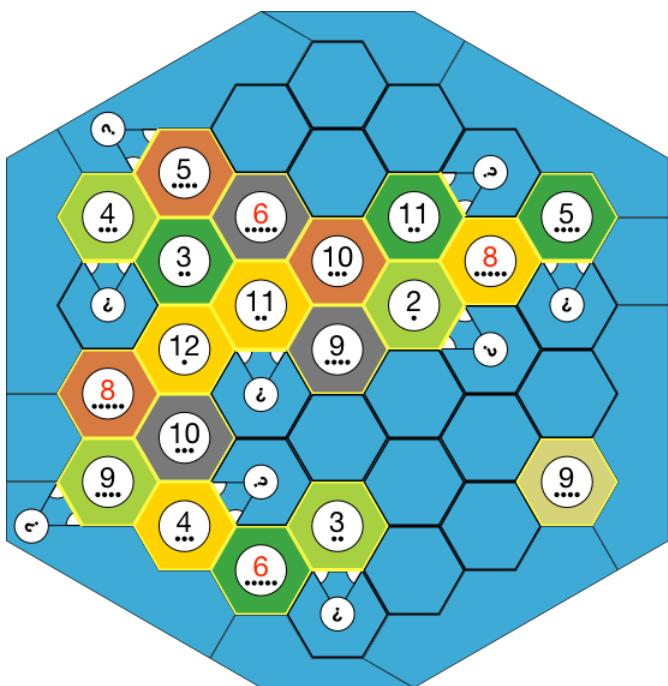
Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Dike	1 brick, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3-4 Player Game (2000)									
Hexes									
Hills	Fields	Mountains	Forests	Pasture	Desert	Gold Field	Ocean		
3	4	4	3	4	1	1	12		
Hexes do not include pre-printed hexes on the frame.									
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	3	2	2	1
Harbors									
Brick	Grain	Lumber	Ore	Wool		3:1			
1	1	1	1	1		1			4



3-4 Player Game (2003)

Hexes

Hills	Fields	Forest	Mountains	Pasture	Gold Field	Ocean
3	4	4	3	4	1	16

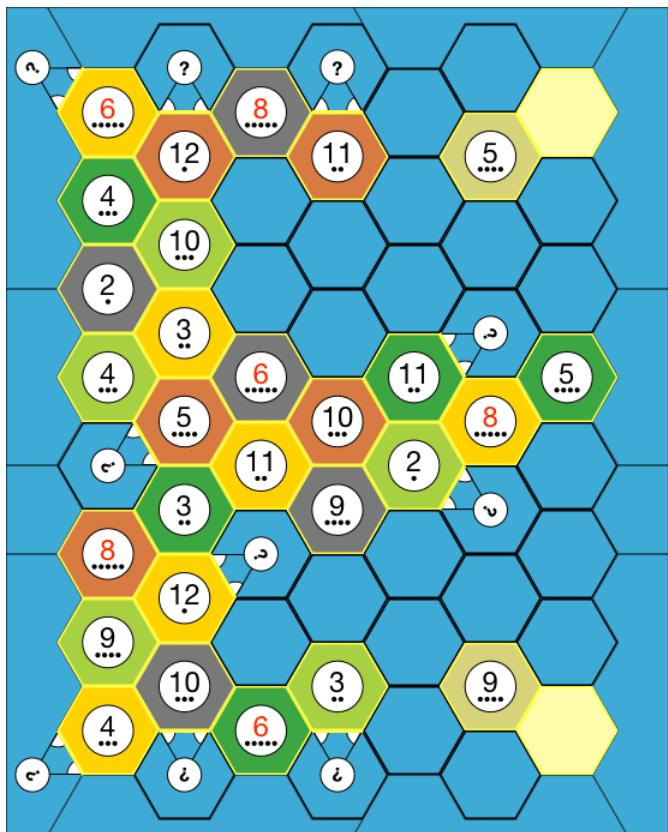
Hexes do not include pre-printed hexes on the frame.

Number Tokens

NUMBER OF POINTS	2	3	4	5	6	8	9	10	11	12
1	2	2	2	2	2	2	3	2	2	1

Harbors

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



5-6 Player Game (2000)

Hexes

Oceans
Gold Fields
Desert
Pastures
Mountains
Forests
Fields
Hills

Hexes do not include pre-printed hexes on the frame.

Number Tokens

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

5-6 Player Game (2003)



Hexes

	Ocean	Gold Field	Hills	Fields	Mountains	Pasture	Desert	Forest	
	26	2	2	5	5	5	5	6	5

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

Transport Settlers

By Jürgen Rojacher and Florian Kraus

"Transport Settlers" is a scenario whose premise is that, rather than having a player's hand consist of all of the resources that are gathered from everywhere on the board, the hand is divided into resources that are located on each island therein, as well as onboard ships that serve to transport these resources from island to island.

This scenario is known not to be compatible with *Cities & Knights*.

Name Plates

"Transport Settlers" largely relies on there being three major landmasses: the larger island of Catan, and the smaller islands of Roja and Talis. Nameplates are provided so that all three islands may be consistently identified by all of the players.

Supply Boards

The main mechanic of "Transport Settlers" is the fact that the resources normally held in the hand are divided amongst the three islands, as well as the ships that transport resources between them. Each player is given a set of two supply boards: a larger board where hand cards belonging to the islands of Catan, Roja, and Talis are kept, and a smaller one where cards belonging to the two ships are kept.

In *Das Buch zum Spielen*, the island supply boards are printed on the back of the building cost reference used in "Westwards", while the ship supply boards are printed on the back of the building cost reference used in "The Colonists".

- There are two separate hands per player: one consisting of resources on Catan, and one consisting of resources held on Roja and Talis combined. As there are two separate hands, the hand limit is applied separately to each hand. If the hand limit of Roja/Talis is exceeded, resources may be discarded from either island's supply, in any combination.
- Resources may only be traded between players for resources from the same island.
- Harbor use is restricted to trading in resources located on the same island as the harbor.
- Resources used in build actions may only be taken from the supplies from the island where the item is to be built.

Warehouses

Warehouses are a special type of structure, represented by a settlement being placed "roof side down". They provide a means to store resources on an island before a settlement may be built there.

- Warehouses are free, but a player may only have one warehouse at a time.
- To build a warehouse, a ship must be carrying at least one resource and must be located at a coastal intersection; the warehouse will be built at the location of the ship.
- There is no requirement that the ship unloads its resources onto a newly-constructed warehouse. Similarly, building a warehouse does not end the ship's movement.
- Once there are enough resources to build a settlement on the island, a warehouse may be converted to a settlement.
- As warehouses may be converted to settlements, warehouse building is subject to the distance rule.

Ship 1 and Ship 2 Figures

In "Transport Settlers", ships are used to move resources between islands. A player may have only two ships, which, for the purposes of resource transport, must be told apart from each other. *Das Buch zum Spielen* includes a "Ship 1" and a "Ship 2" figure for this purpose. These are ordinary cardboard figures which must be affixed to figure stands of matching color.

Note that figures are only available for the four player colors found in the base game (red, blue, white, and orange), and not the two player colors found in the extensions (green and brown), as this scenario does not support six-player play.

- Each ship may store up to three resources. Resources stored on ships are not subject to any hand limits.
- Ships are placed on any intersection of any coastal settlement, and may be deployed at an opposing coastal settlement. If a ship is deployed at an opposing coastal settlement, the player must pay one resource to the owner of the settlement.
- **Ship Movement:** Each turn, each ship may move a number of intersections equal to the smaller number of the two dice rolled for production.
- Ships may choose to not use their full movement.
- Up to two ships may occupy any open water intersection. Any number of ships may occupy an intersection containing a warehouse, settlement, or city.

- Ships may move past other ships, and through settlements, cities, and warehouses. However, they may not move past the pirate.
- A ship may end their movement at an opposing warehouse, settlement, or city, but one resource must be paid to the owner of the opposing structure.
- **Loading and Unloading:** A ship, when located at a player's settlement, city, or warehouse, may choose to load and unload its resources. Loading and unloading may be performed on the same turn, though doing so ends a ship's movement.
- **Special Movement Phase:** After a player ends their turn, all other players, in turn order, may move their ships a number of intersections equal to the smaller number of the two dice used for production in the previous turn. All other movement restrictions apply, except that loading and unloading may not be performed.

Pirate

Das Buch zum Spielen also includes a cardboard pirate figure, to be attached to a black figure stand. The inclusion of the pirate figure is seen as unusual, given that this scenario requires the *Seafarers* frame, and *Seafarers* already includes a pirate figure. The reason for having a separate pirate figure may be due to the different mechanics involving the pirate: most notably, the pirate is placed on intersections rather than the middle of a hex.

- The pirate begins the game at the marked intersection of the board, and enters play only after the first ship is built.
- Each turn, the pirate moves a number of intersections equal to the higher of the two dice rolled for production. If a 7 is rolled, the pirate moves twice this number.
- The pirate must use its full movement allowance, and may not cross its own movement path.
- The pirate may not end its movement on intersections containing a warehouse, settlement, or city.
- **Robbing Ships:** The pirate must end its movement if it reaches an intersection containing a ship belonging to a player other than the player to move. The ship is then considered robbed, and all of the resources on the ship are moved to the Catan hand of the player to move.
- A player may not rob their own ships.
- If the pirate ends its movement on an intersection with two opposing ships, both ships are robbed. Similarly, if the pirate ends its movement on an intersection with two ships, of which only one is an opposing ship, only the opposing ship is robbed.

Scenario Rules

- The Robber is absent in this scenario.
- The development card deck is not used in this scenario. As such, the Largest Army bonus is not used.
- The Longest Road bonus is only worth one victory point.
- Players must place all of their initial settlements on Catan, with one settlement on the coast facing the interior of the board.

Game is to:

- 10 points in 3-player game
- 8 points in a 4-player game

References

Player Supplies

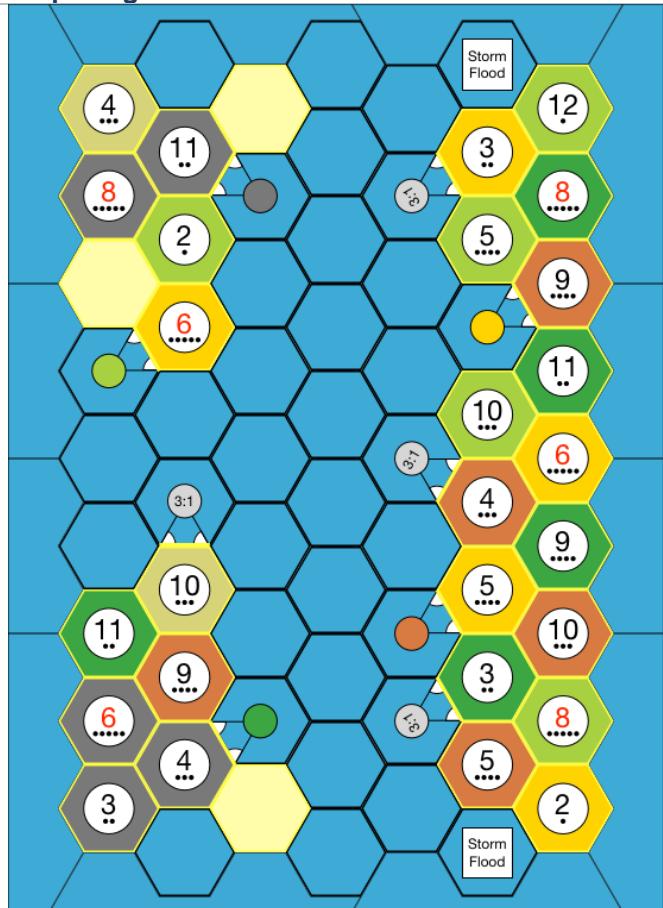
- | |
|--------------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 1 Set of 2 Ships |

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Das Buch zum Spielen Scenarios

Setup Diagrams



3-4 Player Game (2000)

The pirate may not move to any intersection adjacent to the two hexes with storm flood markers.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest	
Mountains									
Fields									
Hills									
Forest									
Ocean	4	4	4	4	4	4	4	4	21
Gold Field	1		1	3	1	1	1	1	
Desert		1		2	1	2	1	2	1
Pasture									
Mountains									
Fields									
Hills									
Forest									

Catan	4	4	4	4	4	4	4	4	21
Roja	1		1	3	1	1	1	1	
Talis		1		2	1	2	1	2	1

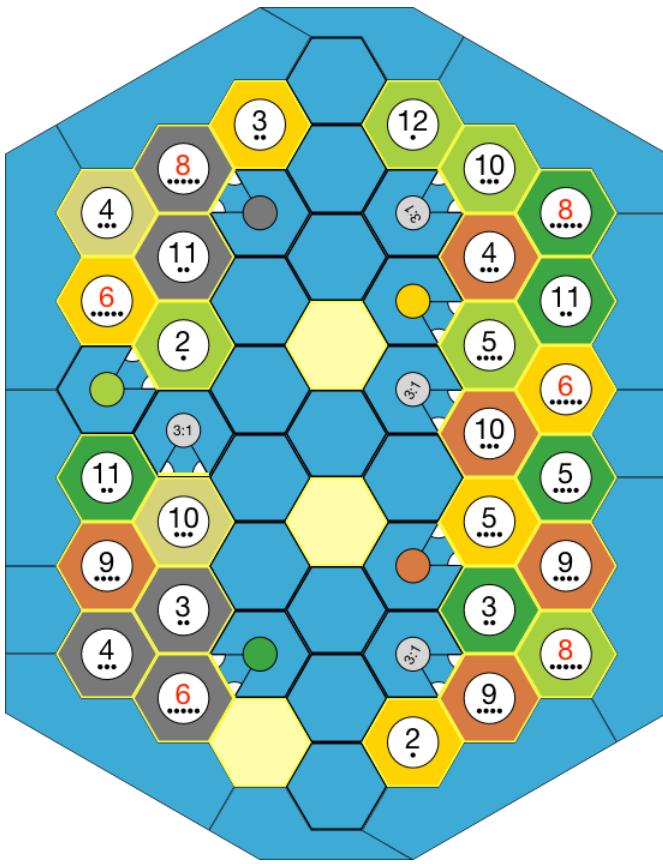
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



3-4 Player Game (2003)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest	
Mountains									
Fields									
Hills									
Forest									
Ocean	4	3	4	4	2	2	2	2	19
Gold Field	1		1	3		1	1	1	
Desert		2		2	1	2	1	1	1
Pasture									
Mountains									
Fields									
Hills									
Forest									

Catan	4	3	4	4	2	2	2	2	19
Roja	1		1	3		1	1	1	
Talis	2		2	1		2	1	1	1

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

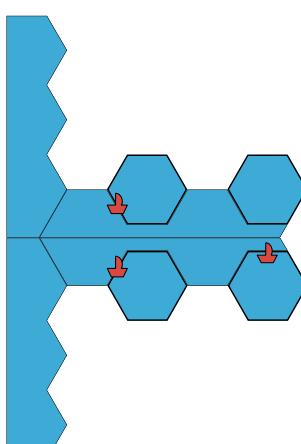
The World According to Catan

By Guido Kleinke

"The World According to Catan" is a scenario incorporating certain aspects of "Greater Catan", but is known mainly from the layout of the hexes, which abstractly resemble a map of Earth.

The Game Board

In this scenario, the left and right edges of the board (top and bottom, as represented in the Guide) are considered to wrap around and connect to each other.

	<p>Shown on the left is how the top-left and bottom-left ends of the board are considered to wrap around and connected to each other, with a 3rd edition <i>Seafarers</i> frame. The two ships on the left are considered to be connected to each other, despite nominally being on opposite ends of the board. This means that there may be ships on edges that are considered to be the same, as is the case with the ship on the right: the ship is on the top edge of the printed hex on the top end of the board, which is considered to be the same as the bottom edge of the printed hex on the bottom end of the board.</p> <p>Although a setup for the 4th edition <i>Seafarers</i> frame is available, there has been no attempt to consolidate that the fact that the outer and inner columns would have a different number of hexes in them. (The 4th edition frame was introduced after the release of <i>Das Buch zum Spielen</i>, with the scenario setups for the 4th edition frame being available for download from the Catan website; however, the setup for this scenario lacks any instructions on how to implement the board wraparound.) It can still be presumed, however, that there is effectively one hex separating every other column on the board, consistent with the intent of the 3rd edition frame.</p>
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Storm Marker

A storm marker is a small hexagonal marker with an arrow pointing to one of its sides. During gameplay, the storm marker is placed at the center of a hex, with its arrow pointing to one of its edges.

- The storm marker is moved whenever a 7 is rolled for production, but before the robber is moved. The storm marker moves a number of hexes equal to the higher number on the two dice, in the direction it is facing.
- If, during movement, the storm marker reaches the end of the board, the marker must be rotated to any other direction for which the storm marker may continue to move.
- The storm marker may not wrap around the board.
- After the storm marker is moved, every player with a road or ship adjacent to the storm marker must remove one road or ship from the board.
- A ship from the middle of a shipping line may be removed, but if doing so will leave a shipping line unanchored on both ends, the player may not build any new ships until the isolated ships are reconnected.
- The storm marker does not affect the production of the hex it is on.

Water Towers

Note that this scenario requires that each player has six cities in their supply. As only four are included with *Catan* itself, *Das Buch zum Spielen* suggests using the water towers from "Catan-Express" as stand-ins (and appropriate figure stands, if necessary) for any missing city pieces.

Scenario Rules

- At the start of the game, place one Catan chit on each marked intersection.
- Players must place their initial settlements in the area corresponding to Eurasia. Players may not place their initial settlements on the desert dividing Europe and Africa.
- The robber is present in this scenario, and begins the game off of the board.
- The pirate is absent in this scenario.
- If a player places a road or ship on an edge adjacent to a Catan chit, they may claim it. Each Catan chit is worth one victory point.
- **Migration:** If a player builds a road or ship outside Eurasia for which adjacent resource-producing hexes do not have assigned number tokens, number tokens are assigned to them randomly from the reserve.
- Should the reserve be exhausted, number tokens must be moved from Eurasia, subject to the following conditions: the number token being moved 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 the 6 and 8 number tokens must not be in adjacent hexes. If these conditions cannot be satisfied, then they may be ignored in the order stated.

Das Buch zum Spielen Scenarios

- If there are no number tokens that may be taken from Eurasia under the above conditions, they may be taken from anywhere on the board.

Game is to 15 points.

References

Player Supplies

- 5 Settlements
- 6 Cities
- 15 Roads
- 15 Ships

Cities & Knights Additions

- 3 City Walls
- 2 Basic Knights
- 2 Strong Knights
- 2 Mighty Knights

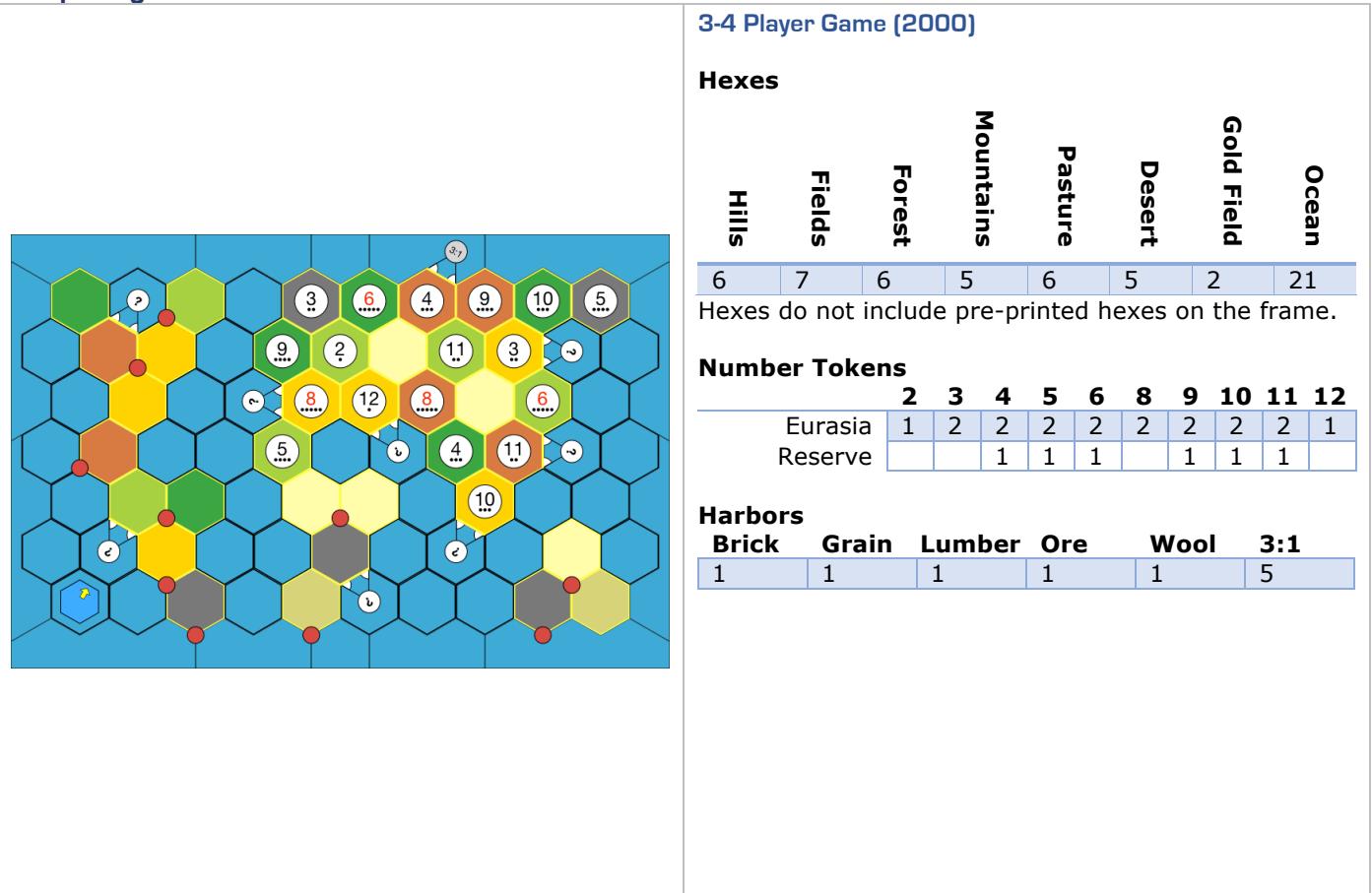
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game (2003)

	Hills	Fields	Mountains	Pasture	Desert	Gold Field	Ocean	
	6	7	7	6	6	5	2	24
Hexes do not include pre-printed hexes on the frame.								
Number Tokens								
	2	3	4	5	6	8	9	10 11 12
Eurasia	1	2	2	2	2	2	2	2 1
Reserve			1	1	1		1	1 1
Harbors								
	Brick	Grain	Lumber	Ore	Wool	3:1		
	1	1	1	1	1	5		

Westwards

By Brigitte and Wolfgang Ditt

"Westwards" is a scenario depicting the continental United States, and more specifically its western expansion. The same idea would be explored again in the standalone *Catan Histories* series game *Settlers of America: Trails to Rails*, though the two do not otherwise have a relationship with each other.

City Sites

A number of intersections on the game board are marked with a red chip. These are city site intersections, representing major cities within the continental United States. Although not all of these locations will have settlements built on them, in this scenario only settlements on city sites may be upgraded to cities.

The cities represented in this scenario are as follows:

- Pacific Northwest: Seattle, Spokane, Portland
- California: San Francisco, Los Angeles, San Diego
- Southwest and Mountain West: Phoenix, Denver
- Texas: Dallas, Houston, El Paso
- Midwest: Omaha, Minneapolis, Chicago, Detroit, St. Louis
- Northeast: Buffalo, Boston, New York, Pittsburgh, Philadelphia
- Mid-Atlantic: Washington DC, Norfolk
- Southeast: New Orleans, Atlanta, Savannah
- Florida: Jacksonville, Tampa, Miami

River Strips

Das Buch zum Spielen includes nine river strips of various lengths, meant to mark important edges as river crossings. The strips are labeled from A to G, and represents three major rivers that flow through the US. Strips A and B represents the Colorado River, C and D the Missouri River, and E, F, and G representing the Mississippi River.

Native American Figure

Das Buch zum Spielen includes a single Native American figure, which is attached to a black figure stand. The Native American figure acts a themed replacement for the robber for this scenario.

- The Native American, like the robber, blocks production of the hex it is on.
- The Native American may only be moved to a hex west of the Mississippi, and even then only to a hex adjacent to a pioneer. If there are no eligible hexes, the Native American does not move.
- Note that this may mean that a player may be forced to move the Native American adjacent to their own pioneers, if theirs is the only one west of the Mississippi.
- If the Native American is moved, then the player to move may steal a resource from the owner of an adjacent pioneer.

Pioneers

Each player is given a pioneer figure, which must be attached to a figure stand of matching color. Pioneers are units that move along the rail network at the end of each turn, and serve as a "mobile settlement" of sorts.

Das Buch zum Spielen includes pioneer figures for only five players, as this scenario may accommodate only five players at most; the brown player color is not given a figure.

- At the end of each turn, a player may move their pioneer anywhere along their own rail network.
- If playing with the "trade before building" rule, pioneers move after trade actions are completed and before build actions may be performed.
- Pioneers are never obligated to move from their current location.
- Pioneers may not end their movement at a city or settlement, but may end their movement at an intersection containing an opposing pioneer.
- Pioneers may not move over a rail located adjacent to the Native American.
- For the purposes of resource production, pioneers act as settlements.
- Note that as pioneers are not settlements, a pioneer at a harbor does not allow the player to use the harbor's improved trade rate.

Rails

Rails are the replacement of roads in this scenario, and are represented by roads. A rail may only be built by a pioneer, and one of the main objectives in this scenario is to have a rail extend from the Atlantic coast to the Pacific.

- Rails may only be built at an edge adjacent to the location of the pioneer. Once a rail is built, the pioneer is moved to the opposite end of the rail.
- Note that this is the only method in which a pioneer may be located on the same intersection as a player's own settlements and cities, as pioneers cannot move there normally.
- Rails may be built on edges where opposing rails exist, and rails may be built past opposing settlements and cities.
- A player may not have "doubled rails" on the same edge.
- Rails may not be built adjacent to the Native American, unless the pioneer is located in a fort.

Bridges

Bridges are represented by ships placed on its side in this scenario, and serve as crossings over the bridge edges.

- Like rails, ships may only be built at an edge adjacent to the location of the pioneer.
- Bridges and rails must be built separately, and a player must have a bridge before they may build a rail over a river edge. To denote that a bridge has a rail, the ship representing the bridge must be turned upside-down. (It is said that an upside-down ship resembles a viaduct.) Once the rail is built, the pioneer is moved across the bridge, as normal.

Forts

Forts allow pioneers some temporary protection from the Native Americans. Each player is given a single fort, but

Das Buch zum Spielen includes forts in only five of the six player colors.

- Once built, the fort is placed under the pioneer.
- A player may not build a fort if their pioneer is already adjacent to the Native American.
- Should the pioneer move from its current location, the fort is returned to a player's supply.
- A pioneer in a fort is able to move or build rails and bridges even if the Native American is adjacent.

Scenario Rules

- The robber is absent in this scenario.
- The Longest Road is not used in this scenario. Instead, the Longest Road represents an award of two victory points, given to the first player to construct a rail path leading from the Atlantic to the Pacific. The Pacific coast is defined as the edges in red in the setup diagram.
- Each player begins with only a single city. This city must be placed in one of the following locations: Boston, New York, Norfolk, Savannah, Jacksonville, or Miami. After the city is placed, starting rails must be placed. Players starting in Boston or Miami place three rails, New York and Norfolk two rails, and Savannah and Jacksonville one rail.
- Initial rails may not branch.
- The player's pioneer is then placed on the end of the rail line.
- A player's starting resources consists of two resources for each resource-producing hex adjacent to their starting city. Note that each starting city is adjacent to a 2:1 harbor; players may, during startup, make use of their harbor to trade in some of their starting resources.
- The distance rules only apply with respect to a player's own settlements and cities: a player may build a settlement in an intersection adjacent to an opposing settlement as long as it is also not adjacent to a player's own settlement.
- Settlements may not be built at the location of a player's own pioneer. However, they may be built at the location of an opposing pioneer. This does not compel the opposing pioneer to move in any way.
- The Road Building development card may be used to build any combination of rails and bridges, including a bridge with a rail on top of it. Note that the pioneer must move after each rail built, so a player may not use the Road Building development card to build two branching rails.
- Note that because the two roads/bridges are built in sequence, the second build is forfeit if, as a result of the first build, the pioneer moves adjacent to the Native American.
- The Knight development card, for this scenario, is termed "cavalry", but affects the Native American in the same manner as that of the robber.
- **Fire Water:** A player building Fire Water may move the Native American to any desert hex. No resources are stolen if the Native American is moved in this manner.

Game is to 10 points. However, a player must have a continuous rail line from the Atlantic to the Pacific (north of Los Angeles) in order to claim victory.

Setup Notes

The four blank spots of the map represent Canada and Mexico. These hexes are treated as regular hexes, although they do not produce resources.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships
- 1 Fort
- 1 Pioneer

- Cities & Knights* Additions
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Rail	1 lumber, 1 ore
Bridge	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Fort	1 brick
Fire Water	2 grain

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-5 Player Setup

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	5	6	4	2	10

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

Schätze, Drachen & Entdecker Scenarios

Originally released in 2009, *Schätze, Drachen & Entdecker* is an official expansion to *Catan* released exclusively on the Catan Shop website in the German language. It contains a number of scenarios, all of which required *Seafarers* and most of which required *Cities & Knights*. When originally released, all but one of these scenarios had been previously offered in some form of another, and the last was introduced in the 2009 issue of *Catan-News*, released at roughly the same time as the expansion itself. *Schätze, Drachen & Entdecker* was re-released in 2017 with updated components to fit the latest edition of the German game.

To date, only three scenarios ("The Great Canal", "The Desert Dragons", and "Greater Catan") had been released in English in some form of another, with "The Great Canal" being exclusive to computer implementations.

Most of the components included *Schätze, Drachen & Entdecker* are to specifically accommodate "Greater Catan", which, when it was originally introduced as part of *Seafarers*, was the only scenario requiring two copies of the base game. Although the scenario "Settlers in Need" (found in the Miscellaneous Scenarios section of the Guide) tried to reuse the game mechanics in a way that only required a single copy of the base game, the enduring popularity of the original scenario saw its re-release as part of this expansion. However, despite the fact that historically there was a 5-6 player setup for "Greater Catan" and also of "The Desert Dragons", to date there has not been a release of an extension for *Schätze, Drachen & Entdecker* to accommodate six-player play.

About the Scenarios

The scenarios in this section of the Guide are presented in the order in which they appear in the *Schätze, Drachen & Entdecker* manual. The sole exception to this is "Greater Catan", which was first originally introduced in *Seafarers*.

Schätze, Drachen & Entdecker Scenarios

The Game Frame

Schätze, Drachen & Entdecker includes two two-hex frame extensions to accommodate the additional length of board needed for "Greater Catan". These are the same size and shape as those from *Seafarers* as well as *Explorers & Pirates*, and none of the other scenarios require all of the frame pieces from *Seafarers* in addition to the two new extension pieces.

Treasure Tokens

Treasure Tokens are used in some of the scenarios in this expansion. They are square tokens with an image of a treasure chest on the reverse side, and one of five possible images in the obverse. *Schätze, Drachen & Entdecker* includes 20 treasure tokens, almost evenly divided amongst the five types.

When originally introduced in the version of "Departure Into the Unknown" published in *Catan-News*, players were required to mark one side of 17 Catan chits with a number from 1 to 5. (*Catan-News* only provided a 3-player setup; the 4-player setup requires 20 treasure tokens.) The distribution of the treasure tokens, as well as reward on the front, is outlined below.

No.	Qty (CN)	Qty (SDE)	Reward
1	4	4	2 free resources
2	4	4	Development card <i>Cities & Knights</i> : Progress card, from any deck
3	3	5	1 free resource
4	3	4	2 free roads <i>Seafarers</i> : 2 free roads or ships
5	3	3	1 brick, 1 lumber, and 1 wool

More information on the role of treasure tokens may be found in the individual scenario's section of the Guide.

Dragon Tokens

Dragon Tokens are used in some of the scenarios in this expansion. They are hexagonal tokens with an image of a dragon on the reverse side, and one of three different images in the front, depicting one, two, and three flags. There are 19 dragon tokens included with *Schätze, Drachen & Entdecker*.

Dragon tokens are used in two scenarios: "The Desert Dragons" and "Enchanted Land". In the case of the former, they act as successors to the desert rider tokens from *Das Buch zum Spielen*. As rider tokens are single-sided, only the back side of the token is used in that scenario. When "Enchanted Land" was introduced in the 1/2001 issue of *Catan-News*, players were required to mark the back of 19 Catan chits with numbers from 1 to 3 (more specifically, 6 marked with "1", 7 marked with "2", and 6 marked with "3").

As seen above, the two scenarios, as originally presented, did not share any common equipment, and thus it can be said that dragon tokens exist simply as a means to reuse the same equipment between different scenarios.

More information on the role of dragon tokens may be found in the individual scenario's section of the Guide.

The Treasure Islands

"The Treasure Islands" was a scenario originally introduced in computer implementations of *Catan*, specifically *Catan: Cities & Knights* for PC and *Catan* for Nintendo DS. The version presented in *Schätze, Drachen & Entdecker* is a modified version of what was presented there, to account for the shape of the game board used in the 4th edition of *Seafarers*.

Scenario Rules

- The robber is present, and begins the game on any desert hex.
- This scenario uses the discovery mechanic introduced in "The Fog Islands". Consult with the section for that scenario for additional details.
- **Claiming Treasure Tokens:** A treasure token on the board is claimed if a player's road network extends to an edge adjacent to the location of the token.
- If a desert or ocean hex is discovered, the player discovering the hex is rewarded with a treasure token from the reserve.
- Regardless of how a treasure token is claimed, it is immediately redeemed for the reward shown on the front of the token.
- The first settlement built on each outlying island is worth one additional victory point.

Game is to:

- 14 points, without *Cities & Knights*
- 16 points, with *Cities & Knights*

Setup Notes

Set up the main island as with the base game. Place a treasure token face-down, at all marked intersections; the remaining treasure tokens form a reserve.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
---	---

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Schätze, Drachen & Entdecker Scenarios
Setup Diagrams

The diagram shows a hexagonal island setup for a 3-4 player game. The island is surrounded by a blue frame containing 22 numbered hexes (1-22). Some hexes contain question marks, while others have icons like a green circle, a yellow circle, a grey circle, an orange circle, and a 3:1 ratio symbol. The central area is labeled "Base Game Island".

3-4 Player Game

Hexes

	Gold	Field	Desert	Pasture	Mountains	Forest	Fields	Hills	Ocean
Main Island	3	3	4	4	4	1			22
Reserves	2	2	1	2	1	2	2		3

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Main Island	1	2	2	2	2	2	2	2	2	1
Reserves	1	1	2	1	1		1	2	1	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Departure Into the Unknown

"Departure Into the Unknown" is the sole "new" scenario in *Schätze, Drachen & Entdecker*. A slightly altered version of the scenario was presented in the 2009 issue of *Catan-News*, which also served to promote the expansion as a whole.

Scenario Rules

- The robber is present in this scenario, and begins the game on any desert hex.
- Players begin with three initial settlements instead of two. All initial settlements must be placed on the main island.
- This scenario uses the discovery mechanic introduced in "The Fog Islands". Consult with the section for that scenario for additional details.
- Claiming Treasure Tokens:** If a hex is discovered, the player making the discovery claims all adjacent treasure tokens. Treasure tokens, once acquired, may be exchanged for the reward shown on the front of the token.
- If a player declines to claim the reward for the token, they may not claim the reward at any later point in the game. Instead, each unclaimed treasure token confers a bonus to the player.

Game is to:

- 12 points, without *Cities & Knights*
- 14 points, with *Cities & Knights*

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for more information with regards to the mechanics therein.

- Players begin with two settlements and one city. The city must be placed second. All initial settlements and cities must be placed on the main island.

References

Treasure Token Bonuses

1	Hand limit is raised to 9 cards
2	Take and place a 2:1 harbor
3	1 victory point
4	2 victory points

No additional bonuses are conferred for additional unclaimed treasure tokens.

Player Supplies

<ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads 15 Ships 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> 3 City Walls 2 Basic Knights 2 Strong Knights 2 Mighty Knights
---	---

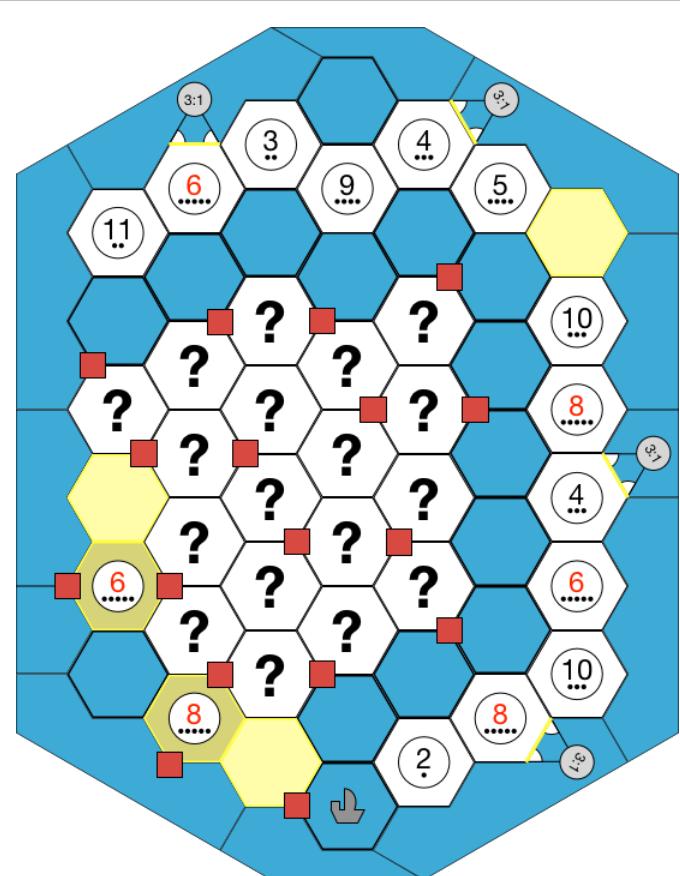
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Schätze, Drachen & Entdecker Scenarios
Setup Diagrams



3 Player Game

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island 2 2 3 2 4 1 13

Reserves 3 3 2 3 1 2 2 6

Hexes do not include pre-printed hexes on the frame.

Number Tokens

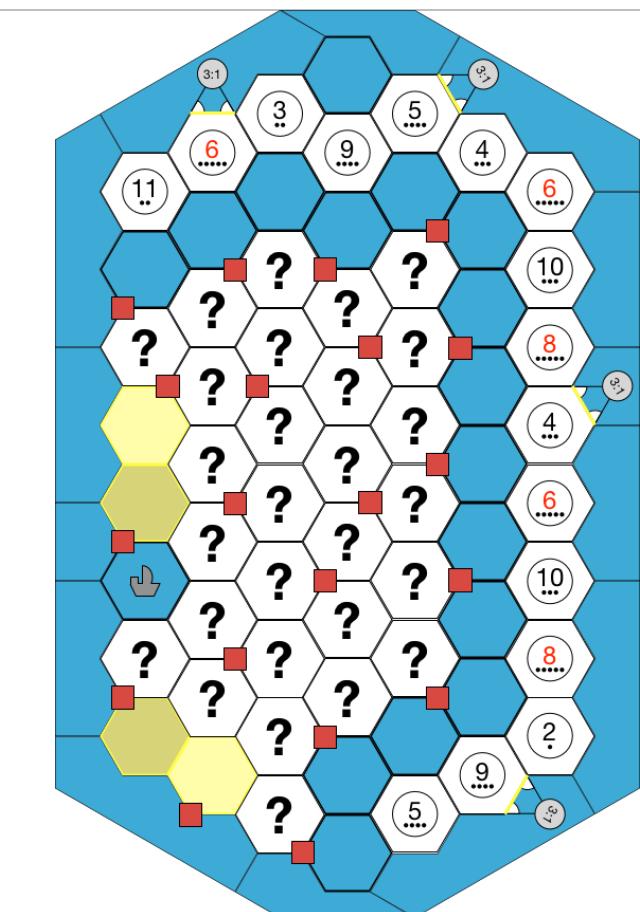
	2	3	4	5	6	8	9	10	11	12
--	---	---	---	---	---	---	---	----	----	----

Main Island 1 1 2 1 2 2 1 2 1

Reserves 1 2 1 2 1 1 2 1 2 1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



4 Player Game

Assign to the gold field hexes the 6 and 8 number tokens from the reserve.

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island 3 2 4 3 4 15

Reserves 4 4 3 4 3 3 2 9

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island 1 1 2 2 3 2 2 2 1

Reserves 1 3 2 3 1 1 3 2 3 1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Desert Dragons

"The Desert Dragons" is the second oldest of the scenarios presented in *Schätze, Drachen & Entdecker* after "Greater Catan", and the scenario that has been published the most number of times without ever having made it to any part of an expansion proper. The scenario, originally titled "The Desert Riders", was first introduced in the 2/1997 issue of *Catan-News* (then named *Siedler-Zeitung*) and published in English on the University of Catan website (then the official English language website of *Catan*). It was subsequently made available in *Das Buch zum Spielen* as well as the German language scenario expansion *Atlantis*.

Because of its many releases, the requirements of this scenario has changed over the years. As originally presented, this game, like "Greater Catan", required two copies of the base game, and was later modified to use one copy of the base game, one copy of *Seafarers*, and the specialty hexes provided by the expansion the scenario was presented in.

This scenario is known not to be compatible with *Cities & Knights*.

Jungle and Volcano Hexes

Some setups in this scenario make use of the jungle and volcano hexes, but introduced in *Das Buch zum Spielen*. Consult the section on *Das Buch zum Spielen* in the Guide for additional details with regards to the rules regarding those hexes.

- If the board has at least one jungle hex, 10 discovery tokens are needed in a 3-4 player game, and 12 discovery tokens in a 5-6 player game.
- Volcano hexes do not themselves produce resources. Instead, if the number rolled for production matches that of a volcano hex, the field hex adjacent to the volcano hex (or nearby, in the case of one setup) produces. The eruption is then performed afterwards.

Scenario Rules

- The robber is absent in this scenario.
- The pirate is absent in this scenario.
- The Largest Army bonus is not used in this scenario.
- Under rules prior to *Schätze, Drachen & Entdecker*, each player must place at least one of their initial settlements on a coast with a ship. As published by the English language University of Catan rules, the first settlement must be on the coast with a ship.
- On a production roll of 7, the player to move may steal a resource from any other player.
- **Dragons Gather:** Each time a settlement is built or upgraded into a city, three dragon tokens (two in a 4-player or 6-player game) are placed on the desert hexes.
- Dragon tokens must be placed as evenly on the desert hexes as possible.
- **Dragons Attack:** Once all dragon tokens are placed, the dragon attack phase begins. Whenever a hex adjacent to one with a dragon token produces resources, a dragon token is moved from any desert hex to the hex after resources are collected.
- The Knight development card allows players to remove one dragon token from play, as well as stealing a resource from any other player.
- Dragon tokens on a hex blocks all production from the hex.
- Roads lying between two hexes with dragon tokens do not contribute to the Longest Road.
- A player may not build roads on edges between two hexes with dragon tokens on them. A player may, however, build a road on an edge between an ocean hex and a land hex with a dragon token.
- Settlements and cities that are rendered unproductive due to having dragon tokens on all adjacent land hexes are not worth any victory points.
- Under rules prior to *Schätze, Drachen & Entdecker*, players may not use harbors attached to settlements and cities that are otherwise rendered unproductive due to dragon tokens.
- Under rules prior to *Schätze, Drachen & Entdecker*, the first player to remove two dragon tokens is awarded an additional victory point.

Game is to 13 points.

Setup Notes

The number of dragon tokens needed for this scenario should match the number of resource-producing hexes on the main island. The front side of the dragon tokens are unused in this scenario.

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

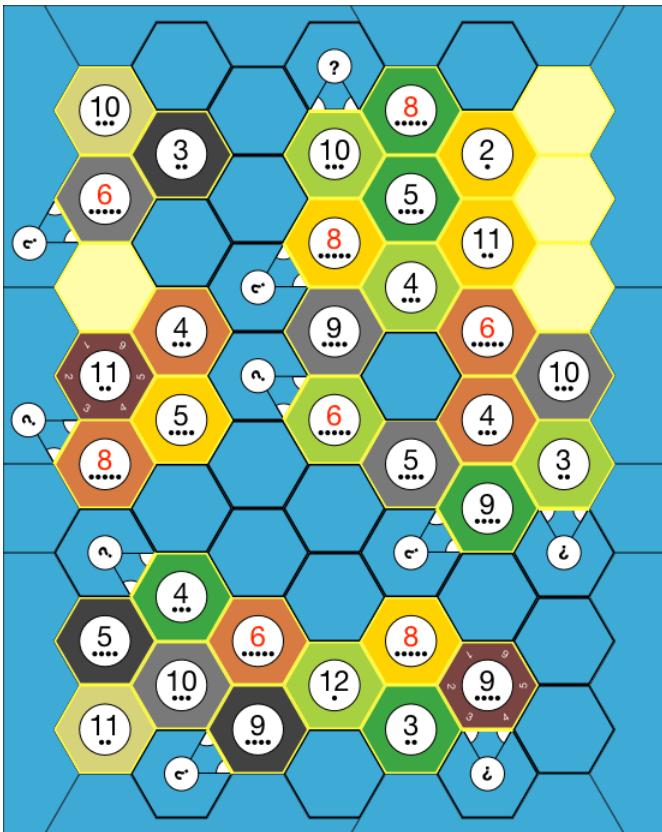
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

3-4 Player Game (1997)											
Hexes											
	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forests	Fields	Pasture	Mountains
Main Island	3	3	3	3	4	3					15
Outlying Area	3	4	4	3	4						1
Hexes do not include pre-printed hexes on the frame.											
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	1	2	2	3	2	2	2	2	2	1	
Harbors											
Brick	Grain	Lumber	Ore	Wool	3:1						
1	1	1	1	1	5						

3-4 Player Game (2000)



Hexes

Ocean	Volcano	Jungle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
-------	---------	--------	------------	--------	---------	-----------	--------	-------

Main Island	2	3	3	3	4	3			14
Outlying Area	3	2	2	2	1		2	3	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

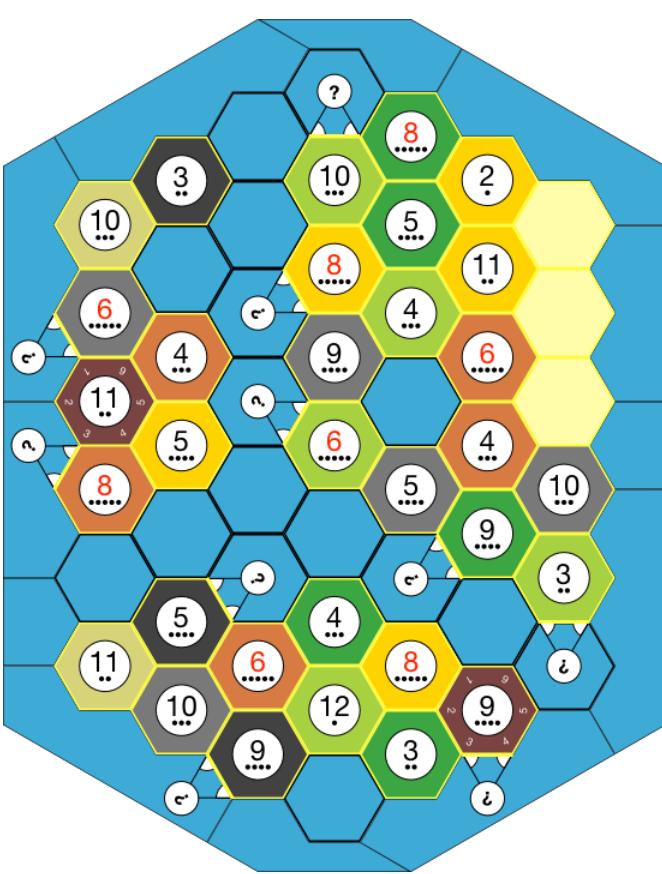
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	1	2	2	2	2	2	1	
Outlying		2	2	2	2	2	2	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

1	1	1	1	1	5
---	---	---	---	---	---



3-4 Player Game (2003)

Hexes

Ocean	Volcano	Jungle	Gold Field	Desert	Pasture	Mountains	Fields	Hills
-------	---------	--------	------------	--------	---------	-----------	--------	-------

Main Island	2	3	3	3	4	3			14
Outlying Area	3	2	2	2	1		2	3	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

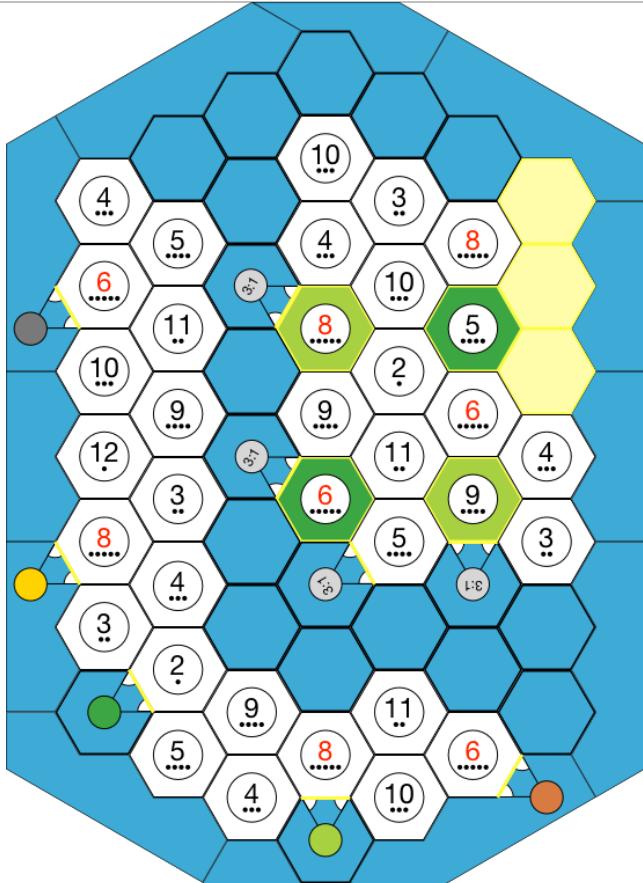
Main Island	1	1	2	2	2	2	2	1	
Outlying		2	2	2	2	2	2	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
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1	1	1	1	1	5
---	---	---	---	---	---

Schätze, Drachen & Entdecker Scenarios



3 Player Game (2009)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	3	3	3	4	3		18
Outlying Area	3	4	4	3	4			1

Hexes do not include pre-printed hexes on the frame.

Number Tokens

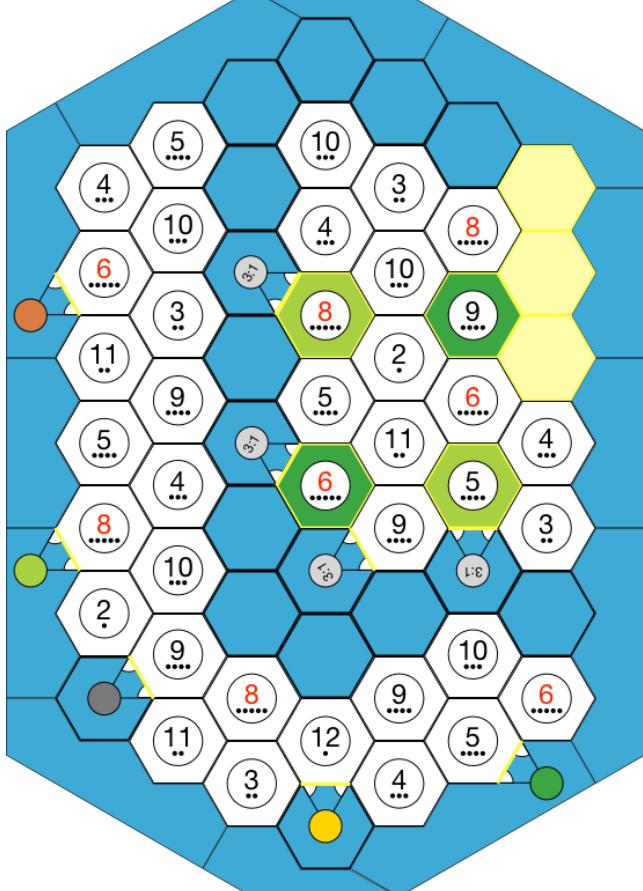
2	3	4	5	6	8	9	10	11	12
---	---	---	---	---	---	---	----	----	----

Main Island	1	2	2	2	2	2	2	1	
Outlying	1	2	2	3	2	2	2	2	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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



4 Player Game (2009)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Fields	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	3	3	3	4	3		15
Outlying Area	4	4	4	4	4	4		2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island	1	2	2	2	2	2	2	1	
Outlying	1	2	3	3	2	2	3	3	1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

5-6 Player Game (1997)

Hexes



	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest	Fields	Mountains	Pasture	Desert	Gold Field	Ocean
Main Island	4	5	5	4	5	3								16
Outlying Area	5	4	4	5	5									2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	6



5-6 Player Game (2000)

Hexes

	Ocean	Volcano	Jungle	Gold Field	Desert	Pasture	Mountains	Fields	Hills	Forest				
Main Island	4	4	5	4	5	4								19
Outlying Area	3	3	2	3	2									3

Hexes do not include pre-printed hexes on the frame.

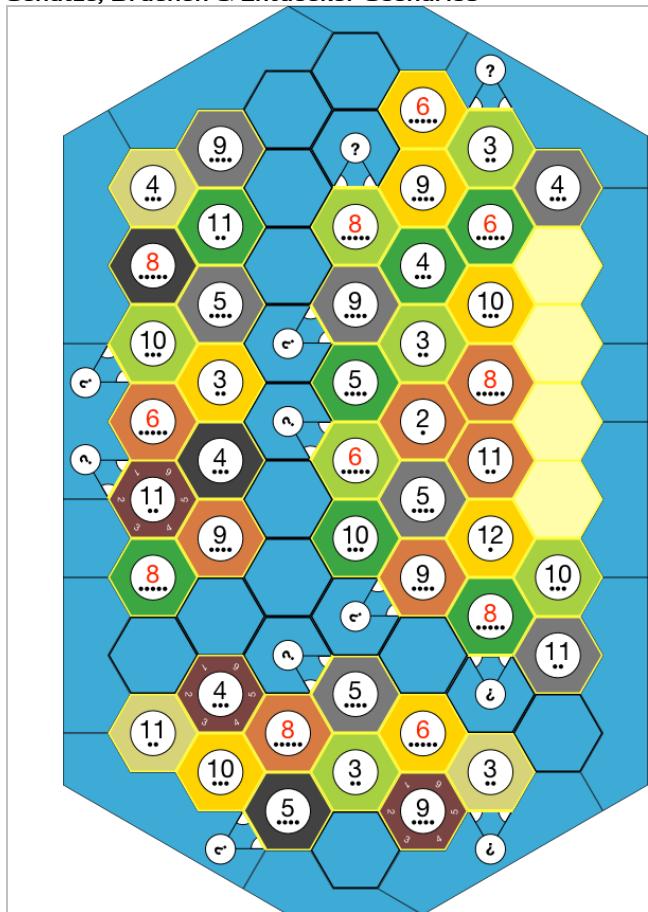
Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	6

Schätze, Drachen & Entdecker Scenarios



5-6 Player Game (2003)

Hexes

Ocean
Volcano
Jungle
Gold Field
Desert
Pasture
Mountains
Forest
Fields
Hills

Main Island	4	4	5	4	5	4				15
Outlying Area	3	3	2	3	2		3	3	3	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

2 3 4 5 6 8 9 10 11 12

Main Island	1	2	2	2	3	3	3	3	2	
Outlying		3	3	3	2	3	3	2	3	1

Harbors

Brick Grain Lumber Ore Wool 3:1

1	1	1	1	1	1	6
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The Great Canal

"The Great Canal" was originally introduced in the 2003 issue of *Catan-News*, and was one of the scenarios published by Dutch distributor as part of its "Six Scenarios" series of expansions. As originally presented, the scenario did not require *Cities & Knights*, but since its release in computer form on Catan Online World and in physical form in *Schätze, Drachen & Entdecker*, this is one of the scenarios in which *Cities & Knights* is required.

Knights

As originally introduced, knights are units that are represented by round print-and-play markers, and generally act as a stripped-down version of the knights from *Cities & Knights*. When playing with *Cities & Knights*, these rules are disregarded in favor of the knights from that expansion.

- A player, when playing a Knight development card, may either place a knight on the board or move an existing knight.
- Knights are placed on intersections in the middle of a player's road network on the main island, as in *Cities & Knights*. Like the rules of *Cities & Knights*, their presence blocks opposing roads, and the rules governing movement are the same.
- One major difference between knights in this scenario and their *Cities & Knights* counterpart is that there is no concept of activation, and knights may not displace other knights.

Unique to this scenario is the use of knights in "specialist roles".

- **Knights as Gold Miners:** If a knight is positioned adjacent to a gold field hex and the canal is incomplete, then, when the gold field produces resources, each player with at least one adjacent knight collects one resource of their choosing.
- Multiple knights adjacent to gold fields do not increase the resource yield, unlike settlements and cities: only one resource is produced even if multiple knights are adjacent to a gold field.
- **Knights as Traders:** If a knight is positioned at a 2:1 harbor and the canal is incomplete, their owner may make use of the harbor for a 2:1 prevailing trade rate for the resource.

The following rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details on the rules therein.

- Activated knights located off of the main island do not contribute to the defense against barbarians.
- Knights do not have to be activated in order to use them in any specialist roles.

Pirate Ships

Despite the fact that the pirate is unused in this scenario, the Dutch "Six Scenarios" release, titled *Het Grote Kanaal*, included one pirate ship for each player in player colors. This concept would go on to be used in *Explorers & Pirates*.

Canal Pieces

One of the main objectives in "The Great Canal" is to construct the namesake canal, leading from an ocean hex and meandering about the main island before reaching a desert hex that is surrounded by field hexes. To denote the successful construction of a portion of the canal, a set of nine canal pieces are included with *Schätze, Drachen & Entdecker*, with four straight and five curved pieces. (Not all setups use four straight and five curved pieces, but all setups use a canal that spans nine hexes.) Each piece has two sides, one where water is flowing through the canal and one where there is no water.

At the start of the game, none of the canal pieces are on the board, as they have not been constructed. As individual portions of the canal are constructed, they are placed on the board. Once the canal is completed, all of the pieces are flipped over to denote the completion of the canal.

The canal pieces are ultimately a visual reminder of the construction progress of the canal; its use is strictly optional.

Scenario Rules

- The pirate is absent in this scenario.
- Shipping lines may not branch.
- Players may not expand off of the main island.
- **Setting up the Canal:** The path in which the canal flows is indicated on the setup diagram. On each hex, where the canal passes through, place two Catan chits, one on each edge where the canal starts and ends.
- **Building the Canal:** Two knights are needed to build any portion of the canal. As originally introduced in 2003, the canal is built one edge at a time, while in *Schätze, Drachen & Entdecker*, the canal is built one hex at a time.

Schätze, Drachen & Entdecker Scenarios

- Under the original rules, a portion of the canal is built whenever there are two knights on the intersections adjacent to each edge. The two Catan chits are then removed from the board, with the players owning the knights taking one chit each. (If both knights belong to the same player, that player takes both chits.)
- For the edges that start and end the canal, the lone Catan chit goes to the owner of the knight who was there the earliest.
- Under the rules as presented in *Schätze, Drachen & Entdecker*, the two knights need only to be adjacent to the hex. The two Catan chits for that hex are then removed from the board, with the players owning the knights taking one chit each. Finally, a canal piece is placed "dry side up" to show that the portion of the canal is built.
- Each Catan chit is worth one victory point.
- **Completing the Canal:** If, on a player's turn, one or fewer canal portions remain unbuilt, the canal will be considered completed at the end of the turn. All remaining Catan chits are removed from the board, and, if playing with the canal pieces, all pieces are placed or flipped with the water side face up. Additionally, the desert hex at the end of the canal is replaced with an ocean hex.
- Until the canal is completed, all field hexes do not produce resources. Conversely, after the canal is completed, all gold field hexes will not produce resources. By convention, the number tokens of these hexes are flipped to denote whether or not they are productive.

Game is to:

- 19 points, in a 3-player game without *Cities & Knights*
- 21 points, in a 3-player game with *Cities & Knights*
- 16 points, in a 4-player game without *Cities & Knights*
- 19 points, in a 4-player game with *Cities & Knights*

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional mechanics therein.

- Only activated knights may build canals.
- Building the canal automatically occurs whenever the second knight is activated; a player cannot activate a knight and decline to build the canal.
- Building the canal is not considered a knight action, and after building the canal, neither knight is deactivated.
- The Irrigation progress card may be used to collect grain from fields even before the canal is completed.

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships• 4 Knights	<i>Cities & Knights</i> Additions <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
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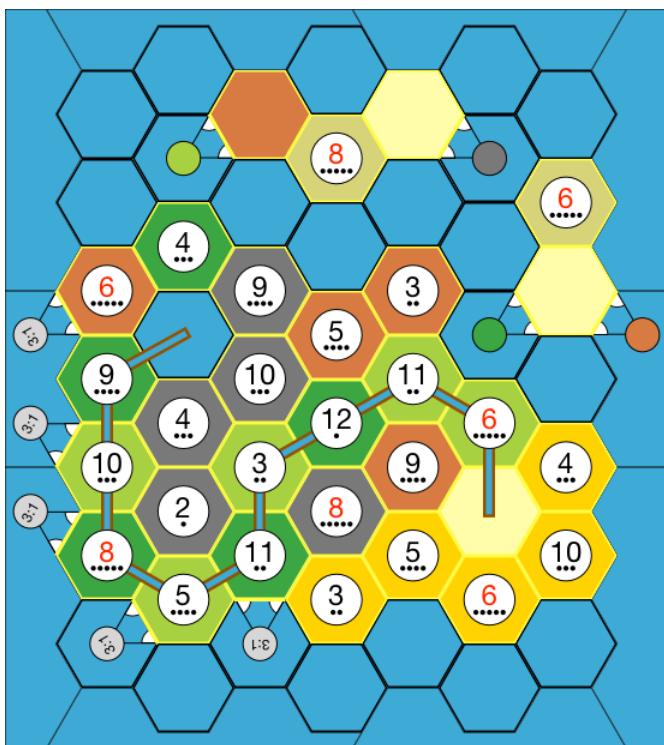
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3-4 Player Game (2003, 3rd Edition Frame)

The hex count does not include the ocean hex needed to replace the desert hex when the canal is completed. The hills hex off of the main island may be substituted with any other hex that does not produce resources.

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	5	5	3	2	16

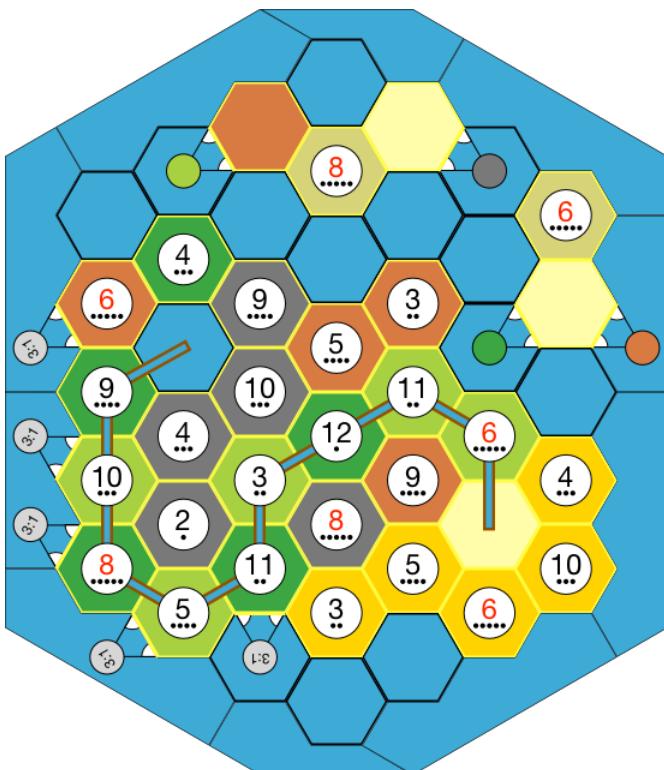
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

3-4 Player Game (2003, 4th Edition Frame)

The hex count does not include the ocean hex needed to replace the desert hex when the canal is completed. The hills hex off of the main island may be substituted with any other hex that does not produce resources.

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	5	5	3	2	12

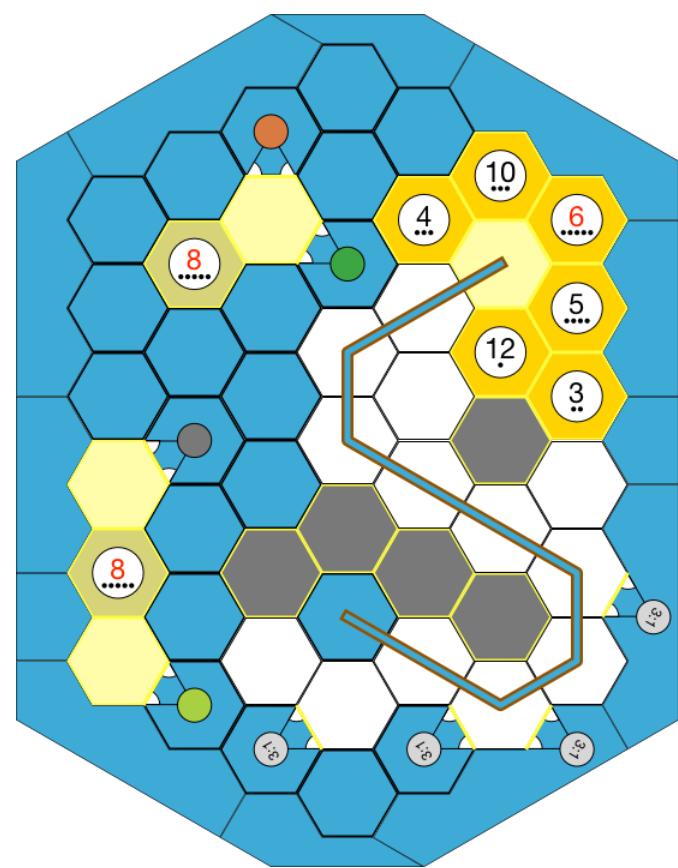
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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

**3-4 Player Game (2009)**

The hex count does not include the ocean hex needed to replace the desert hex when the canal is completed.

Hexes

	Fields	Forests	Mountains	Pastures	Desert	Gold Field	Ocean
	4	6	4	5	5	4	2

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1		1	1	1	4

Enchanted Land

"Enchanted Land" was originally introduced in the 1/2001 issue of *Catan-News*, without a *Cities & Knights* requirement. Like "The Great Canal", its reintroduction in computer form on Catan Online World and in physical form in *Schätze, Drachen & Entdecker* introduced *Cities & Knights* as a requirement. Aside from this requirement, there was a thematic change introduced with *Schätze, Drachen & Entdecker*: the treasures of the namesake enchanted land was originally said to be guarded by pirate spirits when originally introduced, while dragons took up the duty of guarding the treasure in *Schätze, Drachen & Entdecker*.

Knights

As originally presented, each player is given a single knight to capture the treasures located on the Enchanted Land. Knights are played on the intersections, and have a unique movement mechanic. When playing with *Cities & Knights*, the knights from that expansion is used instead, but it retains most aspects of the unique movement mechanics while on the Enchanted Land.

- A player must place their knight whenever they have played at least one Knight development card, and have built a shipping line that extends to the coast of the Enchanted Land. The knight is placed at the coastal intersection at the end of the shipping line.
- If there is a settlement at the end of the shipping line, the knight must be placed in any adjacent intersection on the Enchanted Land.
- **Knight Movement:** Knights may move one intersection per grain paid. Knights may move over coastal intersections, but may not end their movement there. Knights may not move over other Knights, and only one knight may be on an intersection at any given time.
- **Claiming Treasures:** If a knight is on an intersection with a dragon token, the knight may attempt to battle the dragon. The player compares the value on the front side of the dragon token to the number of Knight development cards they have played. If the latter is greater, the player may claim the dragon token. Otherwise, the dragon token is returned, face down, to the board.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional mechanics therein.

- Knights are built as normal, but may only be built on the main island.
- Once a player has a shipping line extending to the coast of the Enchanted Land, they must move one knight to the end of the shipping line at the earliest convenience. (That is, if the player has at least one activated knight that can reach the Enchanted Land, one must be moved there. If a player only has deactivated knights, then the first activated knight that can move to the Enchanted Land must do so. If a player has no knights at all, the next knight built must be placed at the end of the shipping line.)
- If there is an opposing knight at the intersection where a knight is to be deployed onto the Enchanted Land, it must be displaced if possible.
- Only one knight may be on the Enchanted Land. The knight that is moved there cannot subsequently return to the main island.
- All knights off of the Enchanted Land move as per the normal rules. Knights on the Enchanted Land must be activated in order to move. Moving the knight is a knight action, which allows a knight to move up to three intersections.
- The knight on the Enchanted Land, if active, does not contribute to defense against barbarians.
- Under the rules as presented in *Schätze, Drachen & Entdecker*, activated knights on shipping lines do not contribute to defense against barbarians.
- If a knight is displaced on the Enchanted Land, the player displacing the knight must place the knight on any coastal intersection on the Enchanted Land.
- Only activated knights may battle dragons. The strength of the knight is compared to the value on the front of the dragon token, and if the knight is equal in strength or stronger, then the treasure token is claimed.
- Battling dragons is considered a knight action. Under the original rules, deactivated knights may check the strength of the dragon token without battling.
- The Deserter progress card may not be used against knights on the Enchanted Land.
- Under the original rules, knights on the Enchanted Land may be targeted by the Intrigue progress card, wherein the player playing the card moves the opposing knight to a coastal intersection of their choosing. Under the rules as presented in *Schätze, Drachen & Entdecker*, knights on the Enchanted Land may not be targeted by the Intrigue progress card.

Scenario Rules

- The island with the group of desert hexes is known as the Enchanted Land. At the start of the game, place one dragon token face down on every intersection adjacent to at least one desert hex.
- The Largest Army bonus is not used in this scenario.

Schätze, Drachen & Entdecker Scenarios

- The robber and pirate are both present in the scenario. They begin the game off of the board if they are absent from the setup diagrams.
- The robber may not be placed on the Enchanted Land.
- Under the rules introduced in *Schätze, Drachen & Entdecker*, players begin with three settlements instead of two.
- Players may place settlements on the Enchanted Land. These settlements must be on the coast, and they may not be upgraded to cities.
- Under the original rules, roads may be placed along the coast of the Enchanted Land. Under the rules introduced in *Schätze, Drachen & Entdecker*, roads may not be built on the Enchanted Land.
- Each claimed dragon token is worth one victory point.

Game is to:

- 17 points or 4 claimed dragon tokens, whichever comes first, in a 3-player game without *Cities & Knights*, under the original rules.
- 19 points or 4 claimed dragon tokens, whichever comes first, in a 3-player game with *Cities & Knights*, under the original rules.
- 19 points or 6 claimed dragon tokens, whichever comes first, in a 3-player game without *Cities & Knights*, under the rules as presented in *Schätze, Drachen & Entdecker*.
- 21 points or 6 claimed dragon tokens, whichever comes first, in a 3 player game with *Cities & Knights*, under the rules as presented in *Schätze, Drachen & Entdecker*.
- 15 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game without *Cities & Knights*, under the original rules.
- 17 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game with *Cities & Knights*, under the original rules.
- 16 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game without *Cities & Knights*, under the rules as presented in *Schätze, Drachen & Entdecker*.
- 18 points or 6 claimed dragon tokens, whichever comes first, in a 4-player game with *Cities & Knights*, under the rules as presented in *Schätze, Drachen & Entdecker*.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional mechanics therein.

- Under the rules introduced in *Schätze, Drachen & Entdecker*, players begin the game with two settlement and one city. The city must be placed second.
- The Inventor progress card may not be used to exchange number tokens on the Enchanted Land.

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships• 1 Knight	<i>Cities & Knights</i> Additions <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
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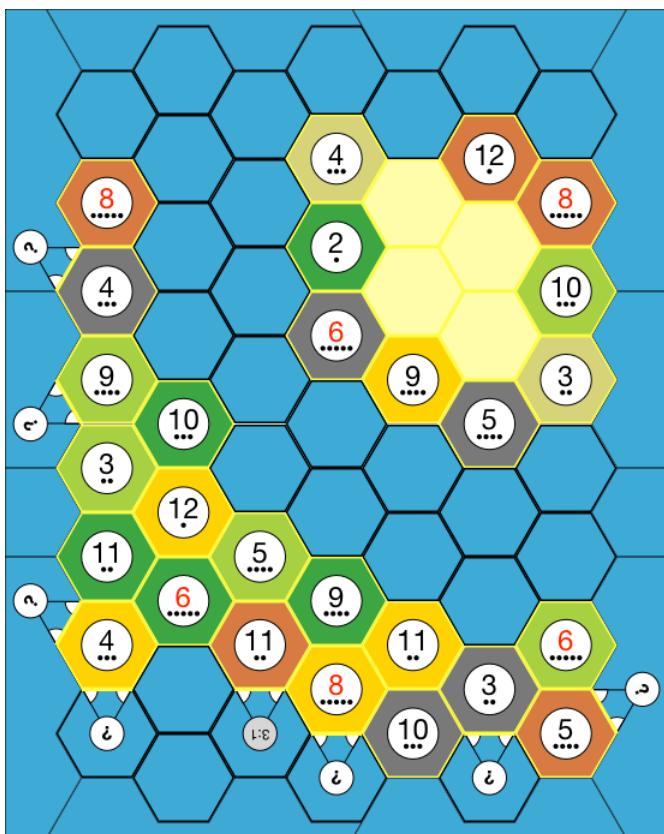
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game (2001)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Forest	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	4	4	3	4			
Enchanted Land	2	1	1	2	1	4	2	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

2	3	4	5	6	8	9	10	11	12
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Main Island		2	2	2	2	2	2	2	3	1
Enchanted	1	1	1	1	1	1	1	1		1

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
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1	1	1	1	1	3
---	---	---	---	---	---



3-4 Player Game (2009)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Forest	Hills
--	-------	------------	--------	---------	-----------	--------	--------	-------

Main Island	3	4	4	3	4	1		
Enchanted Land	2	2	2	2	1	5	2	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Main Island		2	2	2	2	2	2	3	1
Enchanted	1	2	1	2	1	1	1	2	

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
-------	-------	--------	-----	------	-----

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

Catan Scenarios Series Scenarios

The *Catan Scenarios* series is a line of mini-expansions first introduced in 2010. Many of these scenarios are available for free download or individual purchase at the Catan Shop, although the newest ones may be exclusive to conventions as giveaways before general release.

As opposed to the scenarios presented in the expansions, the scenarios of the *Catan Scenarios* series aims to primarily enhance the base game, and, as such, lack things typical of scenarios making use of expansions such as board setups.

About the Scenarios

The scenarios in this section of the Guide are presented in order of their date of release.

The Helpers of Catan

"The Helpers of Catan" was originally introduced in the 2010 issue of *Catan-News*, which was the final edition of *Catan-News* to feature a new scenario or variant. (*Catan-News* would continue to exist past 2010, but was generally a summary of news and other materials that were more easily found on the Catan website.) Although originally presented as a print-and-play scenario, this scenario would be localized and published as the first entry in the *Catan Scenarios* line of products. The enduring popularity of this mini-expansion also led to similar concepts being included as part of the core game mechanics in *Star Trek Catan* as well as *Catan Scenarios: Rickshaw Run*.

This scenario is known not to be compatible with *Cities & Knights*.

Helper Cards

"The Helpers of Catan" includes ten helper cards, with one side labeled A and the other side being labeled B. In addition, six of the helper cards are numbered, and their number is shown on both sides. Each helper confers an ability that may be used during a player's turn.

- During initial setup, players receive one helper card after their second settlement (or city, if applicable) is placed. If a numbered helper card is available, the lowest numbered card must be taken.
- Using Helpers:** A player may use their helper, in accordance to the instructions stated on the helper card. Afterwards, if their helper card is "A" side up, it may either be flipped over to its "B" side, or exchanged for another helper card. If their helper card is instead "B" side up, must be exchanged for another helper card.
- Note that the net effect of helpers is that a helper may be used no more than twice consecutively before they are exchanged for another helper.
- A helper may not be used more than once per turn.
- The use of a helper is not considered a build action. As such, it may not be used during the Special Build Phase.
- Exchanging Helpers:** Whenever a player exchanges a helper card, they may take any card from among those available. All acquired helpers are placed "A" side up.
- The numbers on a helper card do not have any meaning after initial setup; there are no restrictions as to whether or not a numbered card can or cannot be taken.
- Note that this means that a player must always have exactly one helper.
- A player may not use a helper on the turn that they acquire them. Note that helpers acquired by a player during initial setup may be used on the first turn.
- Players may not trade helpers.

It is to be noted that Nassir and Lin were not explicitly named in the original release, being instead given generic titles. This is also the first time that the English language localized names Sean and Hilde are used for the characters (previous materials used the German names Siegfried and Hildegard, respectively).

No.	Name	Effect
1	Nassir	Forced Trade: The player may, once per turn, ask for a single resource from up to two opponents. The opposing players must give the resource if able, and, if resources are given, the player must give then one other resource of a different type from their hand.
2	William	Makeshift Road Building: The player may, once per turn, build one road by substituting one resource used in building the road with any other resource.
3	Marianne	Resource Compensation: If, on any production roll that is not a 7, a player collects no resources, the player may take any single resource from the supply. This helper may be used on opposing turns, and must be resolved before other helper cards are resolved.
4	Louis	Move a Road: Once per turn, a player may remove an open road and place it anywhere where a road may be built. An open road is a road where one of its two ends is not connected to a player's own pieces. <i>Seafarers:</i> This ability may not be used to move ships. Also note that roads and ships are only considered connected if there is a settlement between them, and thus a road adjacent to a ship without a settlement in between may be moved.
5	Sean	Protection from the "7": On any production roll of 7, a player may either take one resource if they are at or under the hand limit, or ignore the hand limit if they exceed it. This helper may be used on opposing turns.
6	Candamir	Development Card Choice: The player may, once per turn, purchase a development card by substituting one resource used in doing so with any other resource. If a development card is purchased this way, the player may choose any single card from the top three cards in the development card deck. After choosing the card, the development card deck is shuffled.

Catan Scenarios Series Scenarios

No.	Name	Effect
	Jean	Special Trade Pricing: The prevailing trade rate for any single resource is 2:1 for one turn only.
	Lin	Banish the Robber: Once per turn, the player may move the robber to a desert hex. The player, instead of stealing a resource as normal, instead collects one resource of the type produced by the hex that was just vacated. This helper may either be played before the production roll, or after the production roll is resolved. (Specifically, this helper cannot be used to banish the robber immediately following a production roll of 7 in place of moving the robber normally: the robber must be moved normally before it can be banished.)
	Hilde	Alms for the Poor: Once per turn, after the production roll has been resolved, a player may look at the hand of any opponent with greater victory points and take a resource card.
	Vincent	Swords to Plowshares: Once per turn, you may discard one Knight development card, played or not, to reduce the cost of building a settlement to 1 brick and 1 lumber, or to reduce the cost of building a city to 2 ore and 1 grain. As originally presented in <i>Catan-News</i> , only played Knight development cards may be discarded.

Oil Springs

By Erik Assadourian and Ty Hansen

Catan Scenarios: Oil Springs was released in 2011 by representatives of the Worldwatch Institute, to raise awareness for pollution and climate change, as it relates to the oil extraction industry. It is available for free download, although actual cardboard versions are made available for sale, with proceeds going to Worldwatch's Transforming Cultures Project.

This scenario is known not to be compatible with *Cities & Knights*.

Victory Point Markers

7 Catan chits are included with *Catan Scenarios: Oil Springs*, used to denote victory points. The instruction leaflet for *Catan Scenarios: Oil Springs* refer to them only as victory point markers, and never as Catan chits.

Oil Spring Tiles

Oil spring tiles are add-ons to existing hexes to denote that the hex produces oil instead of whatever is produced by the underlying terrain, if any. There are four oil spring tiles: one covering a pasture, one covering a forest, and two covering deserts with preprinted number tokens; the two numbers on the two desert oil spring tiles are 5 and 9.

In terms of game mechanics, this effectively replaces one pasture, one forest, and two deserts with four oil spring hexes, without providing actual hexes.



Oil spring tiles are meant to blend into their English 4th edition base hexes, which may make for an awkward fit with different editions of *Catan*, as shown on the left. Pictured are the two desert tiles, one on an English 3rd edition desert hex (left), and one on a 5th edition *Legend of the Sea Robbers* desert hex (right).

The international release of *Oil Springs* had its tiles also clashing with the international editions of the time, complete with the English edition style pre-printed number tokens.

Oil Tokens

Oil is a currency that is used in this scenario. Oil is produced by oil springs, but the usage of oil may lead to disaster. Alternatively, oil may be sequestered, removing it from the supply, but granting victory points. Oil tokens are depicted with one normal side, and one side showing that it has been sequestered. *Catan Scenarios: Oil Springs* includes 21 oil tokens.

- Although oil is kept visible to all players, oil tokens are considered part of the hand, and is subject to the hand limit.
- In all other aspects, oil is considered a resource: it may be stolen by the robber, it may be traded between players, and it may be taken by the Monopoly development card. Players may also take oil as an effect of the Year of Plenty development card.
- The supply of oil is considered finite, but is not subject to the standard resource shortage rules. Instead, oil is collected by each player in turn, starting with the player to move. If there are not enough resources for all of the players, the players taking their oil last may be denied oil.
- **Oil Limit:** A player may only hold 4 oil tokens in a 3-4 player game, and 6 oil tokens in a 5-6 player game. If, as a result of production, a player has more than the specified amount of oil, the excess are returned to the supply and not collected.
- A player may not make any kind of trade that would result in them exceeding the oil limit, even temporarily.
- If, as a result of playing the Monopoly development card, a player would gain oil tokens in excess of the limit, oil tokens are only taken from players, one at a time in turn order, until the player is at the limit.
- Resources may not be traded for oil.
- **Selling Oil:** As a trade action, one oil may be traded in for two of any resource.
- **Sequestering Oil:** Once per turn, as a trade action, a player may sequester one of their oil tokens. Every three oil tokens a player sequesters is worth one victory point.
- An oil token that is sequestered no longer counts as part of the hand, and no longer counts as any kind of currency. As such, sequestered oil may not be traded, stolen, or taken by the Monopoly development card.
- As sequestering oil is a trade action, a player may not, on a production roll of 7, sequester oil so that the remaining hand falls under the hand limit.
- A player may not both use oil and sequester oil in the same turn.

Catan Scenarios Series Scenarios

Disaster Track

Every time oil is used in a trade or build action, it may contribute to making a disaster. The means of tracking disaster is through the disaster track, which contains a six-space track denoting how much oil has been spent, as well as a track that unlocks a game-ending alternate condition. When talking about a singular disaster track, however, it is in reference to only the former.

- At the start of the game, the disaster track marker is at the 0 space on the track. Every time oil is sold or used as a build action, the disaster marker is advanced one space for each oil spent.
- Oil that is traded between players, stolen between players, or lost as a result of the hand limit do not advance the disaster track. Similarly, sequestering oil does not advance the disaster track.
- **Disasters:** Whenever the disaster track reaches the 5 space, a disaster strikes at the end of the turn. The dice are rolled again, and one of two things may happen, depending on whether or not a 7 is rolled. Afterwards, the disaster token returns to the 0 space on the board.
- A player may not spend oil in such a way that it would cause the disaster track marker to overrun the 5 space. For example, if the disaster track marker is on the 4 space, a player may not use any action that costs 2 oil tokens.
- **Coastal Floods:** If a disaster roll results in a 7, coastal flooding occurs. All coastal settlements are removed from the board, and all cities on the coast are reduced to settlements. All metropolises are unaffected.
- The rules do not specify what happens if, as a result of a coastal flood, a player has more settlements than available in the supply.
- **Industrial Pollution:** If a disaster roll results in a supply, industrial production occurs. One hex with number token matching the number rolled is selected at random. If it is an oil spring hex, then three oil tokens are removed from the supply and will not be used for the remainder of the game. Otherwise, the hex no longer produces resources, and its number token is removed from the board.
- If, in the case that oil is to be removed from the supply, and there are not enough oil tokens in the supply to remove, players, starting with the player to move and proceeding in turn order, must discard oil tokens until there are enough tokens in the supply to remove from the game. Oil discarded in this manner does not advance the disaster track when the disaster ends.
- A player may not choose to sequester oil so that they avoid discarding it.
- Oil may not be spent during the Special Build Phase if spending oil would cause a disaster.

Metropolises

Metropolises are considered to be an upgrade of a city, granting increased production and immunity from coastal flooding. In *Catan Scenarios: Oil Springs*, six metropolis markers are included, although only four are used in a 3-4 player game.

- A hex, when it produces resources, including oil, grants the owner of an adjacent metropolis three resources.
- A metropolis is worth three victory points.

Champion of the Environment Bonus

The Champion of the Environment is a scoring bonus in the shape of a large circle with a cross over an oil field. It represents an effort to preserve the ecology of Catan through sequestering oil.

- The first player to sequester three oil tokens receives the Champion of the Environment bonus.
- Thereafter, any player who has sequestered more oil tokens than the current holder of the bonus may take the bonus from its current holder.
- The Champion of the Environment Bonus is worth one victory point.

Scenario Rules

- The robber is present in this scenario, and begins the game off of the board.
- The robber may not be placed on any hex whose number token was removed as a result of industrial pollution.
- During setup, the oil spring tiles are placed such that the forest hex with the second lowest probability of producing and the pasture hex with the second highest probability of producing is replaced with oil springs hexes. If there are more than one eligible forest or pasture hex, any hex may be selected, so long as oil spring hexes are not adjacent to each other. (Number tokens may need to be swapped in order for this to not happen.)

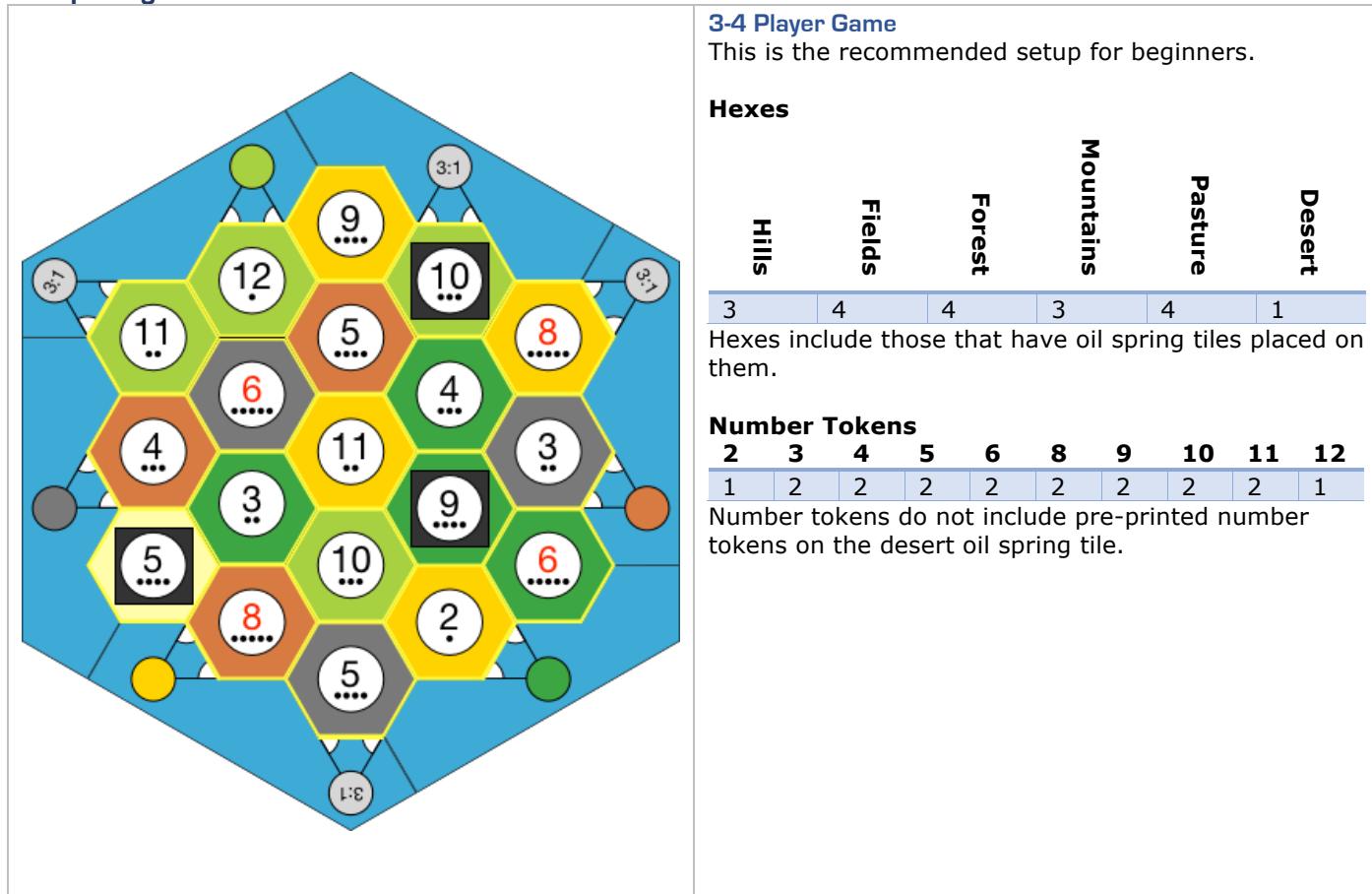
Game is to 12 points. A player may only claim victory after any potential disasters are resolved. Alternatively, the game ends if four number tokens are removed from the board as a result of industrial pollution in a 3-4 player game, or six number tokens are removed as a result of industrial pollution in a 5-6 player game. In this case, the player holding the Champion of the Environment Bonus is declared the winner, irrespective of the number of victory points each player has.

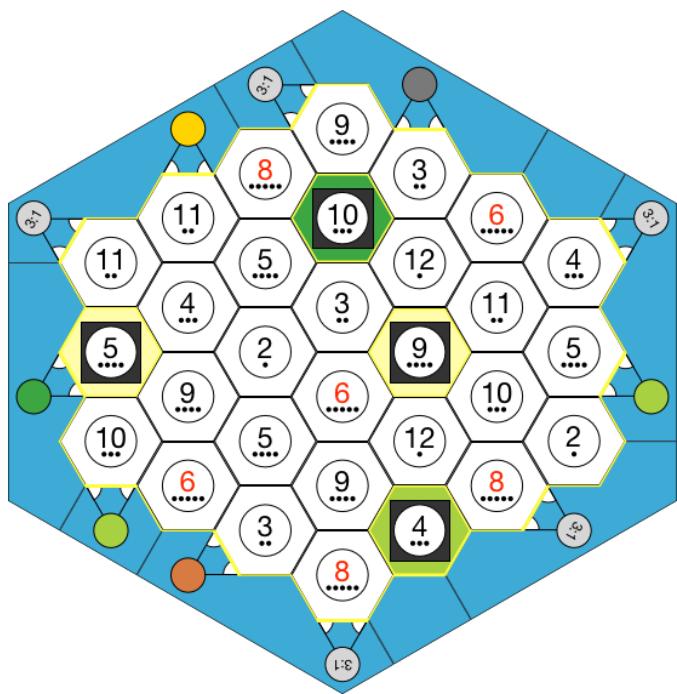
References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Metropolis	1 brick, 1 grain, 1 ore, 2 oil
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

**5-6 Player Game**

This is the recommended setup for beginners. Note that this setup need not conform to the setup rule regarding designating the forest and pasture hexes as oil springs.

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert
5	6	6	5	6	2

Hexes include those that have oil spring tiles placed on them.

Number Tokens

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

Number tokens do not include pre-printed number tokens on the desert oil spring tiles.

Frenemies

By Benjamin Teuber

Catan Scenarios: Frenemies is a scenario that introduces the concept of guilds to the game. Two copies of this mini-expansion are required for 5-6 player play.

This scenario is known not to be compatible with *Cities & Knights*.

Victory Point Markers

8 Catan chits are included as part of *Catan Scenarios: Frenemies*, used to denote victory points. The instruction leaflet for *Catan Scenarios: Frenemies* refer to them only as victory point makers, and never as Catan chits.

Favor Tokens

Favor tokens are a set of tokens that are plain on its reverse side and have one of five different images, representing one of five different guilds, on its obverse side. All favor tokens are mixed together to form a draw pile.

Some favor tokens have a dot on their front side; these merely serve to denote which favor tokens are used only in a 4-player game.

- Favor tokens are kept face down until used.
- Favor tokens are not resources, and they are not considered part of the hand. As such, they are not subject to the hand limit.
- Favor tokens may not be traded, stolen, or taken by the Monopoly development card.
- The supply of favor tokens is considered to be finite. The rules do not state what happens if there is a shortage of favor tokens.
- Favor tokens that are used are not returned to the supply.
- **Exchanging Favor Tokens:** A player may, once per turn, as a trade action, may either exchange one of their favor tokens or redeem them. When exchanging favor tokens, a player draws a favor token from the supply, and discards one of their favor tokens back into the supply.
- A player may discard the favor token just drawn back into the supply.

Guild	3P	4P	5P	6P	Cost	Effect
Traders	6	8	10	12	1	Exchange up to two resources 1:1
Merchants	6	8	10	12	1	Take one resource
Road Builders	6	8	10	12	1	Build one road
Scholars	13	17	21	26	2	Draw one development card
Master Builders	13	17	21	26	2	1 victory point

Guild Hall

The Guild Hall is a small board, used to redeem favor tokens for special actions. As a convention, when favor tokens are redeemed, they are placed face up on the guild board, on a space matching the guild.

- A player may, once per turn, as a trade action, may either exchange one of their favor tokens, or redeem favor tokens.
- **Redeeming Favor Tokens:** Favor tokens are redeemed by placing them up on the matching guild on the guild hall. Each guild action requires a specified number of favor tokens of their corresponding type, and immediately grants the corresponding effect.
- Favors that are granted from redeeming favor tokens may not be saved for use until a later time.
- Favor tokens may not be redeemed on the same turn that they are earned. If a favor token is earned on an opponent's turn, or during the Special Build Phase, the player may redeem it on the following turn.

Scenario Rules

- **Earning Favor Tokens:** Favor tokens may be earned in one of three ways: moving the robber harmlessly, giving away resources, and connecting road networks.
- **Harmless Robber Movement:** A robber movement is considered harmless if it is moved to a hex without any adjacent settlements or cities.
- A player moving a robber to a desert hex is not required to steal a resource. If a player declines to steal a resource, it is considered harmless robber movement.
- All harmless robber movements earn one favor token for the player moving the robber.
- **Giving Away Resources:** Once per turn, as a trade action, a player may offer one resource from their hand to any player with fewer victory points. The player may accept or reject the offer, or propose a

Catan Scenarios Series Scenarios

different resource to give. If the final offer to give one resource away is accepted, then the player making the offer earns one favor token.

- If an offer to give away resources is rejected, the player is free to make an offer to give away resources to another player; the trade action is only executed if an offer to give away resources is accepted.
- **Connecting Road Networks:** The first connection a player makes between a road network and that of an opponent earns one favor token for the opponent and three favor tokens for the player. As players may have multiple connected components, each connected component making a connection to a component belonging to an opponent earns new favor.
- A player may not earn favor from connecting their own components together. However, a player earns favors if they connect multiple components to the same opposing component. Connecting to the same component multiple times does not earn additional favor.
- Favor is not awarded if opposing components are connected during initial setup.
- If a player connects two of their own components together while connecting to an opposing component, favor is awarded.
- Only three favor tokens may be awarded to a player per connection: if a player connects to two opposing components at the same time, both opponents earn one favor token, but the player only earns three favor tokens.

Game is to 11 points.

Big Game, Big Honor

Catan Scenarios: Big Game, Big Honor is a scenario released in 2015, for participation in the Catan Big Game. It was also available to entrants in a number of tournaments. To date, it is not available to the general audience.

This scenario is known not to be compatible with *Cities & Knights*.

Big Game Table

The Big Game Table is a two-piece construction representing ten players being set up to play the Big Game. There are two rows of seats, with each seat being assigned a number token.

The *Catan Big Game* itself requires one copy of the *Catan Big Game Event Kit* for every six players. Each copy of the event kit includes three pre-printed map boards, accommodating two players each. The event kit also includes a deck of dice as well as all of the game pieces needed to play a six-player *Seafarers* scenario. While the English language version uses all cardboard components to save on cost, it is to be noted that the German language version includes plastic pieces in six new colors.

Settlers

Settlers are cardboard pieces that are sent to occupy seats at the Big Game table. Each player is given six settlers with player colors in the background, each depicting one of the *Catan* characters.

- Players may, as a build action, place a settler to any open space on the Big Game table.
- Once all ten spaces have been filled, players may continue to try to attempt to send players to the Big Game table. The dice are rolled, and the settler at the specified space on the Big Game table is replaced by a player's own settler. Note that a player may end up replacing one of their own settlers at the Big Game table.
- If a 7 is rolled for replacing settlers, the dice are re-rolled until a different number is rolled.
- A player may only send settlers to the Big Game table once per turn if there are open spaces remaining. A player may attempt to send settlers to the Big Game table twice per turn if all spaces are occupied.

Laurel Tokens

This scenario includes 24 square laurel tokens, which are produced by settlers at the Big Game table. Laurel tokens may be traded in for various actions.

- Whenever a number other than 7 is rolled for production, the settler at the corresponding space on the Big Game table produces one laurel token for its owner.
- Whenever a 7 is rolled for production, the player with the most settlers at the Big Game table earns one laurel token. If there is a tie for players with the most settlers, no one receives laurel tokens.
- A player may have at most six laurel tokens.
- Laurel tokens are not resources, and are not considered part of the hand. Hence, they are not subject to the hand limit.
- Laurel tokens may not be traded, stolen, or taken by the Monopoly development card.

Cost Effect

1	Expel the robber.
2	Steal a resource from any opponent.
3	Take a resource from the supply.
4	Build one road.
5	Take one development card.

Big Game Champion Bonus

The Big Game Champion bonus is awarded to the player who has the greatest number of settlers at the Big Game table at any given time.

- The first player to have three settlers at the Big Game table takes the Big Game Champion bonus, worth one victory point.
- Thereafter, any player having more settlers at the Big Game table may take it from the current holder.
- The rules do not dictate what happens if, as a result of displacement, the current holder of the Big Game Champion bonus no longer has the most settlers at the Big Game table.

Scenario Rules

- After initial settlements are placed, each player must place one settler in any open position on the Big Game table.
- Actions requiring laurel tokens may only be performed once per turn.

Game is to 12 points.

Santa Claus

Catan Scenarios: Santa Claus is a scenario released in 2015, celebrating the Christmas season. It was also released with a different theme to celebrate the 25th anniversary of 999 Games, the official licensor of the *Catan* brand in the Netherlands, alongside mini-expansions of other games.

In Germany, it was released in 2015 as part of a board game advent calendar, featuring mini-expansions for 24 games from 21 publishers. It is the first of the mini-expansions that are unlocked.

Santa's Workshop Hex

Santa's Workshop is a special hex that replaces any terrain hex other than the desert. It does not produce resources, but it provides other benefits.

For the 999 Games release, the Santa's Workshop hex depicts a gift-wrapped present instead.

Santa Claus Figure

The Santa Claus figure acts as a beneficial counterpart to the robber. The figure is assembled from two cardboard pieces that interlock with each other.

For the 999 Games release, the Santa Clause figure is replaced with a jester figure.

- At the start of the game, the Santa Claus figure begins at the Santa's Workshop hex.
- **Moving Santa Claus:** Once per turn, as a build action, the Santa Claus may be moved from its current location. Movement of the Santa figure to any hex not occupied by the robber costs 1 wool, and movement of the Santa figure to the robber's location costs 2 wool.
- The Santa figure and the robber may not be on the same hex at the same time. If the Santa figure is moved to the robber's location, the robber is moved to a desert hex, or expelled if there is no desert hex on the board.

Gift Tokens

Gift tokens are square cardboard markers representing gifts that are given out by Santa Claus. There are 11 gift tokens in total, representing one of 11 *Catan* products. Although all 11 gift tokens are different on both sides, all gift tokens act identically.

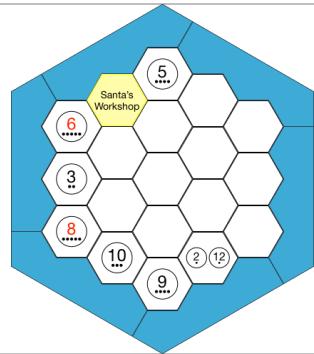
- Whenever the Santa figure is moved to any hex other than the Santa's Workshop hex, each player with at least one adjacent settlement or city receives one gift token.
- Whenever the Santa figure is moved to Santa's Workshop, each player with at least one adjacent settlement or city receives two gift tokens.
- Gift tokens must be immediately redeemed whenever possible. Two gift tokens may be exchanged for any single resource.

The 11 gift tokens are as follows:

- The *Catan* base game
- The base game extension
- *Catan: Seafarers*
- *Catan: Cities & Knights*
- *Catan: Traders & Barbarians*
- *Catan: Explorers & Pirates*
- *Catan Compact Edition*, a traveler's edition of the base game
- *The Rivals for Catan* base game
- *The Catan Dice Game*
- *The Struggle for Catan*
- *Catan Junior*

Setup Notes

In a base game setup, the hex normally assigned to the 2 number token is replaced by Santa's Workshop, and the 2 number token is moved to the location of the 12 number token. The rules do not have a provision for what happens if there is more than one eligible hex that may be replaced by Santa's Workshop, as is the case in the 5-6 player base game.



When laying out a base game island as recommended, with the number tokens being laid out starting in one corner and proceeding counterclockwise, the 2 number token (at position B) will be moved to the other side of the board in the general case. Shown on the left is the layout if the desert hex was on any of the unmarked hexes. A similar case appears if the desert hex is one of the first two hexes, owing to the order in which the number tokens appear; in this case, the Santa's Workshop hex and the 2/12 hex will be on opposite corners.

In all other cases (if the desert hex lies between the Santa's Workshop hex and the 2/12 hex, the 2/12 hex will be two corners away from the starting (5) hex).

Catan Geographies Series Scenarios

Catan Geographies is a line of both standalone games as well as fixed maps that require the base game in order to play. There are four standalone games in the line: *Catan Geographies: Germany*, the only standalone game released in English, as well as *Wien Catan* (Vienna), *Baden-Württemberg Catan*, and *De Kolonisten van de Lage Landen* (Netherlands).

Amongst the fixed maps, there are two distinct series: a primarily Anglosphere-oriented series of maps outlining regions within the United States, and a primarily German-oriented series of maps originally outlining regions of Germany, but have since expanded to regions in Europe. The former series is generally available in both English and German, while the latter series is primarily available in German, with English language versions particularly difficult to find. All of the fixed maps are available for purchase from their respective Catan Shops.

In terms of their gameplay rules, the *Catan Geographies* series, while still containing the base mechanics of collecting resources, differ slightly from the base game, although the rules are fairly consistent between the different *Catan Geographies* maps. Most of the German series scenarios are fairly straightforward in their designs, with few additional rule quirks, while the English series scenarios often feature a unique mechanic relating to the region being depicted (though newer scenarios tended to make the new mechanic optional).

The same rules, for the most part, was also adopted for *Star Trek Catan: Federation Space*, which matched the *Catan Geographies* series gameplay to the geography of the *Star Trek* series.

About the Scenarios

The scenarios in this section of the Guide are presented in order of their release date.

City Sites

One of the main features of the *Catan Geographies* series of scenarios is the presence of city sites, located on select intersections of the map. Each city site represents a real-world city, although city site locations may differ from real life in order to fit the hexagonal board. Along the edges of the game board is detailed information on each city site. The game board also includes an accurate map showing the locations of each city site, as well as a number of notable cities in the region that are not represented.

- Settlements may only be placed at the location of city sites.
- The distance rule is not in effect with respect to city sites: a player may build a settlement at a city site even if there is an occupied city site in a neighboring intersection.
- Players may not expand past the location of unoccupied city sites.
- Roads that meet at a city site are not considered connected to each other unless there is a settlement or city at a city site.

Victory Point Sites

Additionally, there are a number of locations on the board where, at the start of the game, players must place a Catan chit. These are known as victory point sites.

Note that Catan chits are not included with most *Catan Geographies* scenarios; players must separately provide them from other sources, or make do with substitutes.

- The first player to build a road extending to a victory point site claims the Catan chit, worth one victory point.
- In a 5-6 player game, no Catan chits are placed on victory point sites. Instead, victory point sites act as additional city sites in a 5-6 player game.

Trading Road Paths

Certain edges on the game board are marked in red, and are known as trading road paths. These paths act as harbors, lowering the prevailing trade rate for the player who builds a road on them. A sign adjacent to each trading path will denote which type of harbor-equivalent these paths will provide for the player.

Waterways

Featured on the game map are a number of edges in blue, denoting waterways. Waterways in these scenarios represent the various ferry routes that serve the region, and act as free extensions of the road networks for any player who builds a road adjacent to it.

- Roads may not be built on a waterway, but a player may extend their road network through the use of a waterway.
- Multiple players can use the same waterways to extend their road networks.
- Waterways do not contribute to the Longest Road for any player.

Settlers of Hesse

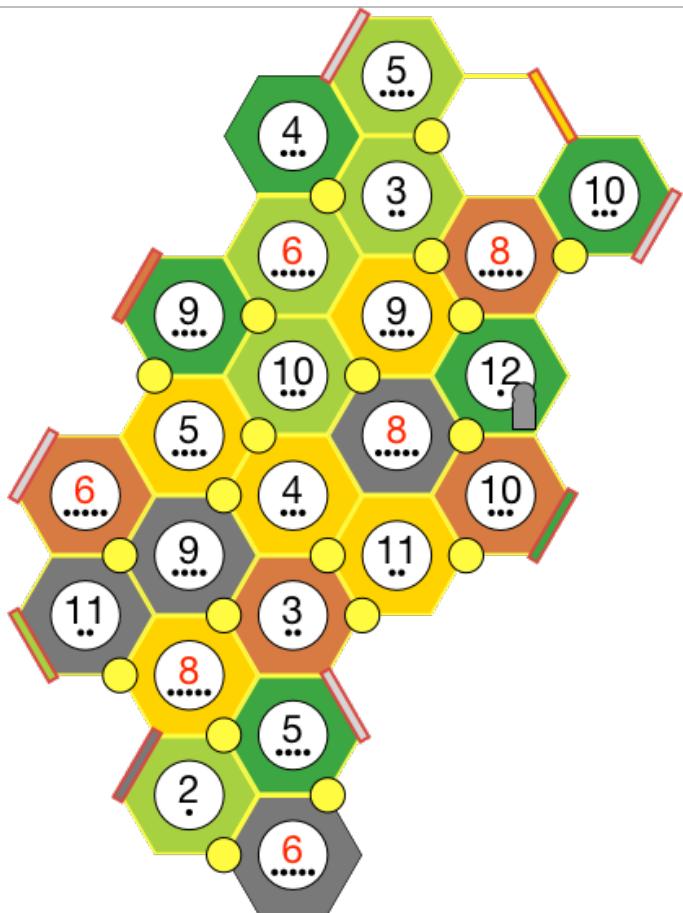
Catan Geographies: Settlers of Hesse is the first installment of the German language scenarios. Proceeds from the sale of this scenario went towards children's cancer research with Germany.

Compared to later scenarios, this scenario was not designed for 5-6 player play in mind, does not have victory point sites, and has no explicit compatibility with "Catan for Two".

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that Hesse isn't particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to 10 points.



North Rhine-Westphalia

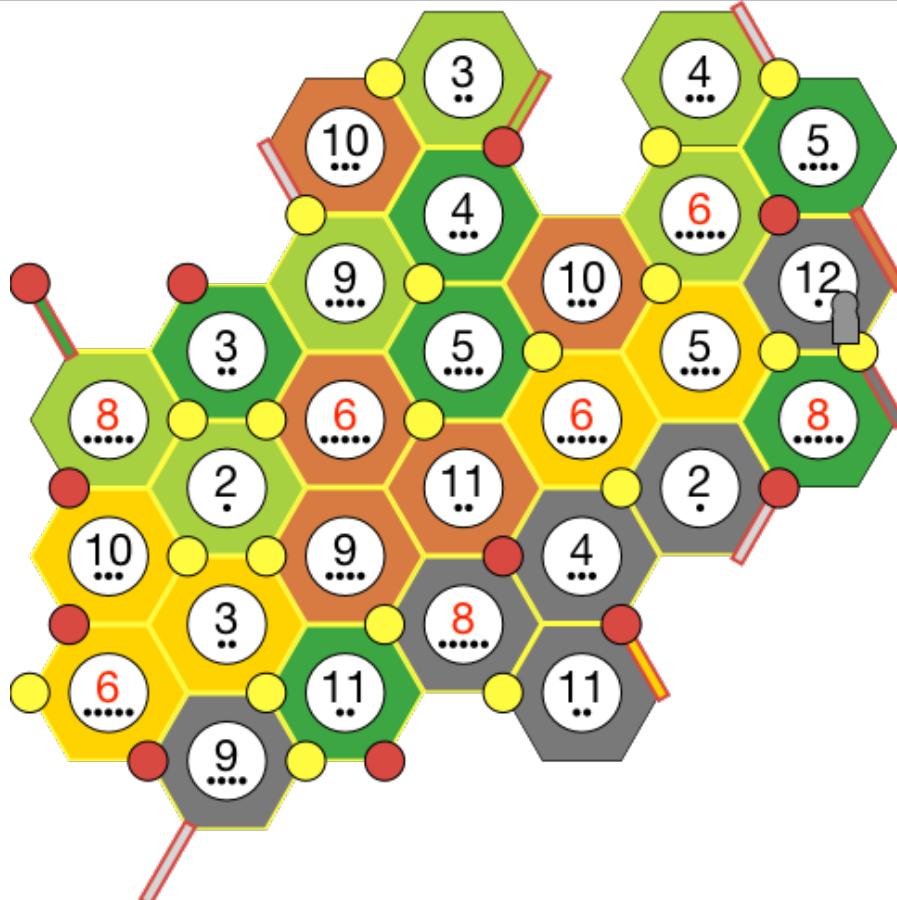
Catan Geographies: North Rhine-Westphalia is the 2008 installment of the German language scenarios. As with *Settlers of Hesse* before it, proceeds from the sale of this scenario were donated to children's cancer research in Germany.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that North Rhine-Westphalia isn't particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Indiana & Ohio

Catan Geographies: Indiana & Ohio is the first installment of the English language scenarios, depicting the states of Indiana and Ohio.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Gold Pieces

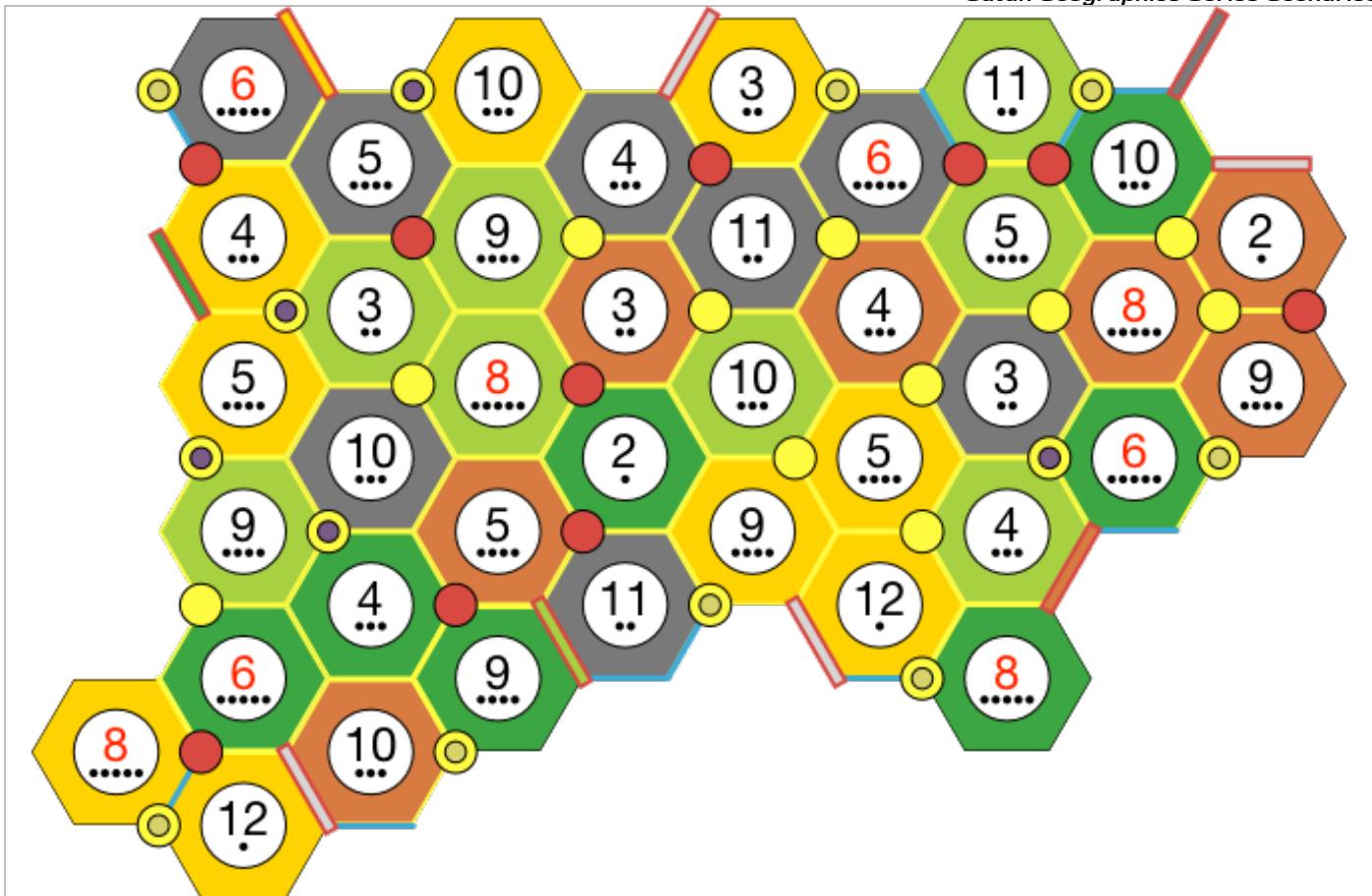
This scenario makes use of gold pieces, which are not provided with the scenario. Any marker may be used for this purpose, but gold from *Traders & Barbarians* or *Explorers & Pirates* is recommended. The rules governing gold pieces in this scenario is identical to that used by those two expansions; consult with the *Traders & Barbarians* section of the guide for additional information on the mechanics therein.

Scenario Rules

- Unlike standard *Catan Geographies* series scenarios, players may build settlements on intersections that are neither city sites nor victory point token sites, as long as they are not adjacent to any city sites. In effect, the distance rule applies to these "off-site" settlements, if all city sites are treated as occupied.
- The building of off-site settlements on intersections with one adjacent edge is not recommended.
- Only settlements at city sites may be upgraded to cities.
- Marked on the setup diagram in purple are a number of city sites known as **university cities**. Players with cities at university city sites collect one resource and one gold piece instead of two resources whenever any adjacent hex produces resources.
- Marked on the setup diagram in blue are a number of city sites known as **waterway cities**. Players with settlements or cities at waterway city sites may, whenever any adjacent hex produces resources, collect up to two gold in place of two resources.
- Note that only two resources may be substituted for gold, regardless of the number of settlements located at waterway city sites.
- Note that there are no city sites on the board that is both a university city and a waterway city, although there are hexes that are adjacent to both.
- If a player has multiple settlements and/or cities around a single hex, and at least one of them is at a waterway city site, then whenever that hex produces resources, only those that would be collected by the settlement or city at the waterway city site may be substituted for gold.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Settlers of Bavaria

Catan Geographies: Settlers of Bavaria is the 2009 installment of the German language scenarios. As part of the promotion, a contest was commissioned, asking contestants to identify the names of three locations from the following nine that are not among the city sites featured in this scenario. The city sites are:

- Nuremburg
- Altötting
- Passau
- Willow
- Ulm
- Regensburg
- Fürth
- Aschaffenburg
- Berchtesgaden

As a hint to the identity of the three locations, the following three hints were given:

- The cities featured as city sites must be in Bavaria
- The cities featured as city sites must have a population of at least 10000
- The cities featured as city sites must not be within 10km of a larger city that satisfies the first two criteria

Five winners received an autographed copy of this scenario and a copy of *Catan Geographies: Germany*, and another five winners received an autographed copy of this scenario. (For the record, the answers were Ulm, which is not in Bavaria, Fürth, which is a suburb of Nüremberg, and Berchtesgaden, population 8000)

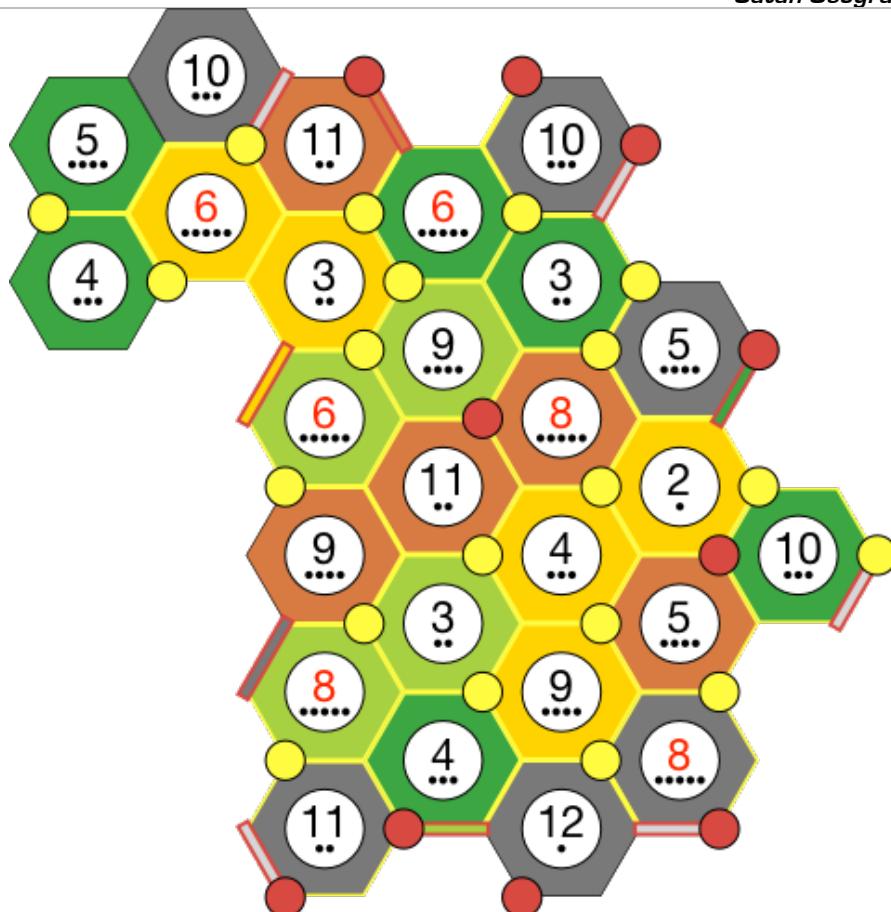
As with previous years, proceeds from sales of this scenario were donated to children's cancer research in Germany.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that Bavaria isn't particularly mountainous.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Delmarva

Catan Geographies: Delmarva is the 2010 installment of the English language scenarios, depicting the states of Delaware, Maryland, Virginia, as well as West Virginia and Washington DC. The name "Delmarva" is a portmanteau of the names of the three states; West Virginia is included as it is a state that had been originally splintered from Virginia.

This scenario was released at around the same time as *Settlers of America: Trails to Rails*, the first game in the *Catan* family to be made exclusively in the English language.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Shenandoah Valley Hex

On the map is a single hex representing the Shenandoah Valley. This hex may be treated as a field or mountain hex, and when it produces, players with adjacent settlements may choose to take either one grain or one ore. Players with adjacent cities may choose any combination of grain or ore desired.

The Shenandoah Valley hex is represented by a gradient of the yellow of the fields hex and the dark gray of the mountain hex.

Cumberland Gap Trading Road Path

On the map is a single trading road path that acts as a generic 2:1 harbor, allowing the prevailing trade rate to be lowered to 2:1 for all resources.

Coal and Crabs

In honor of the coal industry in the Alleghany mountains and the seafood industry of Chesapeake Bay, this scenario introduces two commodities known as coal and crabs.

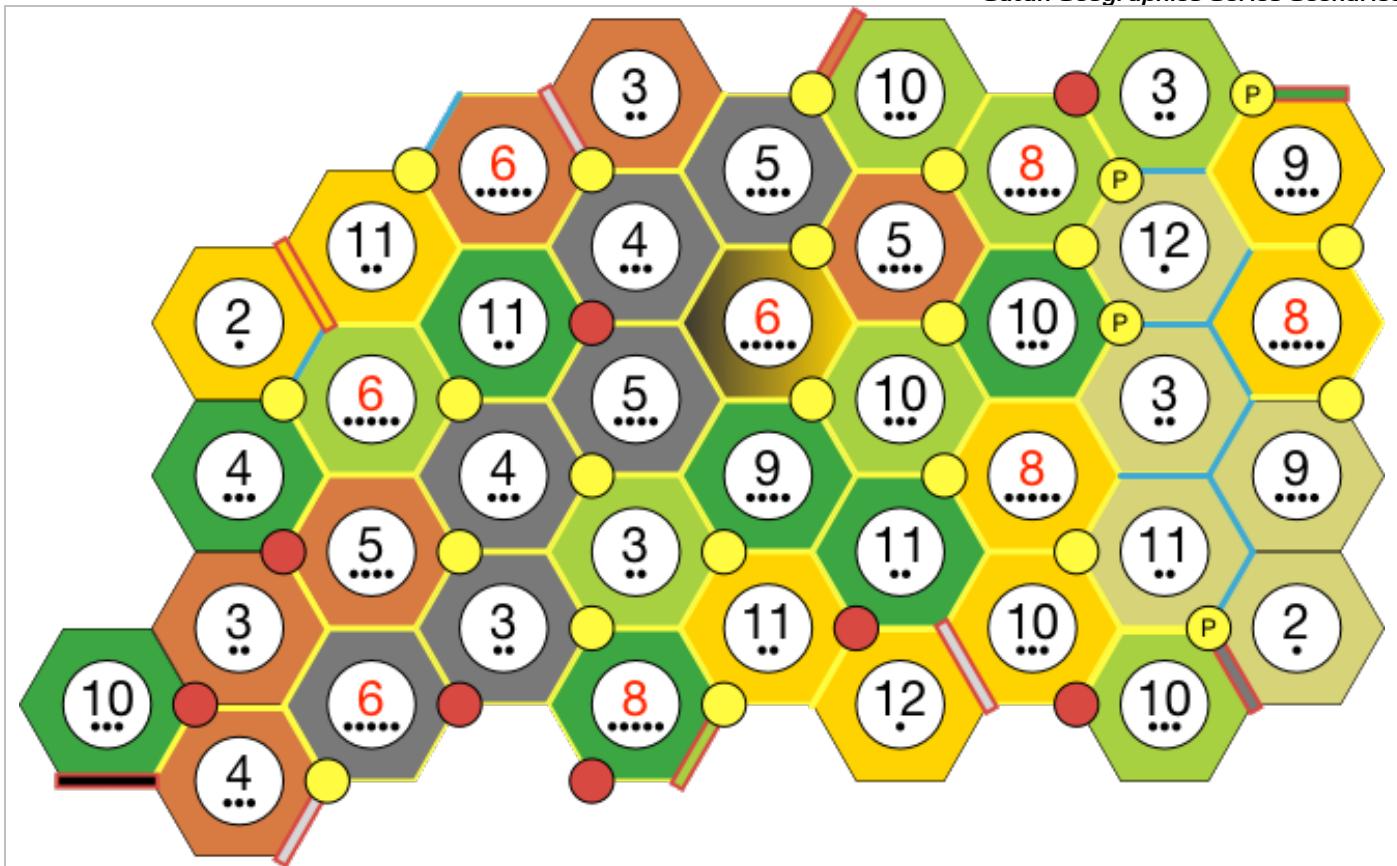
- Whenever a 7 is rolled for production, all gold field hexes produce crabs: each player with at least one settlement or city next to each gold field hex earn one crab.
- Whenever a 7 is rolled for production, all hills hexes, except the one on the right side of the setup diagram, produce coal: each player with at least one settlement or city next to each hills hex earn one coal.
- Note that the presence of multiple settlements or cities adjacent to a commodity-producing hex do not increase the gain of that commodity: a player may only gain at most one commodity from each commodity-producing hex per turn.
- Crabs and coal are not resources, and neither are considered part of the hand. As such, they are not subject to the hand limit.
- Crabs may be traded, but may not be stolen, and may not be taken as a result of the Monopoly development card.
- The prevailing trade rate for crabs and coal are both 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate for each commodity, as with resources.
- The player with control of the Cumberland Gap trading road path may not trade coal or crabs at 2:1; only resources may be traded at 2:1 with that trading road path.

Scenario Rules

- Unlike standard *Catan Geographies* series scenarios, players may build settlements on intersections that are neither city sites nor victory point token sites, as long as they are not adjacent to any city sites. In effect, the distance rule applies to these "off-site" settlements, if all city sites are treated as occupied.
- The building of off-site settlements on intersections with one adjacent edge is not recommended.
- Only settlements at city sites may be upgraded to cities.
- Marked on the setup diagram in blue are a number of city sites known as **coastal ports**. Players with settlements or cities at coastal ports may trade commodities at a 2:1 prevailing trade rate.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Austria

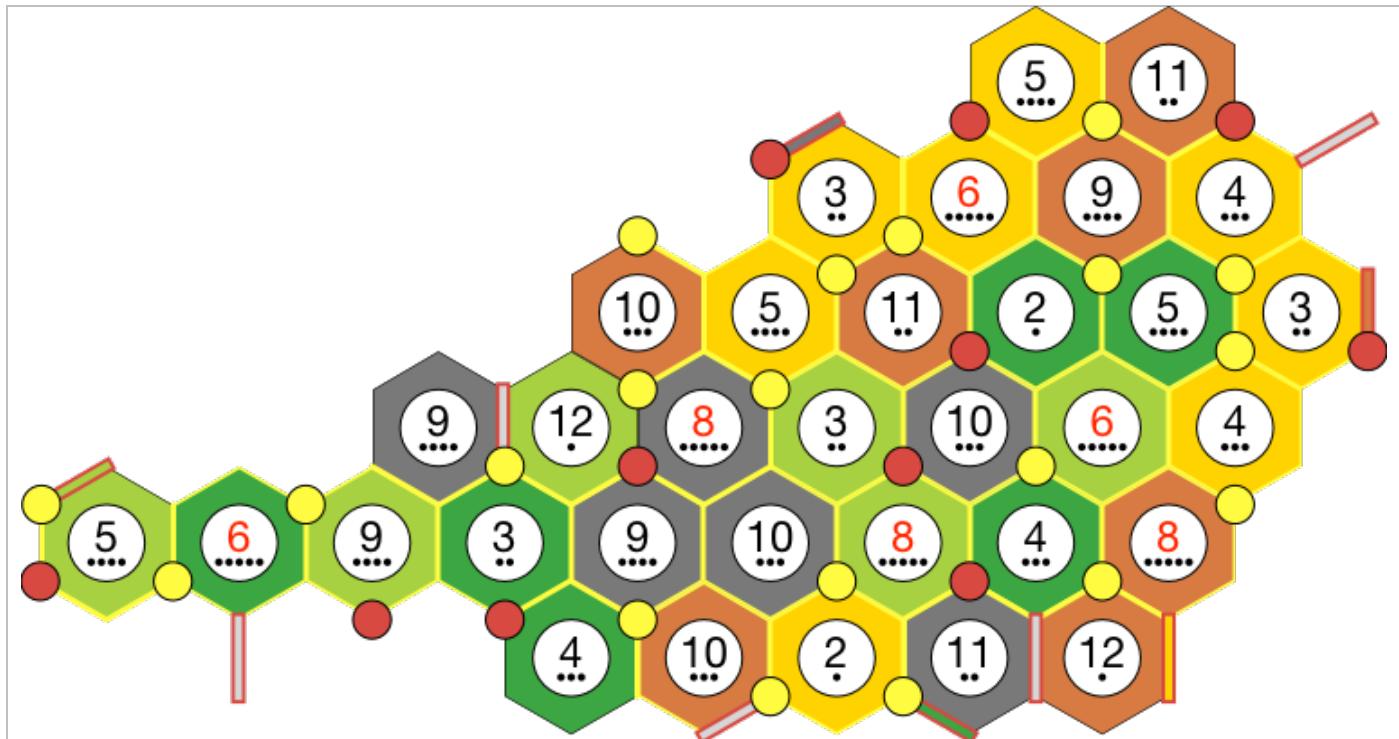
Catan Geographies: Austria is the 2010 installment of the German language scenarios, and marks a move away from depicting individual regions of Germany, and a move to match the graphics for *Catan Geographies* scenarios to match that of *Catan Geographies: Germany* rather than that of the *Catan* base game. As with previous years, proceeds from the sale of this scenario went towards children's cancer research in Germany.

Scenario Rules

- In reference to Austria's milk industry, "milk" must be used in place of "wool". Anyone caught not referring to wool as milk must discard one resource card from their hand.

Game is to:

- 14 points in a 3-player game
- 13 points in a 4-player game
- 10 points in a 5-6 player game



Penn-Jersey

Catan Geographies: Penn-Jersey is the 2011 installment of the English language scenarios, depicting the states of Pennsylvania and New Jersey in the United States.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Wetland Hexes

This scenario consists of a number of hexes of a new terrain type called wetlands. Wetland hexes are represented by gold field hexes in the Guide.

- Whenever wetland hexes produce resources, each player with at least one settlement or city adjacent to the hex gain one resource of their choice.
- Note that the presence of multiple settlements or cities do not increase resource gain from wetland hexes: a player may only gain at most one resource from each wetland hex per turn.

Iron Ore

In honor of the steel industry in Pennsylvania, this scenario introduces a new currency known as iron ore. *Catan Geographies: Penn-Jersey* does not include any game equipment, and suggests using any other marker for this purpose.

- Iron ore is not considered a resource, and is not considered part of the hand. As such, they are not subject to the hand limit.
- Iron ore may be traded, but may not be stolen or taken as a result of the Monopoly development card.
- The prevailing trade rate for iron ore is 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate, as with resources.
- Only the hexes indicated on the setup diagram produces iron ore. Whenever these hexes produce, each player with adjacent settlements and/or cities earn one iron ore, in addition to the resources normally produced by the hex.
- Note that the presence of multiple settlements or cities adjacent to an iron ore producing hex do not increase the gain of iron ore: a player may only gain at most one iron ore from each iron ore producing hex per turn.

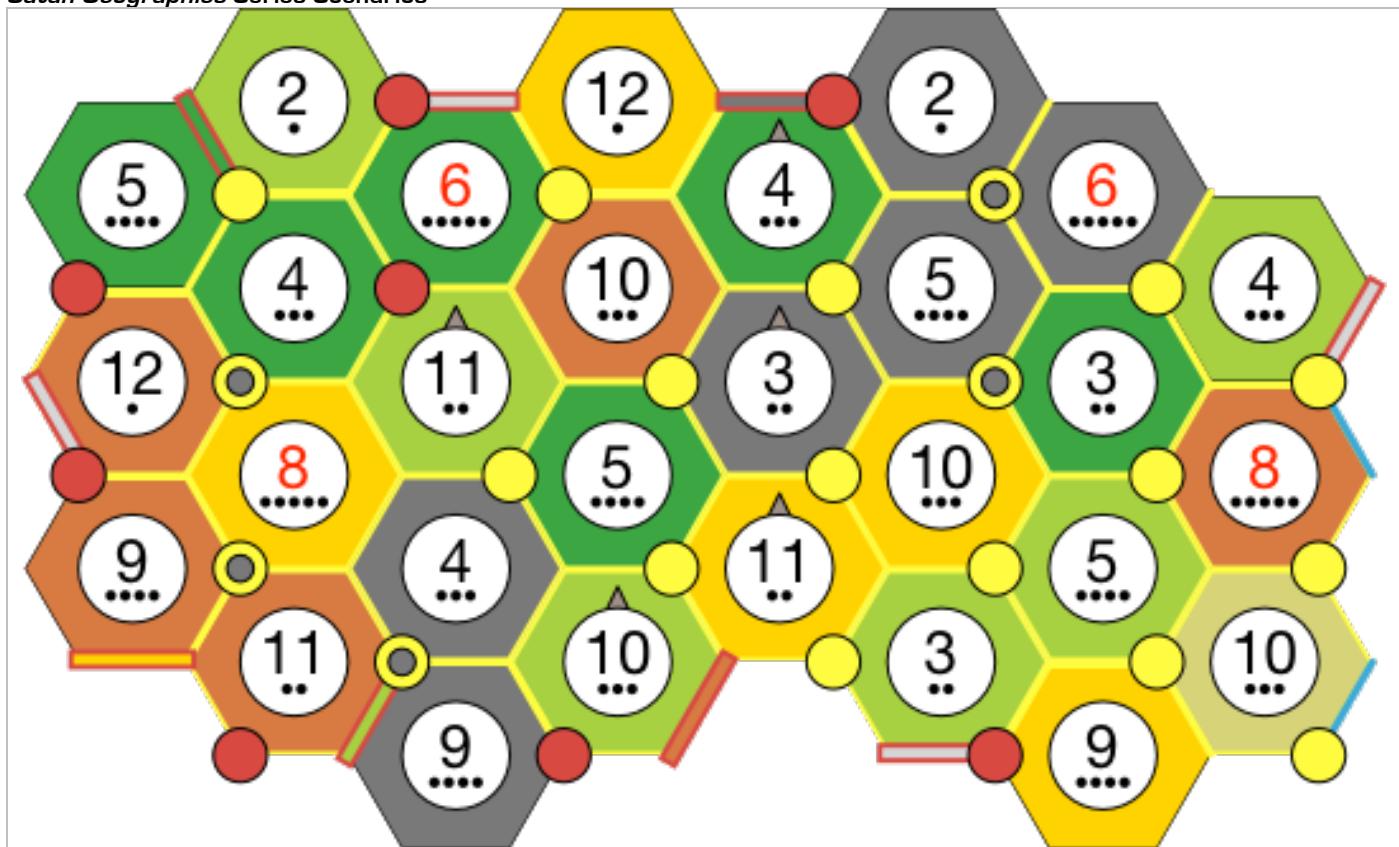
Scenario Rules

- Marked on the setup diagram in blue are a number of city sites known as **steel cities**. Players with settlements or cities at steel cities may, as a trade action, trade iron ore at a 2:1 rate once per turn for each settlement or cities at a steel city site.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game

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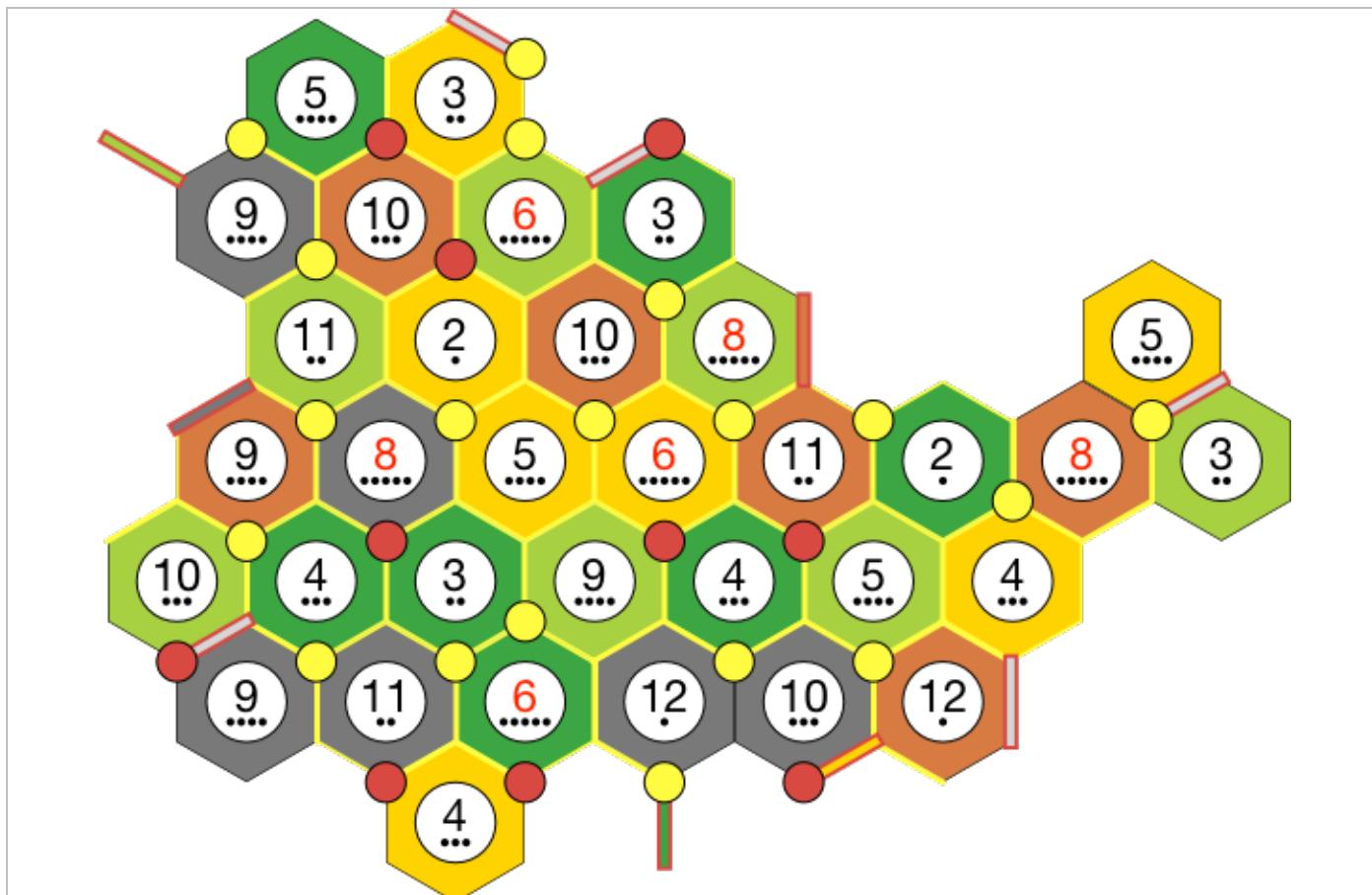
Thuringia

Catan Geographies: Thuringia is the 2011 installment of the German language scenarios, depicting the German state of Thuringia. As with previous scenarios, proceeds from the sale of this scenario went to children's cancer research in Germany.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Catan Geographies Series Scenarios

New York

Catan Geographies: New York is the 2012 installment of the English language scenarios, depicting the state of New York in the United States.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New York state consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Canal Tokens

The Erie Canal is an important part of the economy of New York State. In honor of its importance, this scenario has an optional rule that introduces the currency known as a canal token. *Catan Geographies: New York* does not include any game equipment, and suggests using any other marker for this purpose.

- Canal tokens are not resources, and are not considered a part of the hand. As such, they are not subject to the hand limit.
- Canal tokens may be traded between players, and may not be stolen. They may not be taken as a result of the Monopoly development card.
- Canal tokens may not be traded in a maritime trade.
- A player may spend a canal token to lower the prevailing trade rate for all resources to 2:1 for the turn that it is used.

Scenario Rules

- Marked on the setup diagram in blue are a number of city sites known as **canal cities**. The first player to make a direct connection (that is, with no intervening city sites) between each pair of canal cities earns one canal token.
- The presence of a settlement or city at a canal city site does not affect the ability to earn a canal token.
- Canal tokens may not be earned during initial setup.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



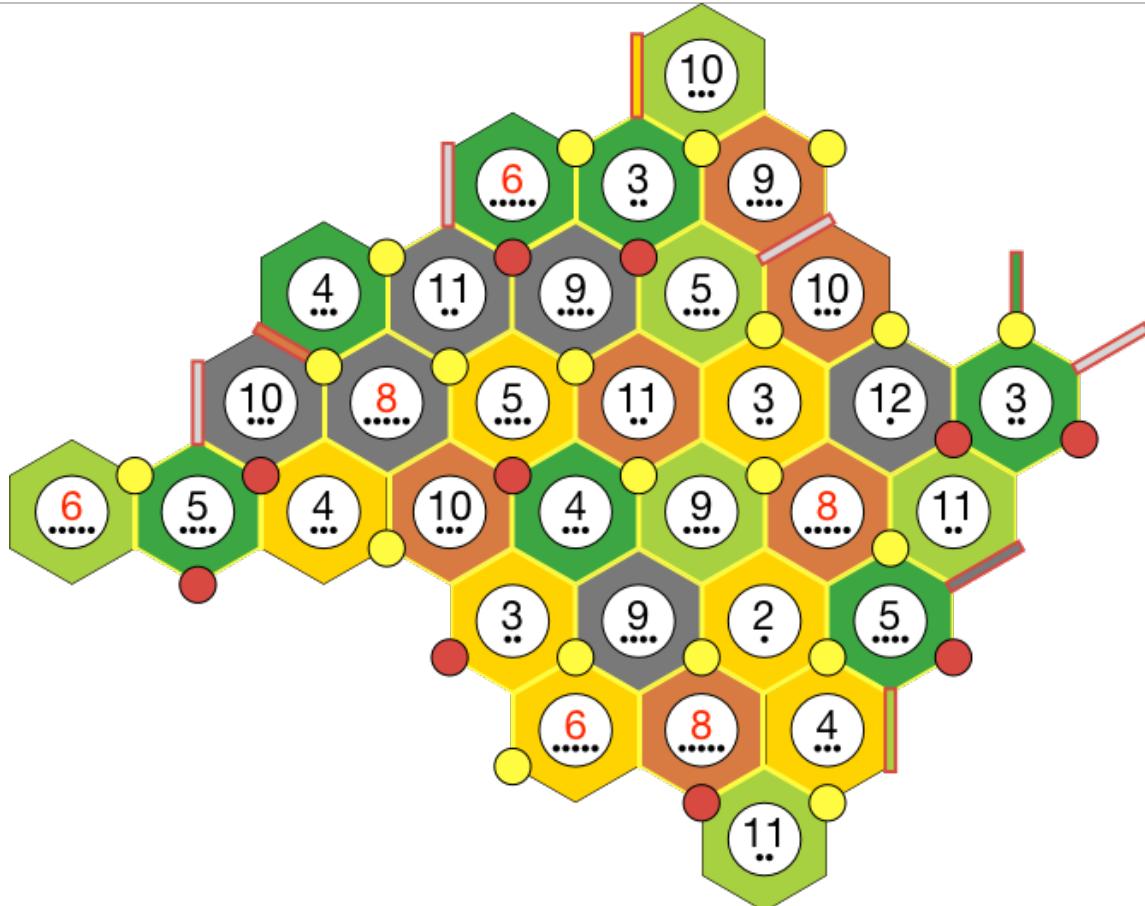
Mallorca

Catan Geographies: Mallorca is the 2012 installment of the German language scenarios, depicting the island of Mallorca in the Mediterranean.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Catan Geographies Series Scenarios

New England

Catan Geographies: New England is the 2013 installment of the English language scenarios, depicting the region of the United States consisting of Maine, Vermont, New Hampshire, Massachusetts, Rhode Island, and Connecticut, known collectively as New England.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in New England consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Seafood

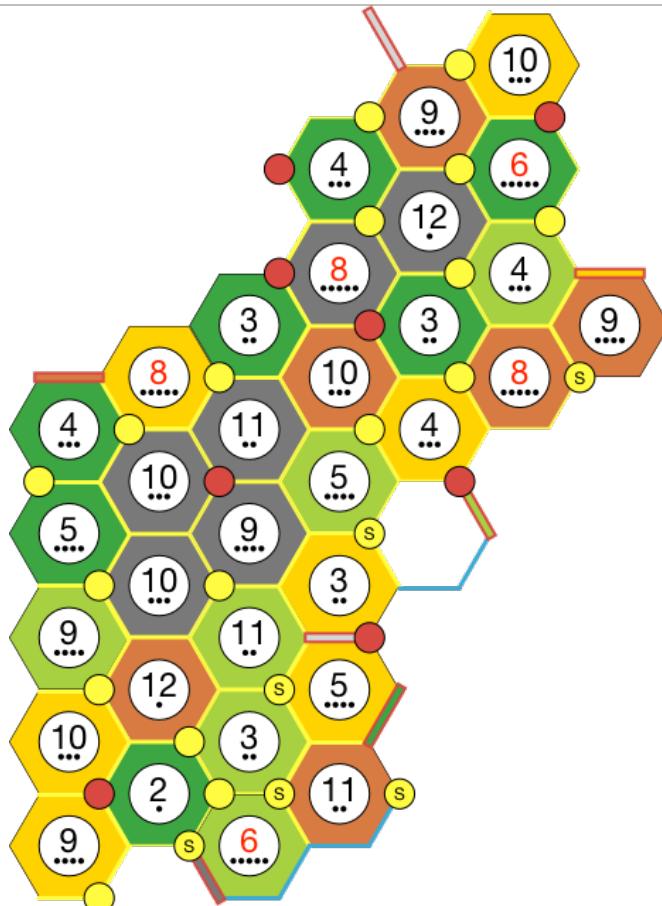
New England is known for its seafood, and in honor of the seafood industry, this scenario has an optional rule that introduces a new commodity known as seafood. *Catan Geographies: New England* does not include any game equipment denoting seafood, and suggests using any other marker for this purpose.

- Seafood is not considered a resource, and is not considered part of the hand. As such, they are not subject to the hand limit.
- Seafood may be traded, but may not be stolen, nor may they be taken as a result of the Monopoly development card.
- The prevailing trade rate for seafood is 4:1, as with resources. Players in control of a 3:1 trading road path will have a 3:1 prevailing trade rate, as with resources.
- Only the hexes indicated on the setup diagram produces seafood. Whenever these hexes produce, each adjacent settlement and/or city earns one seafood, in addition to the resources normally produced by the hex, for their owners.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



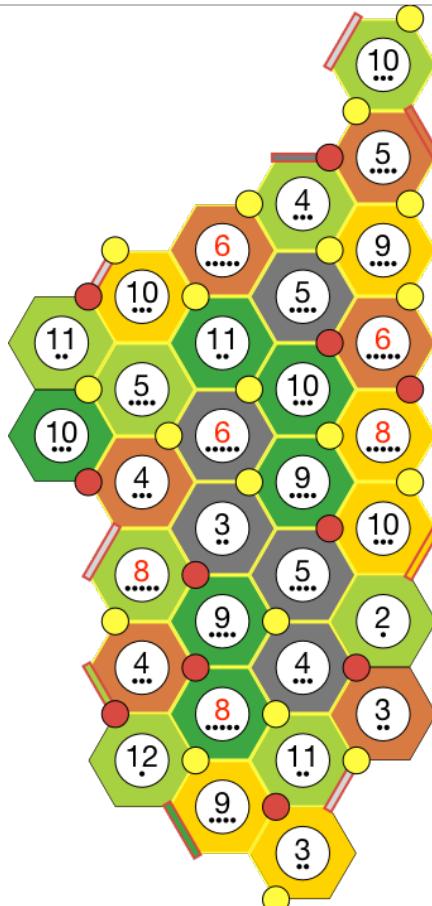
Corsica

Catan Geographies: Corsica is the 2013 installment of the German language scenarios, depicting the island of Corsica.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



The Carolinas

Catan Geographies: The Carolinas is the 2014 installment of the English language scenarios, depicting the states of North Carolina and South Carolina.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain of the Carolinas consist of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Rice and Tobacco

North Carolina is known for its tobacco industry, while South Carolina is known for its rice industry. In honor of both, this scenario has an optional rule that introduces two new commodities known as rice and tobacco. *Catan Geographies: The Carolinas* does not include any game equipment denoting the two commodities, and suggests using any other markers for this purpose. 12 to 20 of each type is suggested.

- Rice and tobacco are not resources, and neither are considered part of the hand. As such, they are not subject to the hand limit.
- Rice and tobacco may be traded, but they may not be stolen or taken as a result of the Monopoly development card.
- **Commodity Trade:** Two rice and two tobacco may be traded in for one resource, as a trade action. If the player's prevailing trade rate is 3:1, then the player may trade in two commodities of one type and one commodity of the other for a resource.

Scenario Rules

- All city sites are labeled in either blue or red, representing cities in North Carolina and South Carolina, respectively. A player gains one commodity if, upon any production roll other than a 7, a player does not gain any resources.
- If a player has only settlements and cities in North Carolina (blue sites), then the player gains one tobacco. If a player has only settlements and cities in South Carolina (red sites), then the player gains one rice.
- A player having settlements in both states may take either commodity, but only one commodity may be earned.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



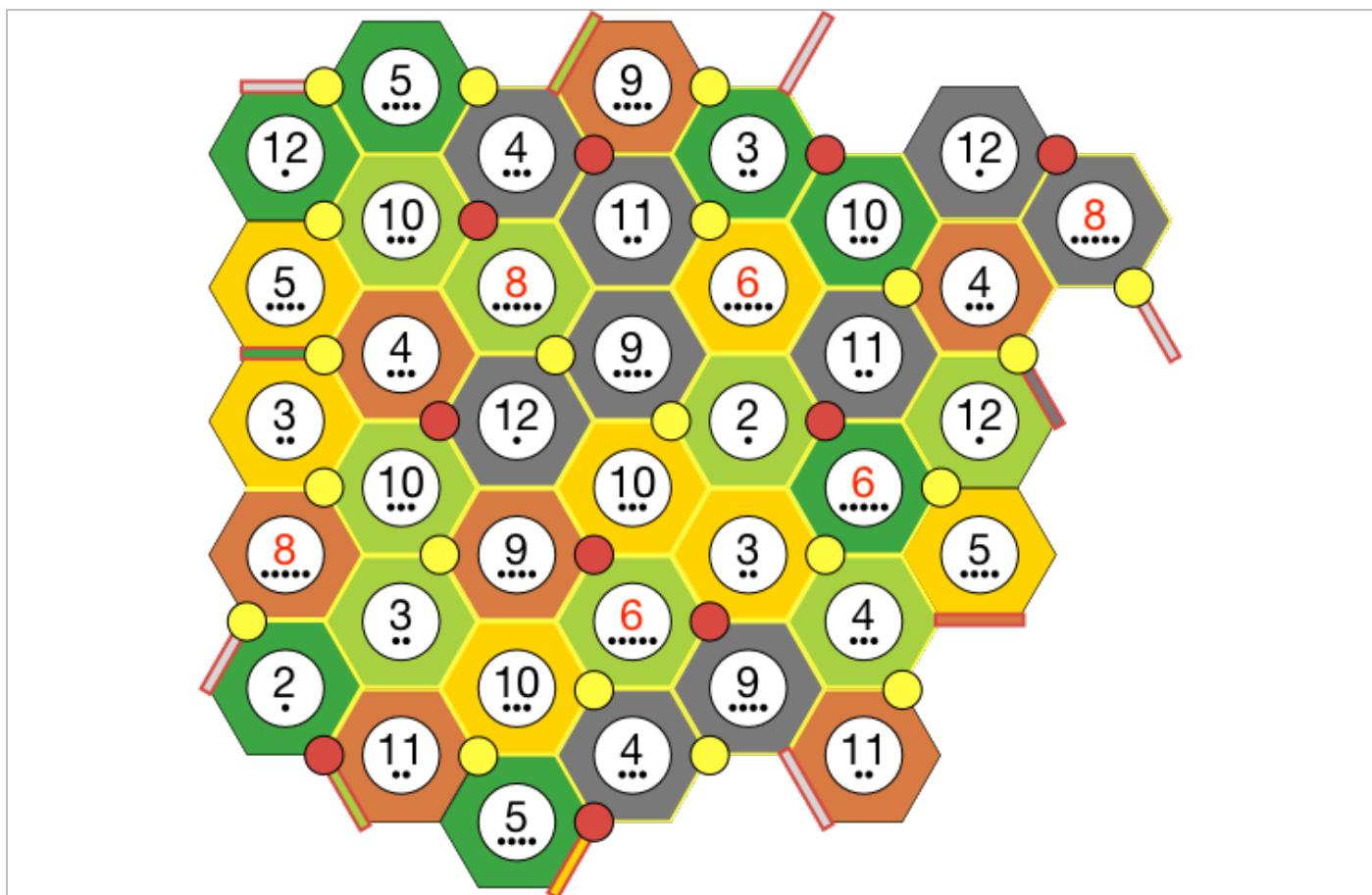
Hispania

Catan Geographies: Hispania is the 2013 installment of the German language scenarios, depicting the Iberian Peninsula and the nations of Spain and Portugal.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Georgia

Catan Geographies: Georgia is the 2015 installment of the English language scenarios, depicting the state of Georgia.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in Georgia consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Cloth and Paper

To reflect the fact that Georgia is home to the paper and textile industries in the US, and to a lesser extent, its heavy military presence, this scenario has an optional rule involving the use of the cloth and paper commodities.

Catan Geographies: Georgia does not include anything to denote cloth and paper, and suggests using any other marker for these purposes. Because cloth and paper are two of the commodities in *Cities & Knights*, these are also suggested.

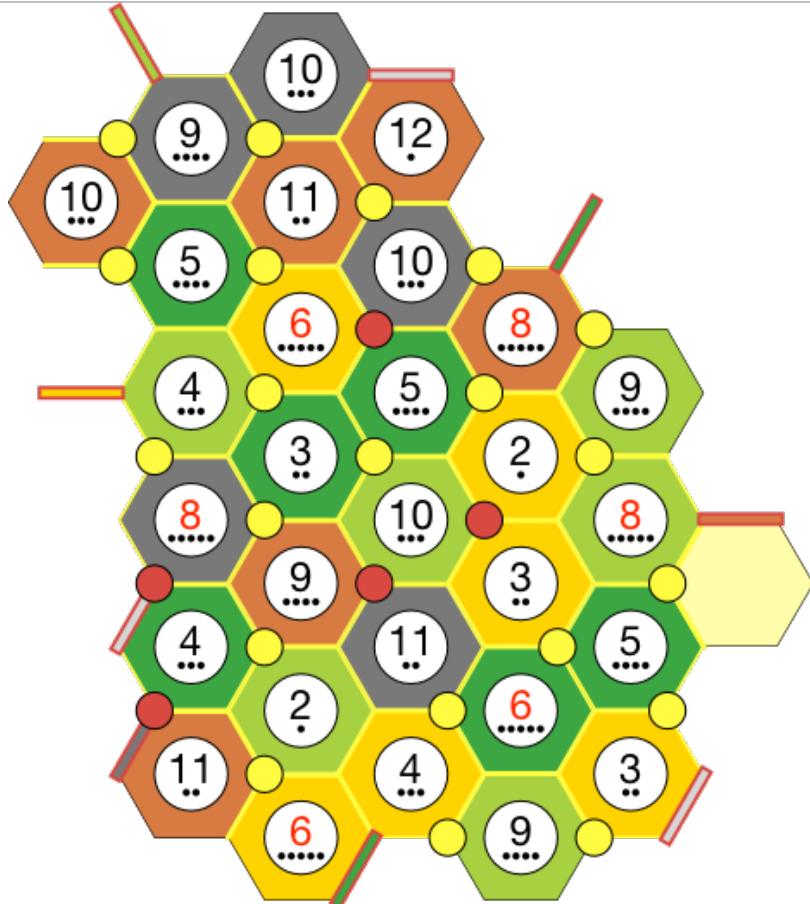
- Cloth and paper are treated identically, and are interchangeable. The only difference between cloth and paper is the terrain producing them.
- Cloth and paper are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
- Cloth and paper may be traded, but may not be stolen, or taken as a result of the Monopoly development card.
- The supply of cloth and paper is said to be infinite; at no point should a player be denied cloth or paper due to a resource shortage.
- Whenever a forest hex produces, all adjacent cities produce one lumber and one paper instead of two lumber for their owners. (This is identical to the rules for commodities in *Cities & Knights*.)
- Whenever a pasture hex produces, all adjacent cities produce one lumber and one cloth instead of two wool for their owners. (This is identical to the rules for commodities in *Cities & Knights*.)
- The rules do not specify if resources may be traded for commodities or vice-versa via maritime trade.

Scenario Rules

- A player may, as a build action, spend any combination of 3 commodities to buy a development card.
- Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game

Catan Geographies Series Scenarios



Rickshaw Run

Catan Geographies: Rickshaw Run is a special edition of the series, being considered part of neither the German nor English series of scenarios (though it can arguably take the place of the 2015 entry in the German series). The name "Rickshaw Run" comes from the fact that representatives of Catan GmbH and its various licensors travelled across northern India in motorized rickshaws for charity.

Also unique amongst the *Catan Geographies* scenario line is that all equipment needed to play the game is provided with the scenario, and that German and English versions were made equally available.

Victory Point Markers

Catan Geographies: Rickshaw Run includes ten victory point markers, for each of the ten victory point sites on the board. These are otherwise identical in appearance to ordinary Catan chits.

Crew Cards

Crew cards act as the counterparts to helper cards in "The Helpers of Catan" in this scenario. They act identically to their counterparts in "The Helpers of Catan", but are themed specifically to this scenario. A summary card was also included, outlining the abilities of all crew cards.

No.	Name	Effect
1	The Jobber	Forced Trade: Same as Nassir in "The Helpers of Catan"
2	The Fixer	Master Road Builder: Same as William in "The Helpers of Catan"
3	Puck	Resource Compensation: Same as Marianne in "The Helpers of Catan"
4	The Navigator	Move a Road: Same as Louis in "The Helpers of Catan"
5	The Instigator	Protection from the "7": Same as Sean in "The Helpers of Catan"
6	The Viola Player	Development Master: Same as Candamir in "The Helpers of Catan"
	The Eye	Take from the Rich: Same as Hilde in "The Helpers of Catan"
	The Spark	2:1 Trade: Same as Jean in "The Helpers of Catan"
	The Story Guy	Banish the Robber: Same as Lin in "The Helpers of Catan"
	The Rock	Knights as Builders: Same as Vincent in "The Helpers of Catan", as originally presented in <i>Catan-News</i> .

Rickshaw Tokens

Marked on the game board is a line of edges representing the actual route taken in the Rickshaw Run. Whenever roads are built on the route, players earn rickshaw tokens, representing the donations collected during the run itself. *Catan Geographies: Rickshaw Run* includes 19 square rickshaw tokens (one token for each edge in the Rickshaw Run route), each depicting a motorized rickshaw superimposed on top of the flag of India.

- Rickshaw tokens are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
- Rickshaw tokens may not be traded, stolen, or taken as a result of the Monopoly development card.
- Every two rickshaw tokens a player has in their possession is worth one victory point.

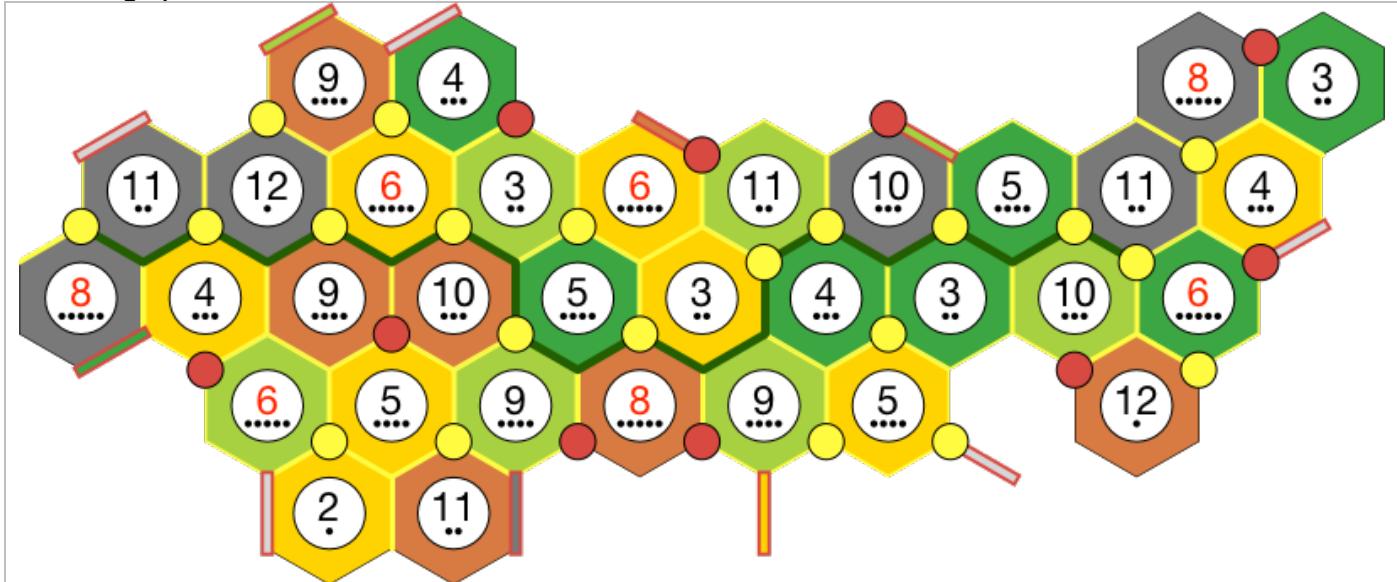
Scenario Rules

- **Earning Rickshaw Tokens:** Whenever players spend resources to build a road along the Rickshaw Run route, players earn one rickshaw token.
- Rickshaw tokens are not earned if a player did not spend resources to build a road along the Rickshaw Run route. Specifically, players do not earn Rickshaw tokens if roads are placed on the Rickshaw Run route during initial setup, as a result of the Road Building development card, or from the effects of the Navigator crew card.
- The rules do not dictate whether or not additional rickshaw tokens may be earned if a player pays for a road along the Rickshaw Run route, before moving it off of the route using the Navigator crew card, and paying for a new road in the same location.

Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game.

Catan Geographies Series Scenarios



Kennessee

Catan Geographies: Kennessee is the 2016 installment of the English language scenarios, depicting the states of Kentucky and Tennessee, from which the name “Kennessee” takes place.

As with many *Catan Geographies* scenarios, the art for the mountain hex is changed, to reflect the fact that the mountainous terrain in Georgia consists of rugged peaks rather than the traditional high alpines featured on standard mountain hexes.

Horses

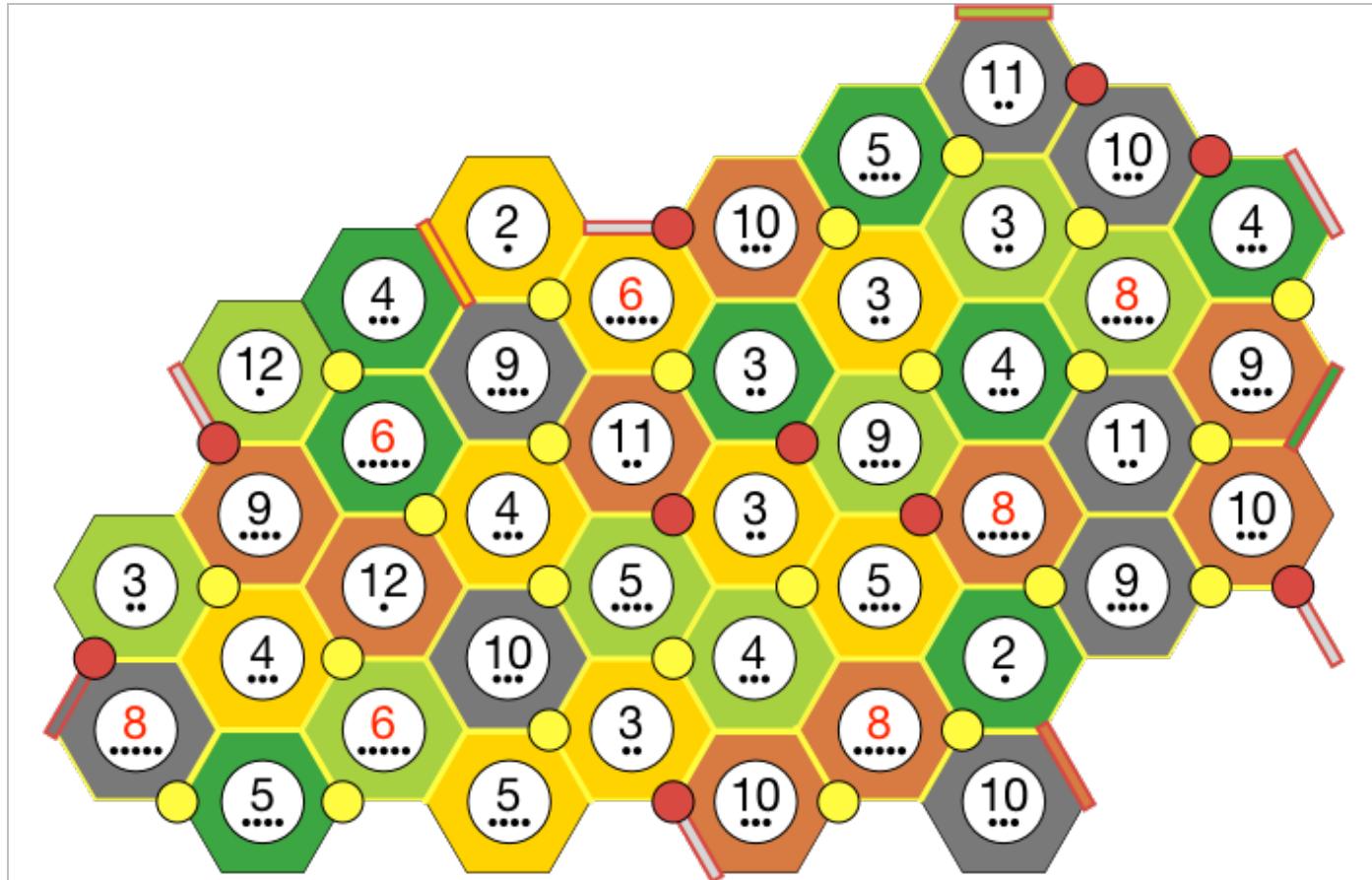
To reflect the fact that horse breeding is a tradition in this region, this scenario has an optional rule involving the use of horses as a commodity. *Catan Geographies: Kennessee* does not include anything to denote horses, and suggests using any other marker for this purpose.

- Horses are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
- Horses may be traded, but may not be stolen, or taken as a result of the Monopoly development card.
- The supply of horses may be taken to be infinite. The rules do recommend 15-20 horse tokens for use, so resource shortage rules may optionally be applied.
- The prevailing trade rate for horses is always identical to that of wool. Specifically, it is 4:1 by default, and may be lowered to 3:1 with possession of a 3:1 trading road path, or to 2:1 with possession of a 2:1 trading road path for wool.
- Whenever a 7 is rolled for production, all pasture hexes produce horses. Each player with a settlement or a city next to each pasture hex receives one horse.
- Note that the presence of multiple settlements or cities adjacent to a pasture hex do not increase the gain of horses: a player may only gain at most one horse from each pasture hex per turn.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



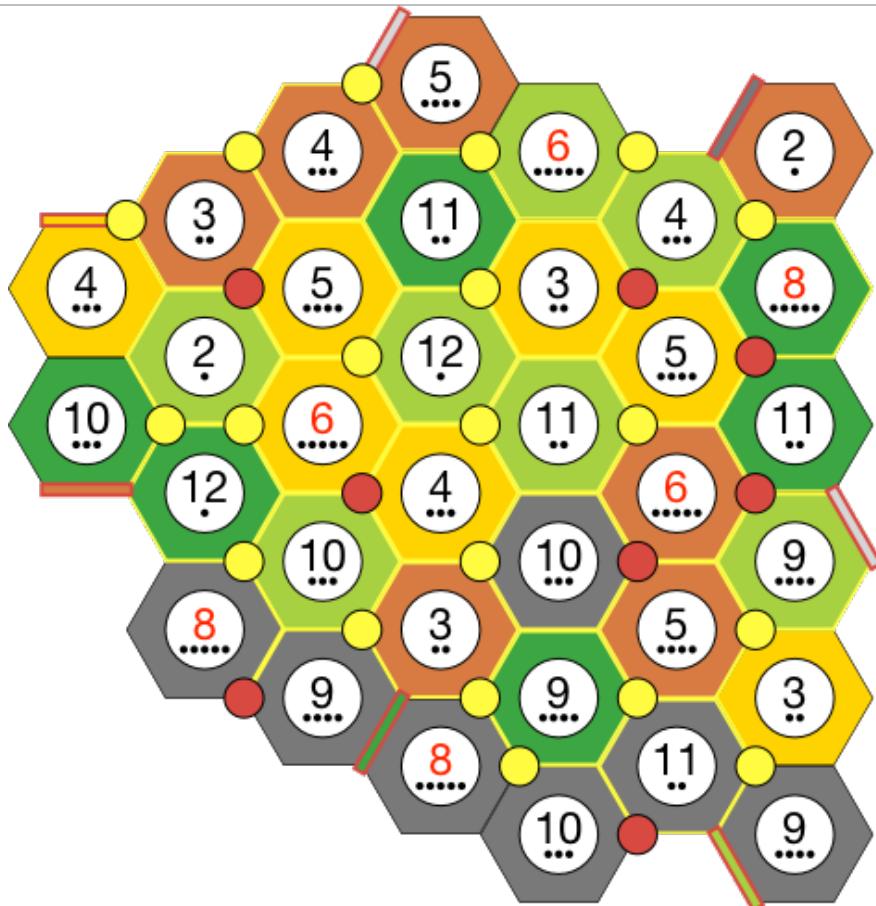
Poland

Catan Geographies: Poland is the 2016 installment of the German language scenarios, depicting the nation of Poland.

Scenario Rules

There are no additional scenario rules for this scenario. Game is to:

- 13 points in a 3-player game
- 12 points in a 4-player game
- 10 points in a 5-6 player game



Other Promotional Scenarios

Scenarios don't necessarily have to be in the form of specialized grids of hexes with number tokens. Even prior to the *Catan Geographies* line of scenarios, entirely self-contained scenarios have been released, with a paper gameboard and some parts from the *Catan* base game needed to play. These scenarios see very limited release, and are often difficult to find after sufficient time has passed.

Most of the scenarios in this section of the Guide were not published by Catan GmbH or its licensed partners, but were published with their permission.

About this Section

The scenarios in this section of the Guide are not published in any particular order, but scenarios that are bundled together are presented together.

Other Promotional Scenarios

Saggsen-Gadan

"Saggsen-Gadan", as well as "Offensive in Chemnitz" on the reverse side, was released in celebration of the 10th anniversary of the *Catan* base game, as well as the 10th anniversary of the Deutsche Spieldose. The event celebrating its release was also accompanied by one of the first massively multiplayer games of *Catan* on record, and is recognized as the first *Catan Big Game* event. The game itself could accommodate 1000 players, although only 819 players ended participating. Each player at that game was awarded a copy of this promotional scenario, and the 1000 copies are known to be the only ones that exist.

The name "Saggsen-Gadan" comes from the German state of Saxony, and one of its major cities Chemnitz, the home of the Deutsche Spieldose. "Gadan" is meant to be a rough Saxony dialect translation of "Catan", thus the proper English title should be "Saxony Catan".

Rivers

Along the game board are a number of edges, marked in blue, that are designated as river edges.

- The cost to build a settlement on an intersection along a river edge is different from that of a regular settlement. Players with a river settlement have their prevailing trade rate lowered to 3:1.
- The distance rule is not observed for settlements along the river. That is, players may build river settlements adjacent to other river settlements. Note that some river intersections may still not host settlements due to the presence of an adjacent settlement along the river. Similarly, off-river settlement placement may be constrained by the presence of one or more river settlements, as the distance rule is observed in these cases.
- Roads may be built "on either side" of a river edge, meaning that two roads may share the same edge in this case. It is possible to have one player have doubled-up roads, and even have both roads be part of the same road network.
- Roads cannot be extended to the opposite side of a river without the presence of a settlement or city. Similarly, if a player has roads on both sides of a river, they are not considered to be connected unless both roads connect to the same settlement or city.
- As an extension of the rule that opposing settlements break road networks, the presence of a river settlement blocks the opposing road networks on both sides of the river.

City Hexes and Crown Tokens

A number of hexes are marked with the names of major cities in Saxony. Players who build settlements and cities adjacent to these cities earn crown tokens. 21 crown tokens are included with "Saggsen-Gadan".

- A player receives one crown token for the first settlement built adjacent to each of the city hexes.

King of Saxony Bonus

The King of Saxony scoring bonus is a bonus relating to crown tokens. A scoring card is included with this scenario.

- The first player to have three crown tokens takes the King of Saxony bonus, worth one victory point.
- Thereafter, any player with a greater number of crown tokens may take the King of Saxony bonus from its current holder.
- If at any point there is a tie for the greatest number of crown tokens, the King of Saxony bonus is relinquished, and no victory points are awarded until there is a player with sole possession of the most crown tokens.

Catan Chits

15 Catan chits are included with this scenario, for use with manufacturing plants. In this scenario, Catan chits act as victory point markers, with each Catan chit worth one victory point.

Manufacturing Plants

Manufacturing plants are a way to turn resources directly into victory points. This scenario includes one manufacturing plant for each of the five resources.

- A player must have two unplayed development cards in order to build a manufacturing plant. To build a manufacturing plant, both cards are returned to the bottom of the development card deck.
- A player may not purchase the second development card and immediately trade it in to build a manufacturing plant in the same turn.
- Manufacturing plants, when built, must be placed on a hex that produces the resource associated with the manufacturing plant. It must also be placed adjacent to a player's own settlements or cities.
- Manufacturing plants are considered an add-on to the settlement or city. To denote this, the manufacturing plant should be placed adjacent to the associated settlement or city on the board.
- A settlement or city may only have one manufacturing plant.

Other Promotional Scenarios

- Once per turn, a player may use a manufacturing plant to trade in three resources of the type associated with the manufacturing plant to obtain one Catan chit.
- A player may not build a manufacturing plant and use it in the same turn.
- If the robber is on the same hex as a manufacturing plant, the owner may not use the manufacturing plant to purchase Catan chits.

Scenario Rules

- Players may not place their initial settlements on rivers.
- The Largest Army bonus is not used in this scenario.
- The robber may be moved to the desert hex by any player with a settlement or city adjacent to its location by paying any three resources.

Game is to 10 points.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
River Settlement	1 brick, 1 grain, 2 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



Other Promotional Scenarios

Offensive in Chemnitz

This scenario appears on the reverse side of the game board for "Saggsen-Gadan". It is one of the few scenarios that can be adapted for two-player play, without using rules from "Catan for Two".

Development Cards

This scenario makes use of 17 special development cards, which are used in place of the development card deck. Each card depicts a local landmark in Chemnitz, and is associated with one of four colors. There are five yellow cards depicting historical buildings, five red cards depicting museums, four green cards depicting other local attractions, and three grey cards, depicting a Karl Marx statue known by locals as "Nischel".

- Development cards are traded in for Catan chits, worth one victory point each. Players may trade in development cards in two colors for one Catan chit, or in three colors for two Catan chits.
- The grey Nischel cards may be used as a development card of any color.
- Development cards may be traded in on the same turn they are purchased.

Scenario Rules

- The robber is present, and begins the game off of the board.
- During initial setup, players place a city, followed by a settlement.
- As the standard development card deck is not used, the Largest Army bonus is also absent in 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 any of the intersections marked on the setup diagram have their prevailing trade rate lowered to 3:1.

Game is to 10 points.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



The Building of Chaffenberch Castle

By Heike Risthaus

"The Building of Chaffenberch Castle" was one of two promotional scenarios released by the Österreichische Spiele Museum in 2007. The two scenarios were printed together, with "Renaissance in Styria" being on the reverse side of the game board.

Scoring Markers

The game board depicts a scoring track from which players may keep track of their victory point totals. Four scoring markers are included with the game, one in each of the base game's four player colors.

Coat of Arms Markers

Coat of arms markers are square tokens depicting a shield on top of a player marker background. These are used as a substitute for Knight development cards in tournaments. At the start of the game, each player begins with two coat of arms markers, which are included with the scenario.

Tournament Markers

Tournament markers are square markers which mark victory in a tournament. 10 tournament markers are included with the scenario.

- Declaring Tournaments:** Whenever a Knight development card is played, a tournament occurs. Players wishing to participate in the tournament must have at least one played Knight development card or one coat of arms marker, and must pay the player either one grain, ore, or wool.
- A player is always entered in their own tournament. A player, however, may not enter in other players' tournaments if they do not have a played Knight development card or one coat of arms marker.
- If the Knight development card is played before the start of a turn, the tournament takes place after production is resolved, but before any trade or build actions are performed.
- Tournament Rolls:** During a tournament, all participating players roll one die, and adds the result of the die roll to the number of played Knight development cards and the number of coat of arms markers. The player with the highest total is declared the winner. In the event of a tie, all tied players must reroll until a single winner is decided.
- The winner of a tournament takes one tournament marker, worth one victory point. The winner, however, must discard either one played Knight development card or one coat of arms marker.
- If the player playing the Knight development card is the only participant, then they win the tournament without rolling the dice. However, the knight development card that was played must still be discarded.
- Tournaments no longer take place once all tournament markers have been taken.

Travelling Trader Tokens

Travelling trader tokens represent a wandering merchant that grants favorable trade rates. Four travelling trader tokens are included with the scenario.

- Whenever a player builds a road, and they do not have a travelling trader token in their possession, nor had one at any previous point in the same turn, the player must take a travelling trader token from the supply.
- Players do gain travelling trader tokens from playing the Road Building development card.
- A player may have at most one travelling trader token.
- Travelling trader tokens are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
- Travelling trader tokens may not be traded, stolen, or taken as a result of the Monopoly development card.
- A player may, as a trade action, spend a travelling trader token to have a prevailing trade rate of 2:1 for all resources for the remainder of the turn.
- Note that a player cannot gain a travelling trader token after spending one in the same turn. However, a player may gain a travelling trader token and then spend it in the same turn, if you are not using the "trade before building" rule.

Castle Tokens

Castle tokens are awarded when a player attempts to build the namesake castle. Each token has a point value from one through three.

Value	Qty	Cost
1	10	1 materials resource and 1 food resource
2	8	2 materials resources and 1 food resource
3	6	2 materials resources and 2 food resources

Materials resources denote any combination of brick, lumber, and ore. Food resources denote any combination of grain or wool.

- All castle tokens of lower value must be purchased before any castle tokens of higher value is made available for purchase.
- Every three points of value is worth one victory point.

Feudal Lord's Favor Bonus

The Feudal Lord's Favor bonus is a scoring bonus related to castle tokens.

- The first player to have obtained at least three castle tokens may take the Feudal Lord's Favor bonus, worth one victory point.
- Thereafter, any player with a greater number of castle tokens may take the Feudal Lord's Favor bonus from the current holder.

Scenario Rules

- The Largest Army bonus is not used in this scenario.
- In a 3-player game, each player begins with three settlements.

Game is to 13 points.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 1 Scoring Marker
- 2 Coat of Arms Markers

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Other Promotional Scenarios



Renaissance in Styria

By Stefan Risthaus

This scenario appears on the reverse side of the game board for "The Building of Chaffenberch Castle".

City Sites

A number of intersections are marked on the board, corresponding to various city sites. Each city site is also labeled with a number, which represents ducat income given to players who have cities on these sites.

Scoring Markers

As with "The Building of Chaffenberch Castle", a set of scoring markers is provided for each player, to keep track of a player's victory point totals; a scoring track is provided on the bottom right side of the game board. It is to be noted, however, that these are not shared with the ones from "The Building of Chaffenberch Castle"; each scenario has its own set of distinct scoring markers, though they are identical in appearance between the two scenarios..

Ducat Track

Along the top side of the board is a track known as the ducat track, which serves to keep track of the number of ducats a player has in their possession. Each player has square ducat marker, depicting a picture of ducats on a player color background, for this purpose. Ducats themselves are a currency introduced in this scenario.

- Ducats are not resources, and are not considered part of the hand. As such, they do not contribute to the hand limit.
- Ducats may be traded. They may not be stolen, and they may not be taken as a result of the Monopoly development card.

Resource Market

On the right side of game board is a section known as the resource market. The resource market consists of a track of 20 spaces, with the first space labeled "8", the third space labeled "7", and so on, down to the ninth space being labeled a "4". Also present on the board are five spaces large enough to fit one resource card; these are labeled with numbers from 4 through 8, as with the track.

The track is populated with five markers, one for each resource. For the most part, this determines the selling price of each resource.

City Improvements

The bottom left side of the game board is a section for city improvements. There are three categories of city improvements, each with four levels, for a total of 12 spaces per player and 48 spaces total. A set of 12 tokens are provided for each player, to mark off which city improvements have been built by each player. These fit over the spaces of the board as they are built. Each space is marked with the base cost in ducats.

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

As with their *Cities & Knights* counterparts, the third level for each city improvement earns a special bonus for the player who builds them. In addition, there is a victory point bonus for players who build all four levels of a city improvement; this scenario includes 12 markers (3 one-point markers and 1 two-point marker per type) for this purpose.

Starting Player Marker

As opposed to normal *Catan* scenarios, play proceeds in rounds in this scenario, with each player taking one turn, starting with the player with the starting player marker, which rotates between players between rounds. The starting player marker is a large marker resembling a scoring bonus, and also acts as a reference for the four phases in each turn in this scenario.

Each round is divided into four phases, with each player taking a turn within each phase, as opposed to standard *Catan*, where players perform all of their phases before the next player takes their turn. The four phases are the Income phase, the Resources phase, the Trade phase, and the Build phase.

Other Promotional Scenarios

Scenario Rules

- There is no hand limit in the traditional *Catan* sense in this scenario, although there is a different notion of a hand limit in this scenario.
- Each player begins the game with 8 ducats.
- The first player to place their initial settlement is the first player to receive the starting player marker.
- Players may not place their initial settlements on city sites, nor on intersections adjacent to city sites.
- **Income Phase:** During the income phase, players gain ducats. Each city at a city site gains a number of ducats equal to the value listed on the city site for their owner. In addition, players who have built the Guild will receive two ducats for each city they own.
- **Resource Phase:** In this phase, each player has a separate production roll, and only collects resources from their own production roll (as opposed to normal, where all players collect resources from the single production roll). For each resource collected, the corresponding resource marker on the resource market track is moved forward one space.
- After each production roll, the resource track is reset, with the resource marker closest to the start of the space moved to the space with "8", the next closest to the space with "7", and so on. This sets the sale price of each resource. The rules do not dictate what happens if two resources are on the same space on the track when it is reset.
- If a 7 is rolled for production, the two leading players must pay a number of ducats equal to the higher of the two dice, while all other players must pay the lower number. Players unable to pay must sell resources for ducats, at the price listed on the resource market, before the ducats are deducted. Players selling resources in excess of what is needed for this payment will receive change in ducats. In the event that players do not have enough ducats even after all of their resources have been sold, the remainder outstanding is waived.
- If multiple players are tied for second place, all players tied for second place pay a number of ducats equal to the lower of the two dice. The rules do not dictate what happens if more than two players are tied for first place.
- **Trade Phase:** As with standard *Catan*, players may perform trade actions during this phase.
- Players may, as a trade action, purchase a resource for 12 ducats. This may be performed up to twice per turn.
- Players who have built the Library have a 3:1 prevailing trade rate for all resources.
- **Build Phase:** As with standard *Catan*, players may perform build actions during this phase. At the end of the build phase, players must keep at most 7 hand cards, discarding any excess.
- A player may sell resources at the price listed on the resource market only for the purposes of building a city improvement. A player may not otherwise sell resources for ducats. Players selling resources in excess of what is needed for the city improvement will receive change in ducats.
- Players who have built a Church may purchase a development card for any three resources.
- City improvements need not be built in order, although building a higher level city improvements cost an extra four ducats per missing lower level improvement. For example, the cost of a Guild without a Marketplace or a Trading Post is 24 ducats.
- The final level city improvement may not be built unless all three previous levels of the same type have been built. The first player to do so takes the two-point marker for that type, while all other players take a one-point marker for that type when it is built.
- Knight development cards may only be played during the resource phase. All other development cards may only be played during the build phase. A player may play both a Knight development card and one progress-type development card each turn.

Game is to 13 points.

References

Player Supplies

- | |
|--|
| <ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 1 Scoring Marker• 1 Ducat Marker• 12 City Improvement Tokens |
|--|

Building Costs	
Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



Other Promotional Scenarios

Catan-Austria

By Brigitte and Wolfgang Ditt

"Catan-Austria" (no relation to *Catan Geographies: Austria*, released six years later) was one of two scenarios released for the Austrian gamefest in 2004. The other scenario, "Vienna Meets Catan" (not to be confused for the standalone game *Wien Catan*), is included on the reverse side of this game board.

Hotels

Hotels are a type of structure built on resource-producing hexes in this scenario. "Catan-Austria" includes 15 square hotel markers for each player.

- Hotels, when built, may only be placed on resource-producing hexes.
- The cost to build a hotel on a hex without a hotel is one resource of the type produced by the hex if there is at least one adjacent settlement or city, or two resources of the type produced by the hex if there are none.
- To build a hotel on a gold field hex, the resources paid must all be of the same type, though any resource type will suffice.
- Only one hotel may occupy a hex, and all resource-producing hexes in a region must have a hotel before any hotels may be replaced. The cost to replace an opposing hotel with a player's own is three resources of the type produced by the hex.

Region Cards

The game board is divided into regions, each consisting of one or more hexes. Each region is also associated with a region card, granted to the player with a majority of hotels in a region.

- Region Cards are given to the player with the majority of hotels in a given region. Each region card is worth a different number of victory points.
- Possession of a region card also grants a lowering of the prevailing trade rate in one or more resources, similar to a harbor.

Region	Size	VP	Effect
Voralberg	1	1	3:1 all resources
Tyrol	4	2	2:1 ore
Salzburg	3	1	3:1 all resources
Upper Austria	3	1	3:1 all resources
Carinthia	3	1	2:1 wool
Styria	5	2	2:1 brick
Lower Austria	6	2	2:1 lumber
Vienna	1	1	3:1 all resources
Burgenland	2	1	2:1 grain

Scenario Rules

- Settlements may only be upgraded to cities if the player has possession of the region card for any region adjacent to the hex.

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 victory points is declared the winner. If there is a tie, the tied player with the most hotels on the board is declared the winner.

References

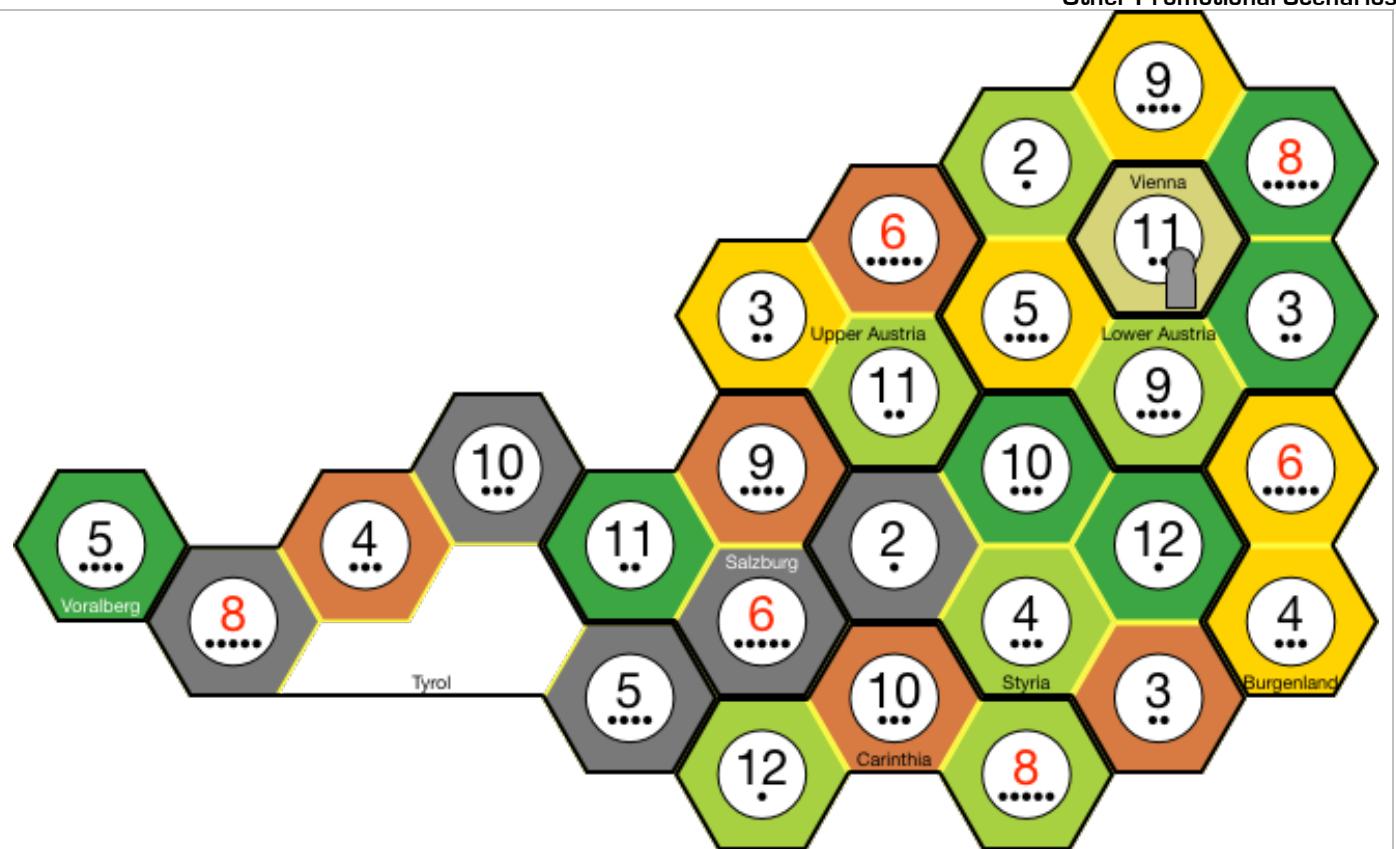
Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Hotel Markers

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Other Promotional Scenarios



Other Promotional Scenarios

Vienna Meets Catan

By Brigitte and Wolfgang Ditt

This scenario appears on the reverse side of "Catan-Austria". It should not be confused for the standalone game *Wien Catan*, which also has the city of Vienna as a subject.

A distinguishing feature of this scenario is the use of a mostly-accurate map of the districts of Vienna, rather than a hex grid.

District Cards

This scenario includes 48 "cards" (rectangular markers, not actual playing cards) representing the districts of Vienna. Some districts are represented more than once, and one card is a "game end" card. Each card is designated as a "victory point card" or a "non-victory point card", and is divided into one of four colors. At the start of the game, all of the district cards are sorted by color and type, and placed into one of eight district card piles.

Each district card confers a unique benefit for the player in possession of it. Victory point cards award victory points, while non-victory cards may award extra production or change the cost of executing build actions.

Name	Type	Effect
1 – Innere Stadt	Red Non-VP	City: 2 grain, 1 lumber, 2 ore
1 – Innere Stadt	Green Non-VP	City: 1 brick, 1 grain, 1 lumber, 1 ore, 1 wool
1 – Innere Stadt	Blue Non-VP	Settlement: 1 brick, 1 grain, 1 lumber
2 – Leopoldstadt	Green Non-VP	Prevailing rate for lumber is 2:1
2 – Leopoldstadt	Yellow Non-VP	Settlement: 1 brick, 1 lumber
3 – Landstraße	Red Non-VP	Collect 1 grain on a production roll of 10
3 – Landstraße	Blue Non-VP	Collect 1 wool on a production roll of 6
4 – Wieden	Green Non-VP	Settlement: 1 grain, 1 lumber, 2 wool
4 – Wieden	Green VP	½ victory point
4 – Wieden	Yellow VP	½ victory point
5 – Margareten	Green Non-VP	Collect 1 ore on a production roll of 9
5 – Margareten	Blue VP	1 victory point
6 – Mariahilf	Green VP	½ victory point
6 – Mariahilf	Blue Non-VP	City: 2 grain, 2 ore
7 – Neubau	Red Non-VP	Settlement: 1 grain, 1 lumber, 1 wool
7 – Neubau	Blue Non-VP	Hand limit increased to 9 cards
8 – Josefstadt	Green VP	½ victory point
8 – Josefstadt	Blue Non-VP	Prevailing rate for brick is 2:1
9 – Alsergrund	Red VP	½ victory point
9 – Alsergrund	Blue Non-VP	Development Card: 1 grain, 1 ore
10 – Favoriten	Red Non-VP	City: 1 brick, 2 grain, 2 ore
10 – Favoriten	Green VP	½ victory point
10 – Favoriten	Blue VP	½ victory point
11 – Simmering	Blue VP	½ victory point
12 – Meidling	Red Non-VP	Prevailing rate for ore is 2:1
12 – Meidling	Yellow Non-VP	City: 1 grain, 2 ore
13 – Hietzing	Red VP	½ victory point
13 – Hietzing	Yellow VP	1 victory point
14 – Penzing	Blue Non-VP	Collect 1 grain on a production roll of 8
15 – Rudolfsheim-Fünfhaus	Red Non-VP	Prevailing rate for wool is 2:1
15 – Rudolfsheim-Fünfhaus	Blue VP	½ victory point
16 – Ottakring	Green Non-VP	Hand limit increased to 8 cards
16 – Ottakring	Yellow Non-VP	May trade any combination of 2 resources for 1 resource
17 – Hernals	Red Non-VP	Development card: 1 ore, 2 wool
17 – Hernals	Yellow Non-VP	Hand limit increased to 10 cards
18 – Währing	Green Non-VP	Collect 1 wool on a production roll of 5
18 – Währing	Yellow VP	1 victory point
19 – Döbling	Red Non-VP	Collect 1 ore on a production roll of 4
19 – Döbling	Yellow Non-VP	Development Card: 1 grain, 1 wool
20 – Brigittenau	Red Non-VP	Prevailing rate for all resources is 3:1
20 – Brigittenau	Blue Non-VP	May trade any combination of 3 resources for 1 resource
21 – Floridsdorf	Green Non-VP	May trade any combination of 4 resources for 1 resource

Name	Type	Effect
21 – Floridsdorf	Yellow VP	1 victory point
22 – Donaustadt	Red Non-VP	Prevailing rate for grain is 2:1
22 – Donaustadt	Yellow VP	½ victory point
23 – Liesing	Green Non-VP	Development card: 1 grain, 2 wool
23 – Liesing	Yellow VP	1 victory point
Game End	Yellow Non-VP	

All district numbering conforms to the district numbering used by local government in Vienna. Note that only district numbers and not district names are shown on the district cards.

Road Track

Roads are not placed on the game board. Instead, they are placed on the various spaces on a track that rings the perimeter of the board. This track consists of 48 spaces, each labeled with both a local landmark as well as a specific category of district card.

- Whenever a road is built, it is placed on the track, and the player must draw a card from the district card pile indicated on the space.
- As there is no concept of road length, the Longest Road bonus is repurposed to award the player who has built the most roads.

Space	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
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

Other Promotional Scenarios

Space	Type
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

Scenario Rules

- All four players are used in a three-player game; the fourth player is referred to as the neutral player.
- As roads are not used in the normal manner, initial settlements do not have a road extending from them.
- In a 3-player game, the neutral player will always build a road whenever a 6 or 8 is rolled for production. This will occur until the player is out of roads.
- In addition to its normal costs, in order to build a settlement, a district card must be discarded. The settlement may only be placed on an intersection adjacent to the district card that was discarded, with the distance rule applying whenever possible.
- District cards that alter the building cost of a settlement may not be discarded if the altered building cost is used. Note that a player may use the building cost of a settlement from one district card and discard a different district card that also alters the cost of a settlement.
- Note that a player is not compelled to use any of the altered building costs. Specifically, a player may always use the original building cost of a settlement, city, road, or development card. (This allows, for instance, a player to discard their only district card that alters the building cost of a settlement.)

The game ends whenever the Game End district card is drawn, or if any non-neutral player has placed all of their settlements, roads, and cities. The player with the most victory points is declared the winner. In the event that there is a tie for the most victory points, the tied player to have most recently built a road is declared the winner.

Setup Notes

Although an accurate map of Vienna is shown in this Guide, it is to be noted that the actual game board deviates from this somewhat. Specifically:

- Meidling (12) and Penzing (14) are considered adjacent, despite not sharing a border in real life. Conversely, Hietzing (13) and Rudolfsheim-Fünfhaus (15) are not considered adjacent, despite sharing a border in real life. (The border between Hietzing and Rudolfsheim-Fünfhaus is short enough that the four districts can be mistakenly thought as meeting at one point when viewed at large scales.)
- The districts of Leopoldstadt (2), Brigittenau (20), Floridsdorf (21), and Donaustadt (22) meet at a point on the Danube river in real life. On the game board, however, Brigittenau and Donaustadt are considered to be adjacent, while Floridsdorf and Leopoldstadt is not.
- In a case where the opposite occurs, Margareten (5), Mariahilf (6), Meidling (12), and Rudolfsheim-Fünfhaus (15) meet at a single point on the game board, but not in real life. In real-life, Mariahilf and Meidling border each other, and this border separates Rudolfsheim-Fünfhaus from Margareten.

The setup diagram shown in the Guide also makes the following adjustments to the map of Vienna:

- The lines linking the outermost points, normally aligned with Vienna's city limits, have been omitted from this diagram.
- All lines connecting points are represented with straight lines, even though the district borders they represent may not be straight (or even exist).
- District borders have been adjusted so as to fit a hex representing its production. Most notably, the inner district borders have been heavily distorted.

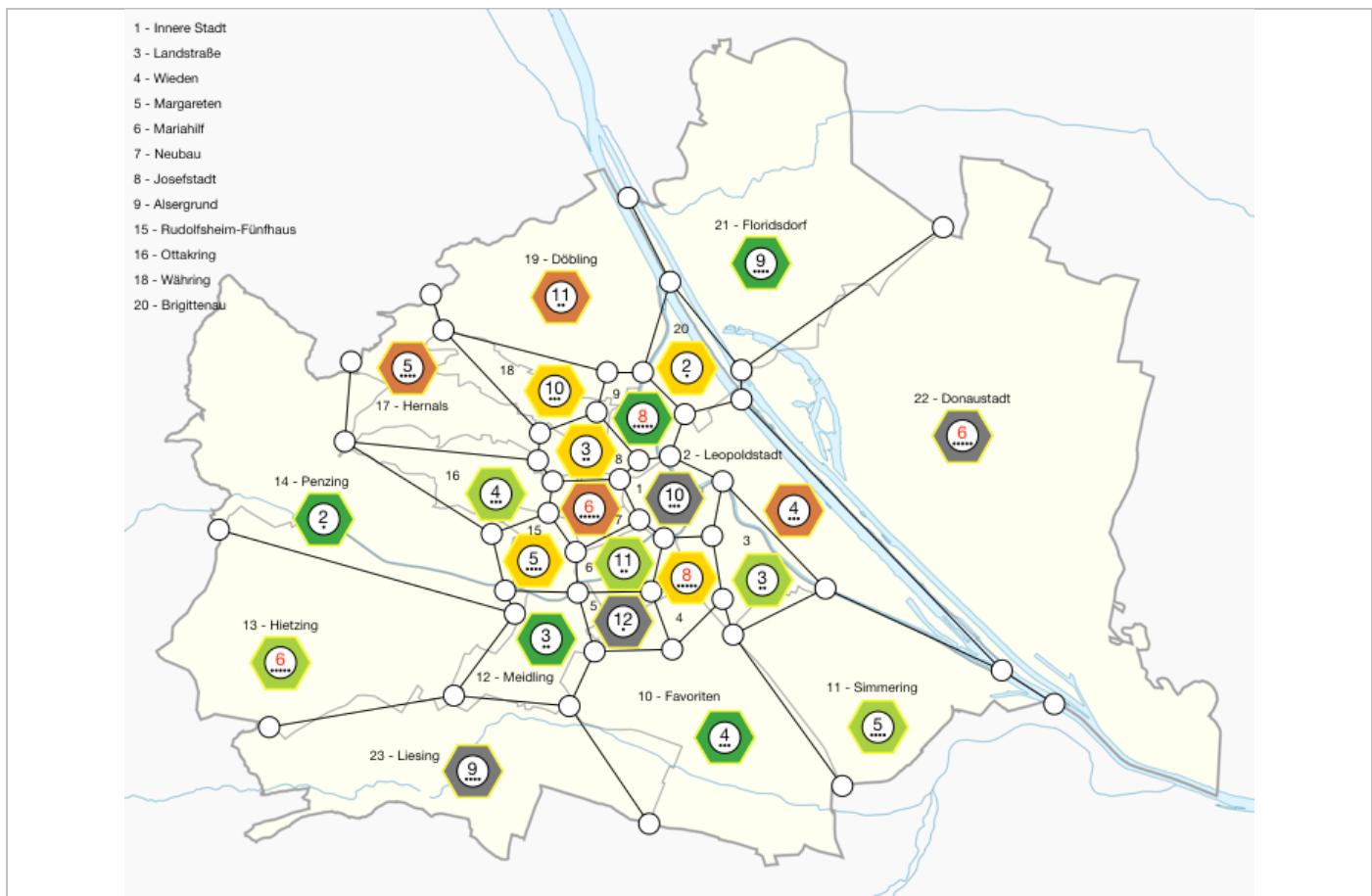
References

Player Supplies

• 5 Settlements
• 4 Cities
• 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



The Guilds of Ankh-Morpork

By Stefan Risthaus

"The Guilds of Ankh-Morpork" is one of two scenarios released as a tribute to Terry Pratchett's *Discworld* universe, alongside "Rincewind and the Tourist" on the reverse side of this scenario. This scenario (as well as "Rincewind and the Tourist") is also unique in the fact that although the scenario was published for a German audience, almost all components are either language-neutral or have an English language translation.

As opposed to the more straightforward adaptation of *Catan*, "The Guilds of Ankh-Morpork" plays more like a standalone board game requiring parts from *Catan*.

The Game Board

The game board is divided into ten hexes, with five of them being guilds and the other five being special buildings. Players place settlements on intersections adjacent to these hexes, as in standard *Catan*, with each hex granting different privileges. Each guild hex is associated with two production effects (that is, collecting resources on production rolls), and these are the main means of earning resources in this scenario.

Guilds and the Guild Board

The five guilds in the game are the Architects, Brickworks, Haberdasher, Locksmith, and Merchants. Each guild is associated with a single resource, and also with a column on the Guild Board on the right side of the game board. The Guild Board keeps track of the number of guild points a player has in a particular guild, and the scenario includes five markers in each of the four player colors to mark the amount of guild points in each guild a player has amassed.

- Whenever a settlement adjacent to a guild hex is built or upgraded to a city, the player gains one guild point in the corresponding guild.
- Players may also pay resources to increase guild points in a specific guild. The first two guild points cost one of the guild's associated resource; thereafter, each additional guild point costs two of the guild's associated resource.
- As the track contains only nine spaces, players may not have more than nine guild points in any guild.
- Players with at least three guild points in a guild have the prevailing trade rate of the guild's resource lowered to 3:1.

Guild Leadership Bonuses

Each of the five guilds is also associated with a scoring bonus, which is a large square tile denoting leadership in a particular guild.

- The player who is farthest along the track along a given guild is awarded the leadership of the guild, worth one victory point. The rules do not dictate what happens if two or more players are tied for the lead.
- The holder of the guild leadership bonus has the prevailing trade rate of the guild's resource lowered to 2:1.

Scroll Tokens

Scrolls are a type of currency used in this scenario. They are represented by scroll tokens. This scenario includes 32 scroll tokens.

- Scrolls are not resources, and they are not considered part of the hand. As such, they do not contribute to the hand limit.
- Scrolls may be traded. They may not be stolen.
- **Scroll Actions:** Scrolls may be spent for scroll actions. A player may use up to two scroll actions per turn.

Qty	Effect
2	1 resource
4	1 development card
5	The player must use this action before the dice are rolled. Allows the player to fix the production roll.
6	1 settlement
7	1 city

Special Buildings

The five special buildings on the board are the Beggar's Guild, the Unseen University, the Alchemists Guild, the Patricians' Palace, and the Thieves and Assassins Guild. Each building confers different privileges for players with adjacent settlements or cities.

- The effects of special buildings take place only after all production has been resolved.
- **Beggar's Guild:** Whenever the production roll matches that of one of the number tokens of the Beggar's Guild, each player with an adjacent settlement may take one card from an opponent and show it to all

- players. The card is then returned to its owner, and the player then takes one resource of the type taken from the supply.
- **Unseen University:** The Unseen University produces scroll tokens whenever the production roll matches that of one of its number tokens.
 - **Patricians' Palace:** Whenever the production roll matches that of one of the number tokens of the Patricians' Palace, each player with an adjacent settlement may move one of their guild point markers one point on the track. However, no player may move their markers two spaces ahead on any single guild through the use of this building.
 - **Library:** The 5 number token on the Alchemists Guild is known as the library. When a 5 is rolled for production, and the player to move has a settlement or city adjacent to the Alchemists Guild, the player may, as a trade action, sell one resource for two scroll tokens.
 - **Laboratory:** The 10 number token on the Alchemists Guild is known as the laboratory. When a 10 is rolled for production, each player with a settlement or city adjacent to the Laboratory may take one resource of their choosing. However, the laboratory is also said to explode.

Explosion Markers

Whenever the laboratory is said to explode, an explosion marker is placed on the laboratory number token. This scenario includes two explosion markers, though only one is needed in the game.

- An explosion marker is automatically removed whenever either number token for the Alchemists Guild (5 or 10) is rolled for production.

Receipt Tokens

Receipt Tokens provide some measure against the robber. This scenario includes 8 receipt tokens.

- Receipt tokens are not resources, and they are not considered part of the hand. As such, they do not contribute to the hand limit.
- Receipt tokens may not be traded or stolen.
- A player may not use the robber to steal resources from a player with at least one receipt token.
- A player may only purchase receipt tokens if they do not have any receipt tokens. 2 receipt tokens may be purchased for one resource.
- All players must discard one receipt token at the end of each turn.

Assassin Tokens and the Assassin Track

On the left side of the board is an assassin track, containing number tokens in the following order: 2, 12, 3, 11, 4, 10, 5, 9, 6, and 8. Each space on the track may be covered by an assassin token. This scenario includes 16 assassin tokens.

- Assassin tokens may only be purchased on turns where there is a production roll of 7, and the player has at least one settlement in their supply. The cost of an assassin is any two different resources, except ore.
- Whenever an assassin token is purchased, it is placed on the first available space on the assassin track.
- After the assassin token is placed, one die is rolled. If the roll results in a 5 or a 6, the player may place one settlement anywhere on the board.
- The player may also place one settlement anywhere on the board on a roll of 4 if they have one settlement or city adjacent to the Thieves and Assassins Guild. Similarly, if the player has two settlements or cities adjacent to the Thieves and Assassins Guild, the player may place a settlement anywhere on the board on a roll of 3. Three settlements likewise grant settlement placement on a roll of 2.

Development Tokens

The regular development card deck is not used in this scenario. Instead, a set of 24 development tokens are used. There are two types of development tokens: handshake tokens and watch tokens. This scenario includes 4 handshake tokens and 24 watch tokens.

- Like the development cards they replace, watch tokens are kept face down until revealed.
- Handshake tokens grant one victory point for their owner.
- Watch tokens may be revealed to move the robber, before or after dice are rolled for production.
- **Capturing Assassins:** If a player has a revealed watch token, and there is an assassin token on the space of the assassin track corresponding to the production roll, the player must discard the watch token and take the assassin token; the assassin token is considered captured. Each captured assassin token is worth one victory point.

Rank Markers

This scenario also has special scoring markers for players who discard three revealed watch tokens. There are four rank markers included with this scenario: one sergeant and three captains.

- The first player to obtain a rank marker must take the sergeant marker, worth two victory points. All subsequent players obtain the captain markers, worth one victory point.

Other Promotional Scenarios

- A player may only have one rank marker in their possession.

Foundation Markers

Foundations are a means to reserve a settlement site for exclusive use by a player. Each player has two foundation markers at the start of the game.

- Whenever foundations are built, they must be placed on a vacant intersection adjacent to an existing settlement or a city.
- A player with three guild points in any guild may place foundations on vacant intersections one additional intersection away.
- Foundations may be upgraded to settlements at full price. They are not worth any victory points until upgraded to a settlement.

Scenario Rules

- In this scenario, settlements are termed "houses", and cities are termed "mansions".
- Roads are not used in this scenario. As such, the Longest Road bonus is not used in this scenario.
- As the standard development card deck is not used, the Largest Army bonus is not used in this scenario.
- Each player begins with three settlements.
- Each player begins the game with two receipt tokens.
- The distance rule is not in effect for this game. Players may build settlements on any intersection on the board.
- At the start of the game, assassin tokens are placed on the first four spaces on the assassin track.
- The robber may only be expelled if the player does not have a settlement or city adjacent to the Thieves and Assassins Guild hex.
- The robber only blocks a single number token on the board, and may not block the laboratory number token.

Game is to 12 points.

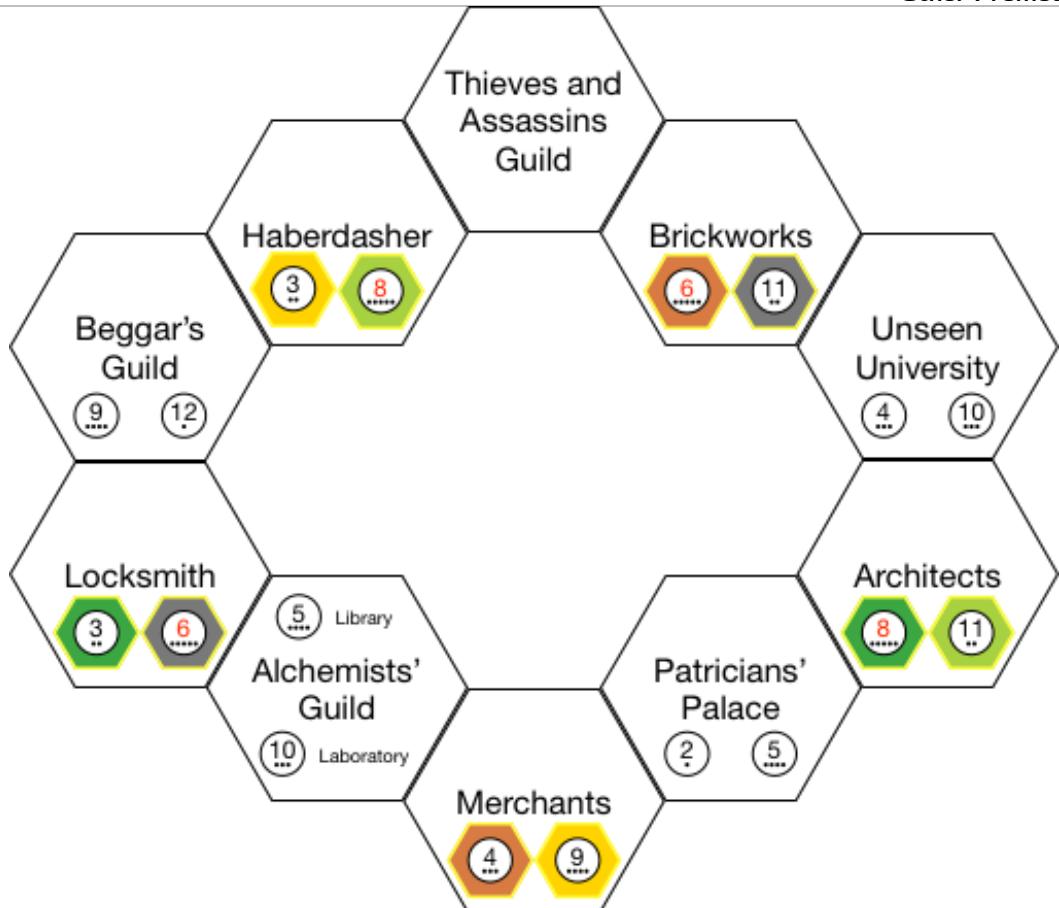
References

Player Supplies

- | |
|---|
| <ul style="list-style-type: none">• 5 Settlements• 4 Cities• 1 Guild Marker• 2 Foundations |
|---|

Building Costs

Foundation	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Token	1 grain, 1 ore, 1 wool



Other Promotional Scenarios

Rincewind and the Tourist

By Heike and Stefan Risthaus

This scenario appears on the reverse side of "The Guilds of Ankh-Morpork", and is more of a traditional *Catan* experience compared to its partner scenario. It is also a rare promotional scenario supporting six-player play.

The Game Board

As this scenario can accommodate up to six players, there is a divider line placed down the middle of the board. When playing with 3-4 players, hexes to the right of the divider line are considered off-limits, though players may continue to build on the dividing line itself.

Building Cost Cards

This scenario includes a building cost card for all of the unique mechanics in this game for each player.

Dragon Point Track

Along the top and left side of the game board is a scoring track that allows players to keep track of the number of dragon points that they have accumulated. The scenario includes a dragon point marker for each player for this purpose.

- Players earn dragon points by paying at least 3 resources of the type produced by the hex at the robber's location. Each resource paid earns one dragon point.
- As the dragon track only has 20 spaces, a player may not amass more than 20 dragon points.

Great Dragon Summoner and Lesser Dragon Summoner Bonuses

The Great Dragon Summoner and Lesser Dragon Summoner are both scoring bonuses relating to the dragon point track. The game includes one Great Dragon Summoner scoring bonus tile and two Lesser Dragon Summoner bonus tiles, although the second Lesser Dragon Summoner tile is only used in a 5-6 player game.

- The player farthest along the dragon point track earns the Great Dragon Summoner bonus, worth two victory points.
- The player second furthest along (and also third furthest, in a 5-6 player game) earns the Lesser Dragon Summoner bonus, worth one victory point.
- The rules do not dictate what happens if two or more players are tied for any of these bonuses.

Ships

Ships serve a unique role in this scenario. As this scenario requires only the base game (and extensions, for 5-6 player play), 4 ship markers are included with this scenario.

The greater objective for each ship is to travel from the port of Ankh-Morpork to the gold field hex representing the Agatean Empire; Each ship successfully moving to the Agatean Empire is worth one victory point.

- Ships are always placed at the center of a hex. When built, they are centered on the Port of Ankh-Morpork hex.
- A player may build only one ship in any turn, but may have any number of ships on the board at the same time.
- Although building a ship is considered a build action, a player may not build ships during the Special Build Phase.
- **Ship Movement:** Ships are automatically moved from hex to hex according to the production roll each turn, in the direction of the arrows. If there is no arrow for a given production roll for a hex, ships there do not move on that particular production roll.
- There are some arrows on the leftmost column on the board that lead off of the board. Ships following that arrow are placed on the Krull hex at the bottom left of the board.
- **Move Ship:** A player may move a ship in the direction of any outbound arrow by paying for ship movement.
- Ship movement is not considered a build action, and cannot be performed during the Special Build Phase.
- **Krull Hex:** there is only one arrow leading out of the Krull hex. A player wishing to move a ship located on the Krull hex must pay either 1 brick or 1 lumber in order to do so.
- Unlike ordinary ship movement, a ship may be moved from the Krull hex during the Special Build Phase.

Scenario Rules

- The Largest Army bonus is not used in this scenario.
- The robber is termed the "tourist" in this scenario.
- Players moving the robber do not steal resources from another player. Instead, the player moving the robber may take one resource of their choice from the supply.
- The robber may be moved by paying one hex produced by the hex at its location.

Game is to 12 points.

References

Player Supplies

- 5 Settlements
 - 4 Cities
 - 15 Roads
 - 4 Ships
 - 1 Dragon Point Marker

Building Costs

Road	1 brick, 1 lumber
Ship	1 grain, 1 ore, 1 wool 1 lumber, 1 ore, 1 wool
Move Ship	1 grain 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



Other Promotional Scenarios



Settlers of Luxembourg

By Alain Miltgen and Tom Mulheims

"Settlers of Luxembourg" was distributed in a *Catan* tournament held in Luxembourg in 2008. Only 700 copies were ever produced, with 400 being available to the general public.

Production Chart

In place of a die in this game, players use the production chart to determine the production roll. The production chart consists of 36 spaces, with each space corresponding to a particular roll of the dice. The spaces are arranged such that the chart appears as a pyramid. This scenario also includes 36 markers, to fit each of the spaces.

- At the start of each turn, the player to move must place one marker on the production chart, either on the highest row with at least one marker, or on the row above it. If the chart is empty, the production marker is placed on the first row. The location of the newly-placed marker determines the production roll for the turn.
- Production Reset:** If the 7 in the top row is selected, after the production is resolved, the production chart is cleared of all markers. The development card deck is shuffled, and all privilege cards, whether they have been used or not, are returned to its deck. Afterwards, all players with a settlement or city at a marked intersection may draw privilege cards, following the rules set out therein. After all privilege cards are chosen, the privilege card deck are shuffled again.

Privilege Cards

Privilege cards are a set of eight cards, each outlining a card effect. Although each privilege card is numbered, the numbering of each card has no effect in-game.

- Whenever a player draws a privilege card, the player must draw two cards, keeping one and returning the other to the bottom of the deck.
- Whenever production is reset, one player chosen at random may draw three cards instead of two, keeping one and returning the other two to the bottom of the deck.
- Privilege cards may only be played on a player's turn. Only one privilege card may be played per turn.

No. Effect

1	The player may place two production tokens instead of one this turn.
2	The player may collect one resource from a hex adjacent to their 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 discarding a Knight development card this turn. A player must still have a played Knight development card in order to build a city.
6	The player may place their 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.

Melusina's Savior Bonus

The Melusina's Savior Bonus is a replacement to the Largest Army bonus. It is awarded exactly in the same manner as the Largest Army, and the only difference is that it is worth three victory points rather than two.

Customs House

On the top right hand side of the board is the customs house, consisting of four spaces large enough for resource cards. There are four piles in the customs house, for four of the five resources: brick, grain, lumber, and wool.

- Once per turn, as a trade action, a player may choose to trade with the customs house.
- Players may only trade for the four resources in the customs house – as there is no ore pile, players may not trade for ore, or trade ore for any of the other four resources, through the customs house.
- The customs house trade rate is determined by the number of cards in the pile of the resource being traded in. If there are three or more cards in the pile, then the rate is 3:1. If there are one or two cards in the pile, then the rate is 2:1. If the pile is empty, then the rate is 1:1.
- To perform a customs house trade, one card amongst the cards to be traded in is placed in the corresponding customs house pile, while the other cards are returned to the supply. Then, the player may take one resource from any of the other customs house piles.

Scenario Rules

- At the start of the game, two resources are placed in each of the four piles in the customs house.

Other Promotional Scenarios

- During initial setup, players must first place a city adjacent to a mountain hex, and then a settlement on any intersection adjacent to any of the hexes adjacent to the mountain hex.
- Players must claim different mountain hexes during initial setup. The second settlement of a player cannot also be adjacent to a mountain hex that has been claimed by an opponent.
- Players may not expand to intersections adjacent to an opponent's starting mountain hex.
- Whenever players expand to a marked intersection, they may draw a Privilege card, following the instructions stated above.
- Once played, the Road Building and Year of Plenty development cards are returned to the bottom of the development card deck.
- A player must return one played Knight development card, in addition to the normal building cost, in order to upgrade a settlement to a city.

Game is to 12 points.

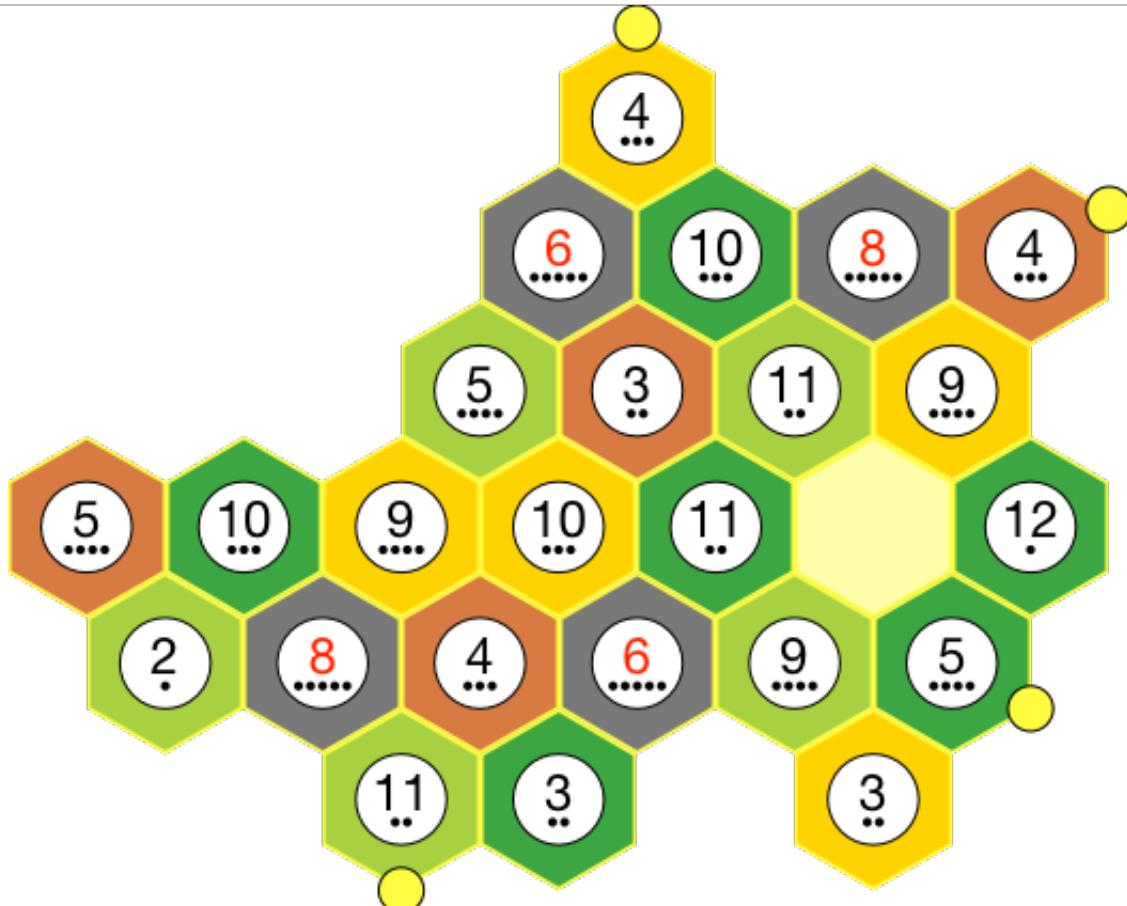
References

Player Supplies

- | |
|-----------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



The Three Trade Towns of Northern Netherlands

"The Three Trade Towns of Northern Netherlands" was a promotional fixed-board scenario published in an extremely limited run by 999 Games, the Dutch distributor of *Catan*, in 2009. The map represents the provinces of Drenthe, Friesland, and Groningen in the northern part of the Netherlands. The titular "three trade towns" refer to their respective capitals, Assen, Leeuwarden, and Groningen, which are each represented by three "trade town" hexes on the map.

Due to the fact that the Netherlands as a whole does not have mountainous terrain, mountain hexes were renamed bog hexes for the purposes of this scenario.

Trade Town Hexes

Each of the three trade town hexes on the map confer benefits based on which intersections a player decides to build their settlements. Specifically, two intersections confer the benefits of a 3:1 harbor, another two a specific 2:1 harbor, while the remaining two confer production similar to a gold field hex from *Seafarers*, but with two number tokens.

- The rules do not dictate whether or not the robber may be placed in a trade town hex, and if so, whether doing so merely prevents production for the two production intersections, or acts as a blockade for the other four as well.

Scenario Rules

- Players may not place their initial settlements adjacent to a trade town hex.
- During the course of the game, players may only have a maximum of two roads adjacent to a trade town hex.
- Strong 3:1 harbor rules apply. Consult with the section on "Strong 3:1 Harbors" in the Guide for additional information on this rule.
- All production rolls of 7 are rerolled on each player's first two turns.
- The robber does not enter play until the start of the first player's third turn.

Game is to 10 points.

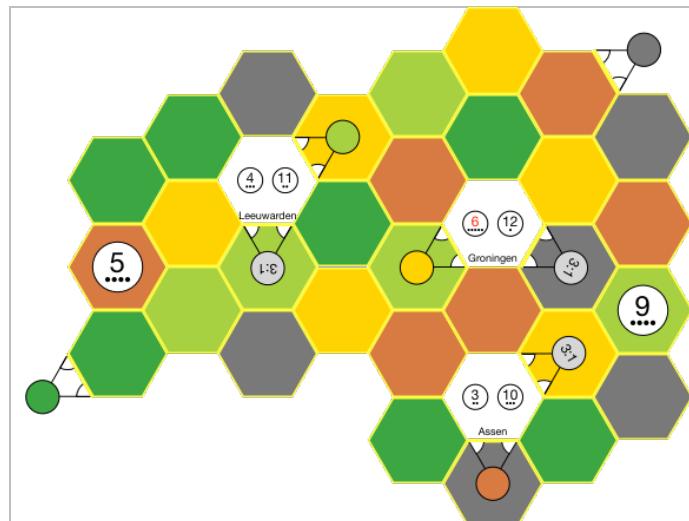
References

Player Supplies

- | |
|---|
| <ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads |
|---|

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool



3-4 Player Game

For the sake of clarity, the harbors belonging to the trade town hexes are depicted as being attached to their neighboring hex; these hexes continue to receive a number token during initial setup.

Number Tokens

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

Number tokens do not include pre-printed ones on the game board.

Other Promotional Scenarios

The Wedding Tower

The *Hochzeitsturm* scenario is a promotional tile released as part of the 20th anniversary of Darmstadt Spielt, a games festival organized by the Spieletreff Darmstadt board games club. As part of the event, the club, in cooperation with various board game publishers, published a mini-expansion for five games with a specific theme relating to Darmstadt. The other four games featured were *Carcassonne*, *Zooloretto*, *Midnight Party*, and *Village Port*. Extra copies of the promotional expansions were available for a time after the event, for the benefit of those who could not attend in person.

Incidentally, Darmstadt is considered the hometown of Klaus Teuber, creator of *Catan*.

Wedding Tower Hex

The *Hochzeitsturm* scenario introduces a new terrain hex depicting the namesake Wedding Tower in Darmstadt. Built in 1908 in honor of Grand Duke Ernst Ludwig and Princess Eleonore of Solms-Hohensolms-Lich, the official website of the Darmstadt Wedding Tower is at <http://hochzeitsturm-darmstadt.eu/en/>.

In the base game setup, the wedding tower hex specifically replaces the desert hex. The rules do not dictate what happens if there is more than one desert hex, as is the case in the 5-6 player base game.

- Like the desert hex it replaces, the wedding tower hex does not produce resources.
- Whenever a 7 is rolled for production, and the robber is moved, all players with a settlement or city adjacent to the wedding tower hex gain one resource of the terrain type produced at the robber's new location.
- Note that the presence of multiple settlements or cities does not increase the number of resources earned by the effect of the wedding tower hex.
- The robber may not be moved to a hex that does not produce resources. If the robber begins the game on a hex that does not produce resources, including the wedding tower hex itself, it may not return there once moved.

Catan World Championship 2014 Special

The *Catan World Championship 2014 Special* is a mini-expansion originally given to entrants at the 2014 Catan World Championship, held in Berlin. It was subsequently distributed as part of issue 183 of *Game Trade Magazine*.

Berlin Hexes

The *Catan World Championship 2014 Special* includes two hexes collectively known as the Berlin hexes. They depict two of Berlin's well known landmarks: the Brandenburg Gate and the Museum of Communication. Neither hex produces resources, but they do provide other benefits for adjacent cities and settlements.

In the base game setup, the Brandenburg Gate specifically replaces the desert hex. The rules do not dictate what happens if there are more than one desert hex, as is the case in the 5-6 player base game.

Berlin Bear

The Berlin Bear is a two-piece figure that replaces the robber. In addition to the standard functionality of the robber, the Berlin Bear grants production to settlements and cities adjacent to the Berlin hexes.

According to the scenario's lore, the resources that are suppressed by the Berlin Bear are "donated" towards the completion of an airport serving Berlin. Traditionally, Berlin is served by Berlin Tegel Airport (historically the airport serving West Berlin), and to a lesser extent, Berlin Schönefeld Airport (historically the airport serving East Berlin). The former is best known for its hexagonal-shaped terminal building (fitting in with the hexagonal theme of *Catan*). The airport being described, however, is Berlin Brandenburg Airport, a new airport being constructed adjacent to Berlin Schönefeld Airport, meant to replace both airports, but facing a number of construction delays.

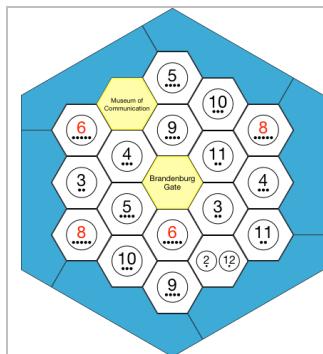
- Whenever a 7 is rolled for production, the player to move must move the Berlin Bear to a hex producing resources. After a resource is stolen, as per standard rules, each player with at least one city adjacent to either Berlin hex receives one resource of the type produced at the location of the Berlin Bear.

Scenario Rules

- The Berlin Bear begins the game at the Brandenburg Gate hex.
- The Berlin Bear may not be moved to any Berlin hex once it has departed from the Brandenburg Gate hex.

Setup Notes

In a base game setup, the Brandenburg Gate hex must be placed in the center of the island, and the hex normally assigned to the 2 number token is replaced by the Museum of Communication, and the 2 number token is moved to the location of the 12 number token. The rules do not have a provision for what happens if there is more than one eligible hex that may be replaced by the Museum of Communication, as is the case in the 5-6 player base game.



When laying out a base game board as recommended, starting at one corner and proceeding counterclockwise in number token order, it results in the recommended setup shown on the left.

Other Promotional Scenarios

Catan Day 2015 Special

The *Catan Day 2015 Special* is a mini-expansion given exclusively to participants at the 2015 Catan Day convention, held in Nashville.

Nashville Hexes

The *Catan Day 2015 Special* includes two hexes collectively known as the Nashville hexes. They depict two of Nashville's well known landmarks: Broadway at Night and the Gaylord Opryland Resort. Neither hex produces resources, but they do provide other benefits for adjacent cities and settlements.

In the base game setup, the Broadway hex specifically replaces the desert hex.

Lonely Cowboy

The Lonely Cowboy is a two-piece figure that replaces the robber. In addition to the standard functionality of the robber, the lonely cowboy grants production to settlements and cities adjacent to the Nashville hexes.

According to the scenario's lore, the lonely cowboy is a struggling country music artist, reflecting the extensive musical history of Nashville. The resources that are suppressed by the lonely cowboy is said to represent earnings from performing for a live audience.

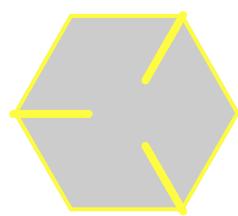
Scenario Rules

- This mini expansion is identical to the *Catan World Championship 2014 Special*, aside from certain components being renamed. Consult with the section of the Guide for the *Catan World Championship 2014 Special* for additional details.

Catan World Championship 2016 Special

The *Catan World Championship 2016 Special* is a mini-expansion originally given to entrants at the 2016 Catan World Championship, held in Durango, Colorado.

Durango Hex



The **Durango hex** is a hex replacing a pasture hex in the base game setup. It contains three paths leading to the center of the hex, with each path leading to a site where a settlement may be built. Unlike a trade hex from *Traders & Barbarians*, these paths do not intersect in the center of the hex.

The silver-colored background of the Durango hex in the Guide is a reference to the mountainous terrain of Colorado, and the silver “pseudo-resource” produced by this hex.

The Durango hex does not produce resources for settlements and cities adjacent to the Durango hex; only players with settlements inside the hex proper collect resources when the Durango hex produces.

Because of the central location of the hex, the number token for this hex is typically placed off to one side.

- The distance rule is not in effect with regards to the interior of the hex. Specifically, a player may build a settlement in the interior of the hex even if there is a settlement on the other end of the path leading to it.
- The settlements at the Durango hex are not considered to be adjacent to each other; they only connect to the single path leading to their respective intersections.
- A player may not claim more than one of the three internal paths and settlement sites of the Durango hex.
- Settlements located at the Durango hex may not be upgraded to cities.
- Whenever the Durango hex produces, each player with a settlement in the interior of the Durango hex produces silver. Settlements in the outer intersections of the Durango hex do not receive any resources.
- **Silver:** Whenever a player receives silver in production, they may take any single resource of their choosing, after all other production is resolved.
- Note that the production of silver from the Durango hex is different from a gold field hex, as players earning resources from gold field hexes may contribute to a resource shortage situation. Players receiving silver from the Durango hex only select resources after any potential resource shortages are resolved. Thus, if the supply of a particular resource is exhausted as a result of normal production, the player may not select that resource to be taken. (Conversely, if other players are denied resources due to a resource shortage, but there is still a supply of that resource, the player may select that resource.)

Scenario Rules

- Players may not build their initial settlements in the interior of the Durango hex, nor extend a road to the interior of the Durango hex.
- As the Durango hex does not produce resources for settlements adjacent to the hex, players do not collect a starting resource from the Durango hex.

Setup Notes

In a base game setup, the Durango hex must be placed in the center of the island.

Miscellaneous Scenarios

Finally, there are those scenarios that don't fit anywhere else. The majority of these were published in *Catan-News*, the official German language newsletter that, until 2005, had a scenario for a game within the *Catan* family of games, often to promote a new game within the family. Other scenarios included one-off special promotions, or scenarios that were once published on the University of Catan website (the official English language home of *Catan*, before the present website was introduced).

Catan-News

In many of the previous sections, the *Catan-News* newsletter (also known as *Siedler-Zeitung* prior to 2000) has been frequently been brought up. Here is a list of scenarios that were introduced through the newsletter, in chronological order:

Issue	Scenario or Variant	Notes
1/1997	Greater Catan	Formerly part of <i>Seafarers</i> , now part of <i>Schätze, Drachen & Entdecker</i>
2/1997	The Desert Riders	Renamed "The Desert Dragons", part of <i>Schätze, Drachen & Entdecker</i>
1/1998	Scenarios for Tournament Set	A set of scenarios for the <i>Catan Card Game</i> and a German-specific expansion introducing the tournament rules. The cards of the tournament set would be included in later expansions, and in the English <i>Catan Card Game</i> expansion.
2/1998	Regatta	
1/1999	The Pirate Islands	Part of <i>Seafarers</i>
2/1999	Trade Feud	
1/2000	The Wonders of Catan	Part of <i>Seafarers</i>
2/2000	Coffee for Catan	Renamed "Cloth for Catan", part of <i>Seafarers</i>
1/2001	Enchanted Land	Part of <i>Schätze, Drachen & Entdecker</i>
	Uprising in Egypt	Variation of "Cheops" allowing for limited <i>Seafarers</i> compatibility
2/2001	The Marine Researchers	
2002	Friendly Neighbors	Renamed "The Forgotten Tribe", part of <i>Seafarers</i>
2003	The Great Canal	Part of <i>Schätze, Drachen & Entdecker</i>
2004	Settlers in Need	
1/2005	Multicatan on the Board	
2/2005	The Small Islands	
2006	Catan for Two	Part of <i>Traders & Barbarians</i>
2007	Catan Dice Game Plus	Included with newer editions of the <i>Catan Dice Game</i>
2008	Catan Dice Game Extra	Included with newer editions of the <i>Catan Dice Game</i>
2009	Departure Into the Unknown	Part of <i>Schätze, Drachen & Entdecker</i>
	Catlantis in Winter	Reimplementation of "Atlantis" with edible hexes
2010	The Helpers of Catan	Available for purchase in English as part of the <i>Catan Scenarios</i> line

After 2010, *Catan-News* greatly reduced in scope, with no new scenarios being introduced.

Atlantis

By Stefan Röse

"Atlantis" is a scenario with the unique distinction that it was originally introduced as a variant in *Das Buch zum Spielen*, before it was reintroduced as a scenario and received top billing in the German expansion *Atlantis*. The rules in this section of the Guide is a combination of both, in line with other scenarios that may be combined with others.

Flood Markers

Over the course of the game, the board will become slowly flooded, rendering hexes unproductive and removing them from play. *Das Buch zum Spielen* includes 100 Flood Markers, and *Atlantis* includes 60 Flood Markers.

- After production is resolved, one flood marker is placed on any hex adjacent to water with a number token matching the number rolled for production.
- When playing as a standalone scenario, if a coastal hex contains five flood markers, or an interior hex contains three flood markers, the hex is considered flooded.
- When combined with another scenario, if any hex contains seven flood markers, the hex is considered flooded.

Scenario Rules

- The robber may not be placed on any hex that is one flood marker away from being flooded.
- When playing as a standalone scenario, if the robber is at a location that becomes one flood marker away from being flooded, it is immediately put on any desert hex.
- When combined with another scenario, if the robber is at a hex that is subsequently flooded, the robber moved to any desert hex, or expelled if there are no hexes on the board.
- **Flooding:** Whenever a hex is flooded, it is replaced by an ocean hex, the flood markers are returned to the supply, and the number token is removed from the board. Should a settlement, city, or road be entirely surrounded by ocean hexes as a result of flooding, they are immediately removed from the board.
- When combined with another scenario, harbors are removed from the board if neither of the two intersections they affect touch land.
- It is entirely possible that an island may be split into two or more islands as a result of flooding. In custom scenarios, if flooding results in a player having no settlements on one of the new islands, and the player subsequently expands to it, it is treated as expanding to a new island, and the new settlement is worth one additional victory point.

Game is to:

- 10 points, if playing as a standalone scenario
- The base scenario's victory conditions, when combined with another scenario

The game also ends if:

- 7 hexes are flooded in a 3-player game
- 8 hexes are flooded in a 4-player game
- 10 hexes are flooded in a 5-player game
- 12 hexes are flooded in a 6-player game

In this case, the player with the most victory points is declared the winner.

References

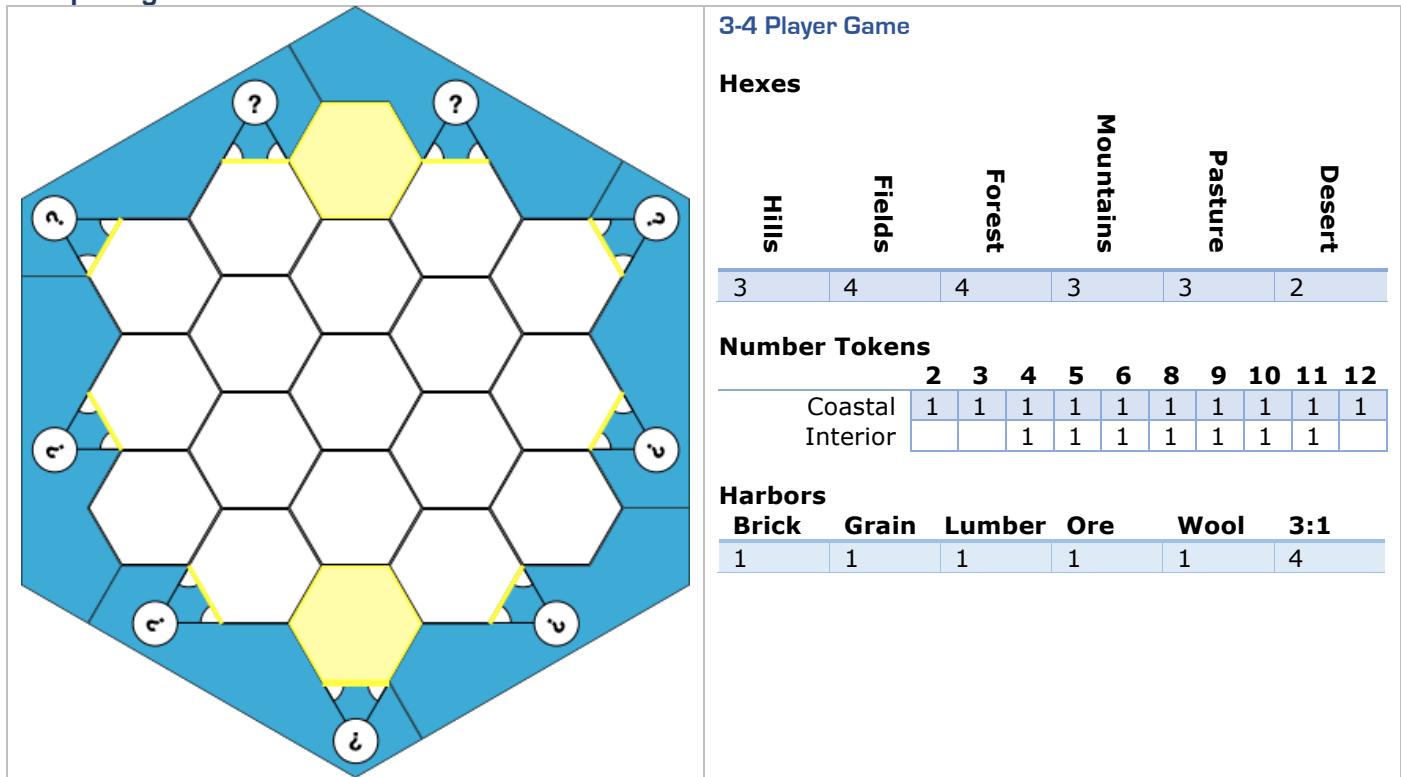
Player Supplies

- | |
|-----------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Miscellaneous Scenarios
Setup Diagrams



Catlantis in Winter

By Dr. Reiner Düren, based on a scenario by Stefan Röse

“Catlantis in Winter” is a bonus scenario introduced in the 2009 issue of *Catan-News*. Despite the name, it is based on “Atlantis” rather than “The Storm Tides” (whose alternate name was “Catlantis”). Included with the scenario was a recipe for making edible hexes: the intent was that hexes would be eaten as they were flooded, with the winner getting the privilege of eating the hexes that remained.

Gold Field Hex

“Catlantis in Winter” uses gold field hexes in an unusual manner.

- Gold field hexes produce gold pieces.
- No number tokens are assigned to gold field hexes. Instead, all gold field hexes produce whenever doubles are rolled.

Volcano Hex

Like gold field hexes, volcano hexes are also treated differently.

- The orientation of a volcano hex does not matter; the numbers at each corner are not used in this scenario.
- Volcano hexes produce gold pieces.
- No number tokens are assigned to volcano hexes. Instead, all volcano hexes produce whenever doubles are rolled.
- **Eruptions:** If a 2 or 12 is rolled, the volcano erupts after resources are produced. All adjacent settlements are removed from the board, while all adjacent cities are reduced to settlements.
- The rules do not specify what happens if, as a result of eruptions, a player has more settlements than what is available in their supply.

Scenario Rules

- This scenario uses all rules from “Atlantis”. Consult with the section of the Guide on “Atlantis” for additional details.
- The robber is present, and begins the game off of the board.
- The robber is removed from the board if the hex it is on becomes one flood marker away from flooding.
- All grain cards that are spent as part of building costs do not return to the supply. Instead, they are placed in a discard pile.
- When trading, players may trade for grain either from the supply or from the discard pile.
- All maritime trade, including harbor trade, require 1 gold as payment.

Setup Notes

Ensure that the 6 and 8 number tokens for the interior of the island are not placed adjacent to the gold field or volcano hexes. Additionally, the coastal hexes adjacent to the gold field and volcano hexes should be the 2, 3, 11, and 12 number tokens.

References

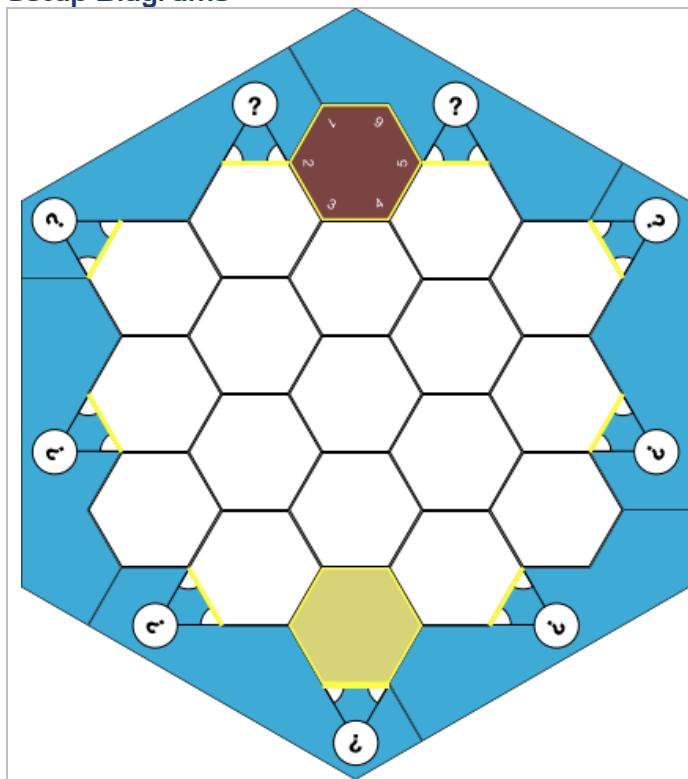
Player Supplies

- | |
|---|
| <ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads |
|---|

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Miscellaneous Scenarios
Setup Diagrams



3-4 Player Game

Hexes

Hills
Fields

Forests	Mountains	Gold Field	Volcano
3	4	3	1

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Regatta

By Brigitte and Wolfgang Ditt

"Regatta" is a simple scenario involving the periphery of the base game board. It was first presented in the 2/1998 issue of *Catan-News* (then titled *Siedler-Zeitung*).

Although "Regatta" predates the 4th edition frame, and thus uses harbor and ocean hexes in its original presentation, it is perfectly playable using the 4th edition sea frame, if the space between harbors is taken to be ocean hexes.

Buoys

Buoys mark the starting point for each ship, in addition to serving as an indicator of how many laps around the island each ship has made. Buoys are represented by ships being placed on their side. At the start of the game, each player has two buoys.

- Each time a ship returns to the location of the buoy, another buoy is added to its location, to mark that the ship has completed a lap around the island.

Sails

Sails are the means to which a ship moves around the island. Sails are not represented as game pieces; rather, they are represented by the harbors around the island.

- The cost of the sail is determined by the next harbor clockwise from the current location of a player's ship. If the next harbor is a 2:1 harbor, then the cost of sailing past the harbor is two of the specified resource. The cost of moving past a 3:1 harbor is any three resources.
- Once the cost of a sail is paid, the ship is moved past the harbor into the next gap between the harbors.

Scenario Rules

- The development card deck is not used in this scenario. As a result, the Largest Army bonus is not used in this scenario.
- After initial setup, each player selects a space between harbors on the game frame, and places a ship and a buoy there. Multiple players may select the same space.
- The robber is automatically moved to the desert hex if, during production, the number rolled matches that of the number token of the hex currently occupied by the robber.

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

Setup Notes

This scenario uses a standard base game setup.

References

Player Supplies

- | |
|--|
| <ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 3 Ships |
|--|

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Miscellaneous Scenarios

Trade Feud

"Trade Feud" was originally presented in 2/1999 issue of *Catan-News* (then known as *Siedler-Zeitung*). The main mechanic in this scenario is that victory points are not tied to the presence of settlements and cities, and may be stolen by other players.

Scenario Rules

- Players begin with three initial settlements. All three must be placed on the coast of an island, and with an initial ship instead of a road.
- Players also begin with three Catan chits, one for each of the three initial settlements.
- All Catan chits are worth one victory point.
- Settlements and cities themselves are not worth victory points. Instead, players receive one Catan chit whenever a settlement is built or upgraded to a city.
- Roads and shipping lines may not branch, except at settlements and cities.
- Trade Links: A trade link is established if a player's open trade routes (defined as road or ship routes where only one end is anchored to a player's own settlements or cities) connects with another player's open trade routes. When this happens, one Catan chit is taken from the player with the shorter portion of the combined route, and given to the player with the greater portion of the combined route.
- Note that as road and ship networks may not branch except at a settlement or city (including across routes by different players), this may cause the removal of roads and ships that are not part of a combined 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 is to 10 points.

References

Player Supplies

• 5 Settlements	<i>Cities & Knights</i> Additions
• 4 Cities	• 3 City Walls
• 15 Roads	• 2 Basic Knights
• 15 Ships	• 2 Strong Knights
	• 2 Mighty Knights

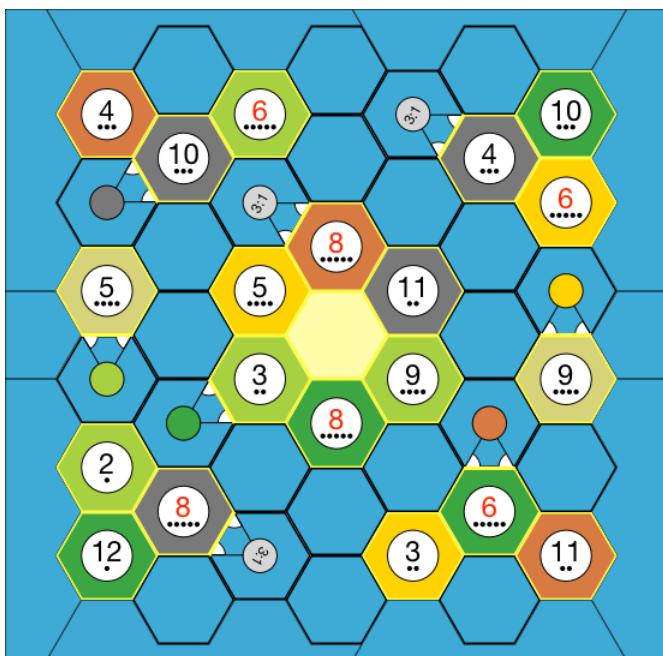
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3 Player Game

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
3	3	4	4	4	1	2	19	

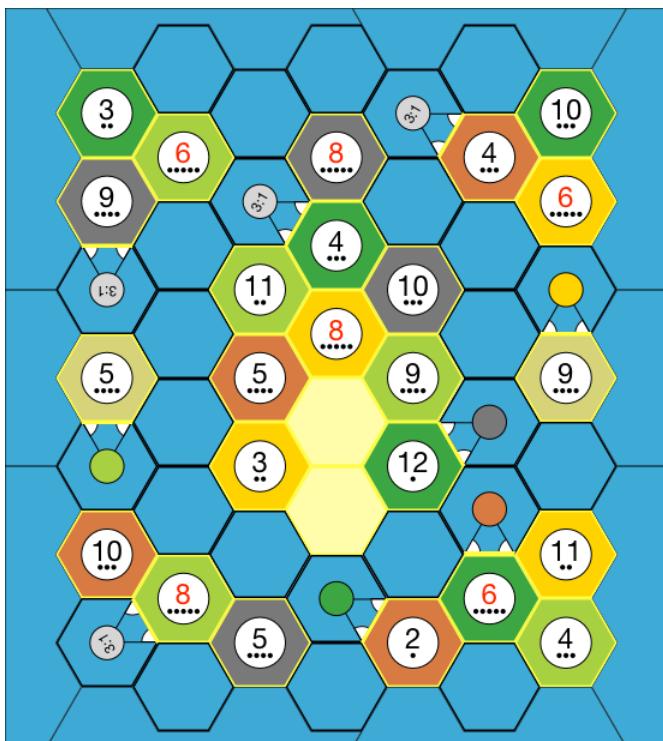
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



4 Player Game

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
4	4	5	4	5	2	2	20	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

The Marine Researchers

By Brigitte and Wolfgang Ditt

"The Marine Researchers" is the scenario featured in the 2/2001 issue of *Catan-News*. The defining feature of this scenario is the ability to explore in all different directions, without any constraints such as the game frame.

Gold Field Hex

The central gold field hex is the location where all players begin with their initial settlement and ship. It is to be noted that the distance rule is necessarily not observed here if there are four or more players; this is the sole exception to the distance rule.

- The gold field hex produces resources on any production roll other than 7 for which there are no settlements that would otherwise receive resources.
- This means that, if, for example, a hex with a 5 number token has been discovered, and a 5 is rolled for production, the gold field hex produces only when there are no adjacent settlements to that hex (or any other hex with a 5 number token). Once the first settlement adjacent to that hex (or any other hex with a 5 number token) is built, the gold field is no longer productive for that production roll.
- Players may not build additional settlements on the gold field hex.

Research Cube

In this scenario, each player is given a six-sided indicator (a die is suggested, hence the name), with values from 1 through 6.

- At the start of the game, the research cube begins with 2 showing.
- Whenever a resource-producing land hex is placed as a result of discovery, the indicator decreases by 1, and whenever an ocean hex is placed as a result of discovery, the indicator increases by 1.

Most Successful Researcher Bonus

The Most Successful Researcher is a scoring bonus card available for printing in *Catan-News*. It is treated as any other scoring card, like the Largest Army and Longest Road.

- The first player to have a 3 showing on their research cube is awarded the Most Successful Researcher, worth two victory points.
- Thereafter, any player with a higher number showing on their research cube may take the Most Successful Researcher bonus from the current holder.
- In the event that the Most Successful Researcher bonus is held by a player with a 6 showing on their research cube, any player who subsequently has a 6 showing on their research cube may take the Most Successful Researcher bonus from the current holder. (That is, the most recent player to have a 6 showing on their research cube should be the holder, unlike normal.)
- The Most Successful Researcher bonus must be relinquished if the current holder has a 1 or a 2 showing on their research cube.
- Note that, as a result of discoveries, the holder of the Most Successful Researcher bonus may drop out of having the highest number showing on the research cube. If there remains a single player with the highest number showing on the research cube, that player is awarded the bonus; otherwise, no player is awarded the bonus until a player has sole possession of the highest number showing on the research cube. (Or, if there is a tie for 6 showing, a newer player has a 6 showing on the research cube.)

Scenario Rules

- The robber is present, and begins the game off of the board.
- The pirate is absent in this scenario.
- The reserves for hexes are split into two piles: one for land hexes and one for ocean hexes, while the reserves for number tokens are also split into two: one for the 6 and 8 number tokens, termed the **special reserve**, and one for all other tokens, termed the **normal reserve**.
- The Special Build Phase is skipped following the first turn for each player.
- The starting settlement for each player may not be upgraded into a city.
- The robber does not enter play until the first desert hex is discovered. Note that the Knight development card may still be played even when the robber is not in play – for example, to get a fast Largest Army.
- The robber may not be placed on the central gold field.
- The first settlement a player builds on each island is worth one additional victory point. If, as a result of further discovery, multiple islands are merged into one, resulting in players having multiple settlements or cities worth extra victory points, all extra victory points beyond the first are lost.
- **Discovery:** Discovery rules are in effect. Consult with the section for "The Fog Islands" in the Guide for rules regarding the discovery.
- Whenever a hex is discovered, a player may choose between placing a land hex or an ocean hex. If a 1 is showing on a player's research cube, an ocean hex must be placed, and similarly, if a 6 is showing on a player's research cube, a land hex must be placed.

- No hexes are placed if the appropriate reserve is exhausted.
- If a land hex producing no resources (i.e. a desert hex) is placed, the player receives two resources of a single type as a reward for discovery.
- If a land hex producing resources is placed, the player must place a number token, either drawn from the ordinary reserve or from a player's own reserve of 6 and 8 number tokens, on the hex. Depending on the number token placed, a player may be further rewarded.
- If a 2 or a 12 is drawn from the ordinary reserve, the number token is returned to the normal reserve, and a new number token is drawn from the normal reserve; the player is subsequently rewarded based on the new number token drawn.
- If a 2 or 12 is drawn from the ordinary reserve a second time, the player takes a number token from the special reserve, and adds it to their supply.
- If the special reserve is exhausted, and a player is entitled to take a token from the special reserve, a player may elect to take and place a 6 or 8 held by another player.
- Note that 6 and 8 may be located on adjacent hexes as a result of discovery.
- If a 3, 4, 10, or 11 are drawn, the player takes control of a harbor marker – a 3:1 harbor if a 4 or 10 are drawn, and a 2:1 harbor of the player's choosing if a 3 or 11 are drawn.
- Harbor markers received as a reward for discovery may be placed on a later turn, whenever the player places an ocean hex. The harbor must be placed in such a way that the two affected points do not touch water or an explored area.
- If both the land and water hex reserves are exhausted, no further discovery may occur. Players are still permitted to place settlements, cities, roads, and ships, on the outer edge of the finalized game board.

Game is to 12 points.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships • 1 Research Cube 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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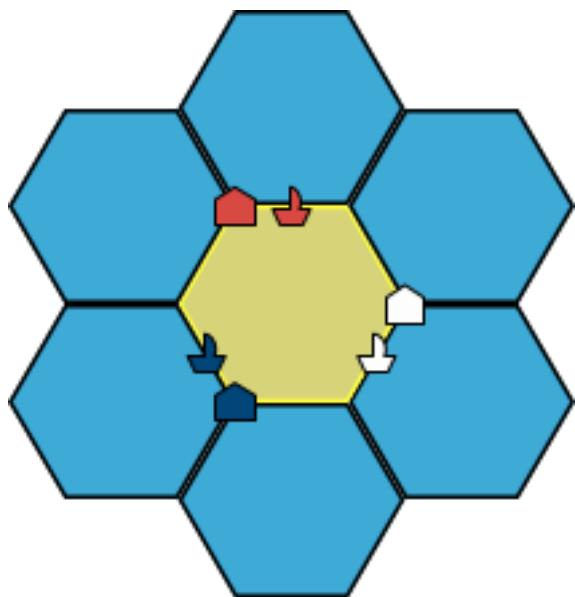
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Miscellaneous Scenarios
Setup Diagrams



3 Player Game

Hexes

Ocean												
Gold Field												
Desert												
Pasture												
Mountains												
Forest												
Fields												
Hills												

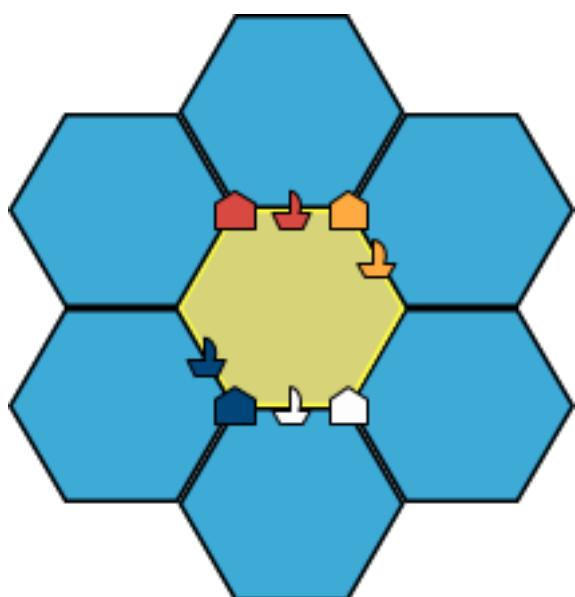
Main Island											1	6
Reserve	3	3	3	3	3	2	1	1	1	1	21	

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



4 Player Game

Hexes

Ocean												
Gold Field												
Desert												
Pasture												
Mountains												
Forest												
Fields												
Hills												

Main Island											1	6
Reserve	4	4	4	4	4	4	2	1	21			

Number Tokens

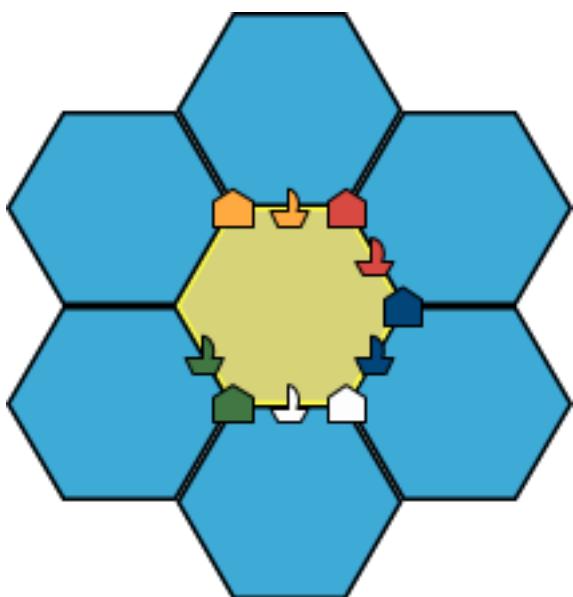
2	3	4	5	6	8	9	10	11	12
3	3	3	3	3	2	2	2	2	2

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

5 Player Game

Hexes



Ocean								1	6
Gold Field									
Desert									
Pasture									
Mountains									
Forest									
Fields									
Hills									

Number Tokens

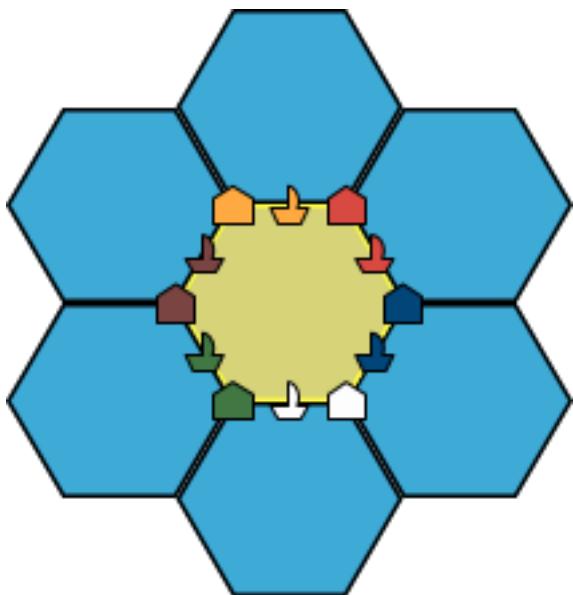
2	3	4	5	6	8	9	10	11	12
3	3	3	3	3	2	2	2	2	2

HARBORS

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

6 Player Game

Hexes



Ocean								1	6
Gold Field									
Desert									
Pasture									
Mountains									
Forest									
Fields									
Hills									

Number Tokens

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

HARBORS

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	6

Miscellaneous Scenarios

Settlers in Need

"Settlers in Need" is the scenario featured in the 2004 issue of *Catan-News*. It is an attempt to reuse the mechanics of "Greater Catan", but requiring only a single copy of the base game.

Scenario Rules

- The robber is present, and begins the game on any desert hex.
- The pirate is present, and begins the game off of the board.
- Players must place their initial settlements on the central island.
- All coastal settlements placed during initial setup must be accompanied by a ship instead of a road.
- **Outlying Islands:** If a player expands to a hex on an outlying island that produces resources but does not have a number token, a number token must be taken from the central island and moved there. This 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 any outlying island, then the desert hex must be exchanged with any hex on the central island. The hex 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.
- Only hexes with number tokens may be swapped for the desert hex. A player may not swap a desert hex with another desert hex, or with a hex that has had its number token removed.
- The robber does not prevent the removal of a number token from a hex. If the hex at the robber's location is swapped, the robber remains in place.

Game is to:

- 10 points, without *Cities & Knights*
- 13 points, with *Cities & Knights*

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships	<i>Cities & Knights</i> Additions <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
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Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3 Player Game (3rd Edition Frame)

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
4	4	4	4	4	4	2	1	9

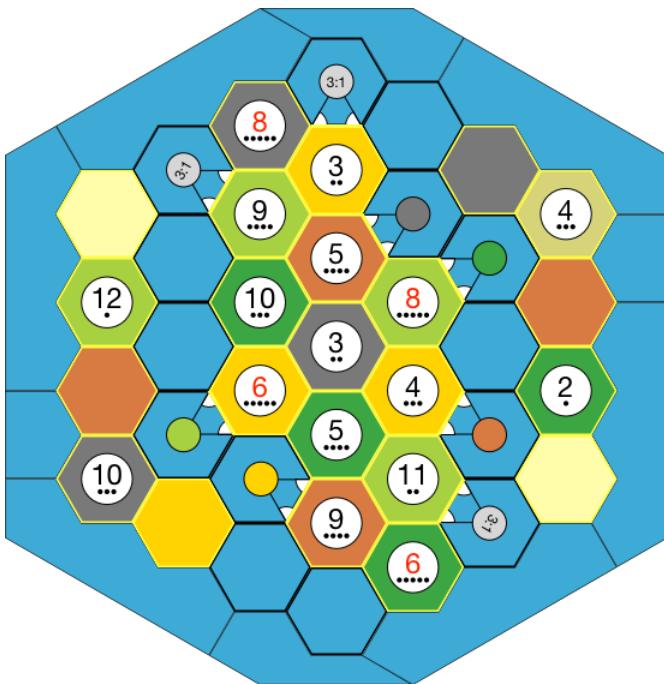
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

HARBORS

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

3 Player Game (4th Edition Frame)

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Desert	Gold Field	Ocean
4	4	4	4	4	4	2	1	12

Hexes do not include pre-printed hexes on the frame.

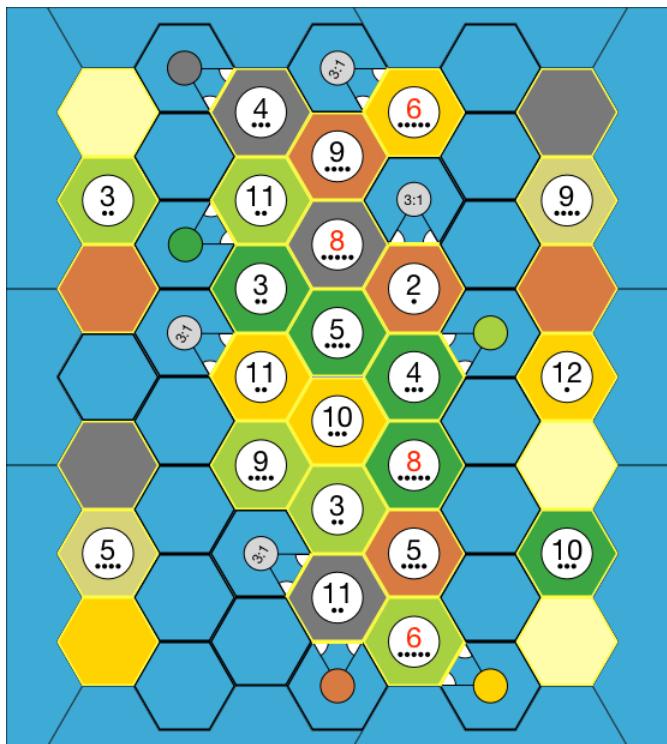
Number Tokens

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

HARBORS

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

Miscellaneous Scenarios



4 Player Game (3rd Edition Frame)

Hexes

	Ocean	Gold Field	Desert	Pasture	Fields	Forests	Mountains	Hills	
5	5	5	5	5	5	2	2	16	

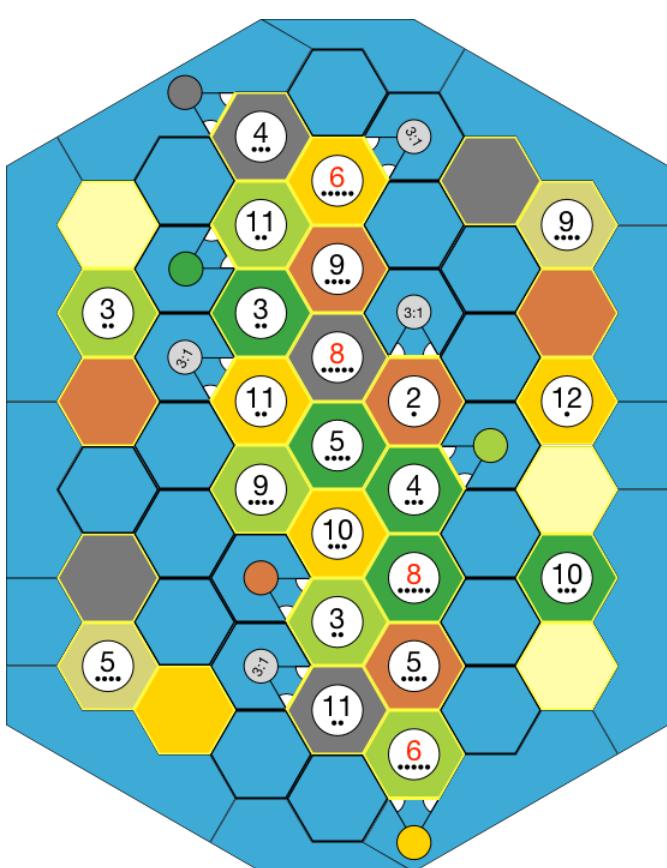
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



4 Player Game (4th Edition Frame)

Hexes

	Ocean	Gold Field	Desert	Pasture	Fields	Forests	Mountains	Hills	
5	5	5	5	5	5	3	2	19	

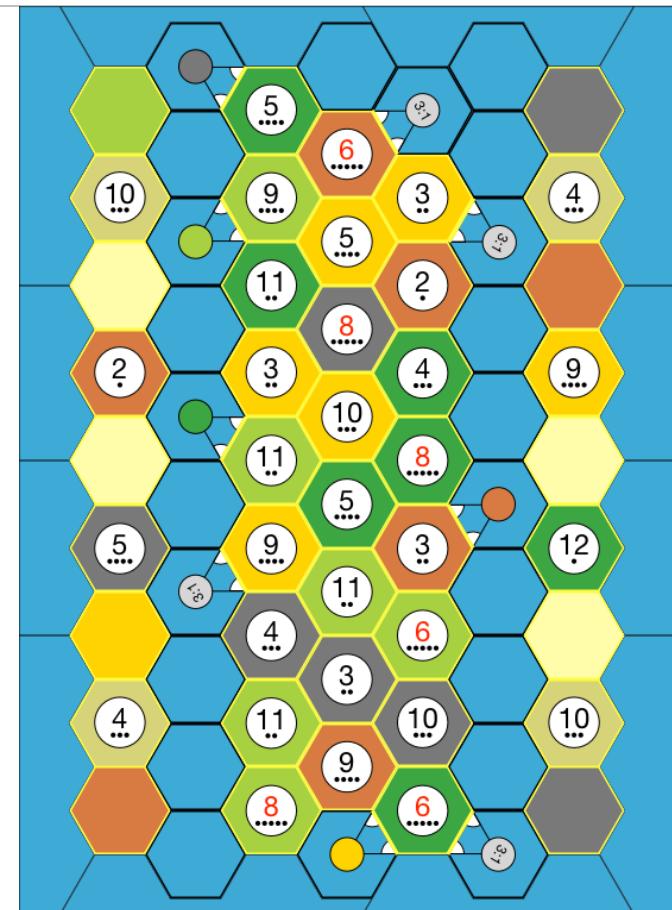
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

5-6 Player Game (3rd Edition Frame)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	
	7	7	7	7	7	4	4	17

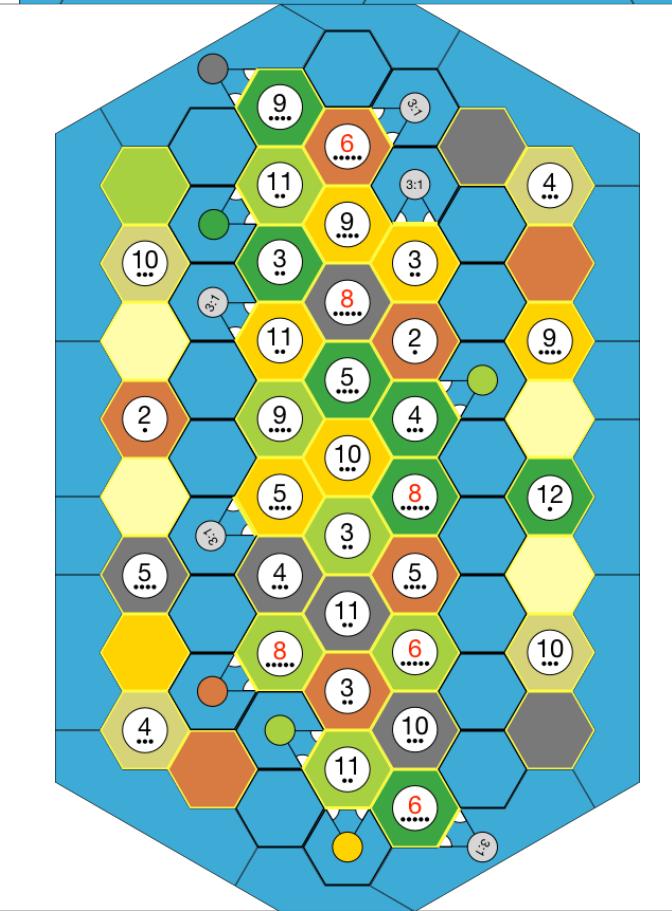
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

5-6 Player Game (4th Edition Frame)

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Fields	Hills	
	7	7	7	7	7	4	4	20

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

Miscellaneous Scenarios

Multicatan on the Board

"Multicatan on the Board" is the featured scenario of the 1/2005 issue of *Catan-News*. As the name implies, it is a board game adaptation of *Multicatan*, a computerized massively multiplayer adaptation of *Catan*. The concept of adapting *Multicatan* as a physical game would be revisited almost ten years later, with the *Catan Big Game Event Kit*; the *Catan Big Game* itself is generally treated as a revised version of *Multicatan*.

In *Multicatan*, players are situated on one of two sides of the game board – in the *Catan Big Game*, they are referred to as the Orange Sun and Green Moon sides; the two sides have roughly the same number of players. Each player begins the game on a private island, and may expand to neighboring islands on three of four sides, all of which are islands where other players start the game. Players generally cannot expand beyond the first island in any direction, and thus generally may only interact with at most five other players (the two players on either side of the player, the player situated directly opposite, as well as their neighbors – the first and last players on each side of the board are considered adjacent). To simulate the turn-based structure, all turns are timed, and all of the players on one side of the board move at the same time.

This scenario largely attempts to simulate *Multicatan* while being limited to the constraints of a physical board. Certain elements such as the inability to accommodate more than six players and the lack of exploration (unlike the *Catan Big Game*, players are not aware of the identities of adjacent players until they choose to expand) are removed. In exchange, this scenario has full support for *Cities & Knights*, which neither *Multicatan* nor the *Catan Big Game* support.

Treasure Tokens

"Multicatan on the Board" includes a set of 12 print-and-play treasure tokens. These are circular tokens, with a picture of a treasure chest on one side and one of several images on the other. At the start of the game tokens are placed on the marked intersections on the board.

- If a player builds a ship or road to an intersection with a treasure token, the treasure token is claimed, and is immediately redeemed for the prize shown at the front of the token.

Type	Qty	Effect
Development Card	4	1 development card <i>Cities & Knights:</i> 1 progress card, from any deck
	3	2 resources
Resources	5	<i>Cities & Knights:</i> Commodities may not be chosen 2 specific resources. There is one token each of brick and ore, lumber and grain, gain and ore, lumber and wool, and ore and wool

Scenario Rules

- Each player begins the game with an initial settlement and an initial city, and may place the two in any order.
- Players must place their initial settlement and city on the same island, termed their **home island**. The home islands of all players must all be different; players may not share a home island.
- Players may only designate those islands with a 3:1 harbor as home islands.
- If a player places their initial settlement or city on the coast of their home island, it must be accompanied by a ship instead of a road.
- The robber is present, and starts in any intersection on the central island.
- The pirate is absent in this scenario.
- The robber may only steal resources from players with at least four victory points.
- The first settlement a player places on any opposing home island is worth one additional victory point.
- Whenever a player expands to the central island, they may claim a 2:1 harbor from the reserve, and place it. The harbor may then be immediately used.

Game is to:

- 13 points, without *Cities & Knights*
- 15 points, with *Cities & Knights*

References

Player Supplies

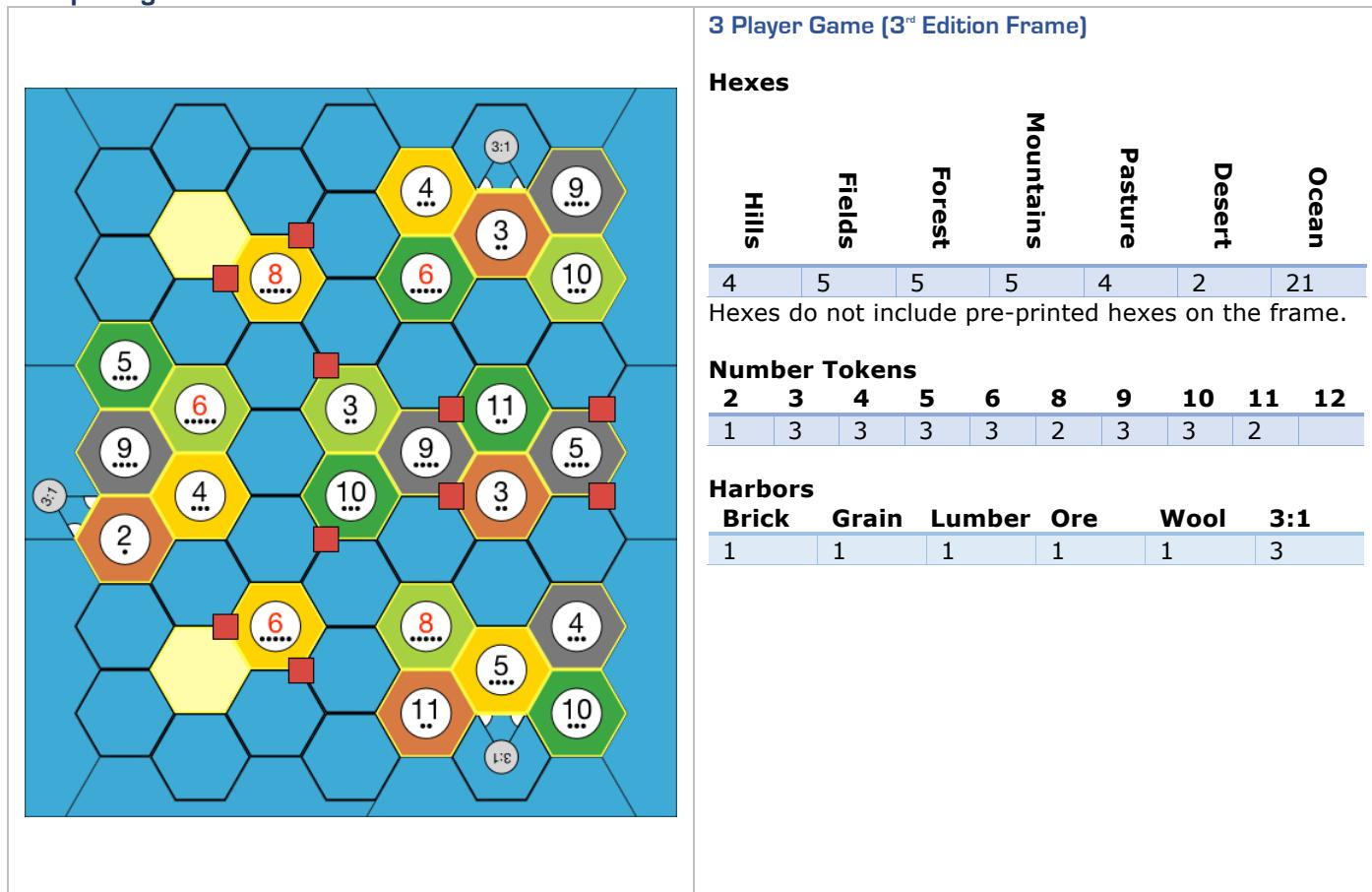
• 5 Settlements • 4 Cities • 15 Roads • 15 Ships	<i>Cities & Knights</i> Additions • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
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Building Costs

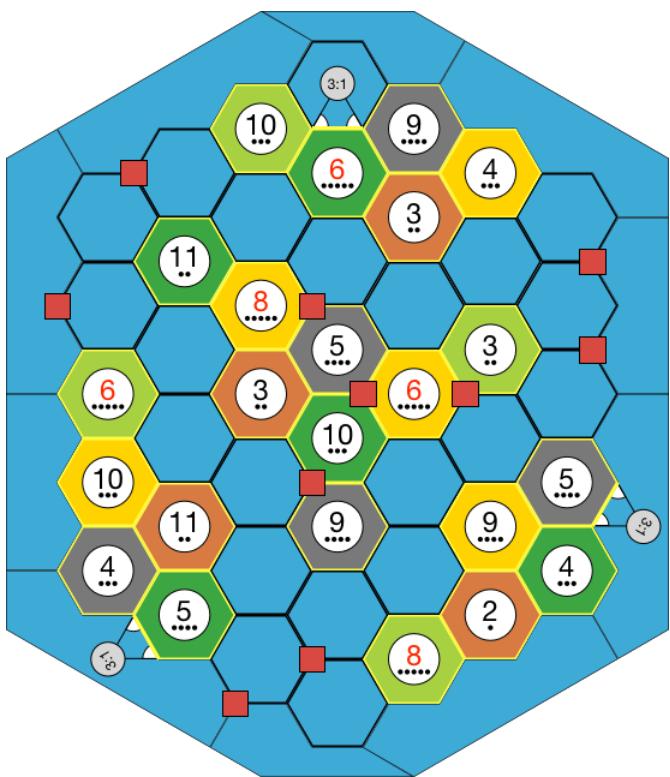
Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

Miscellaneous Scenarios



3 Player Game (4th Edition Frame)

Hexes

Ocean	Pasture	Mountains	Fields	Forest	Hills	
4	5	5	4	5	19	

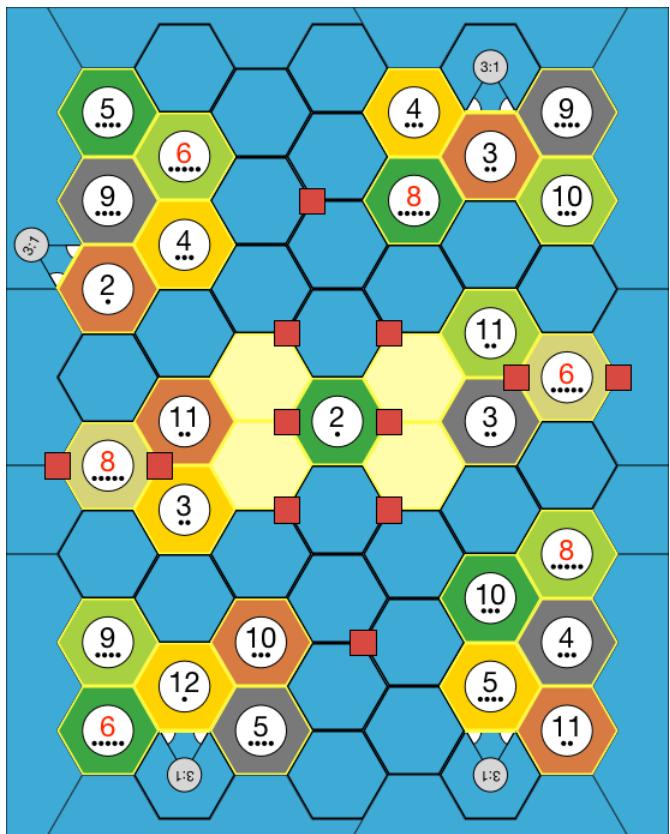
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



4 Player Game (3rd Edition Frame)

Hexes

Ocean	Desert	Mountains	Pasture	Forest	Fields	Hills	
5	5	5	5	5	5	4	22

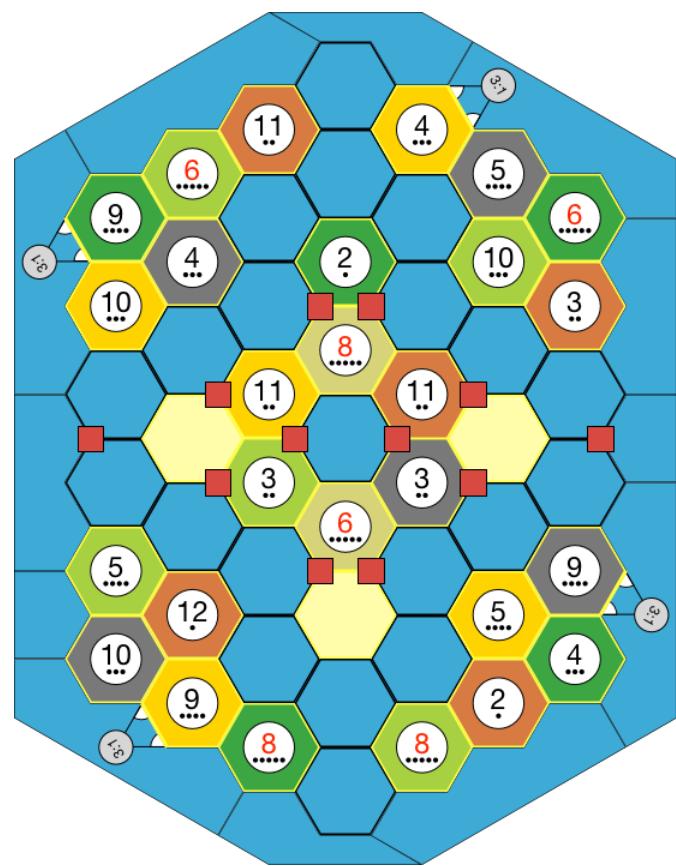
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

4 Player Game [4th Edition Frame]

Hexes

	Ocean	Gold Field	Pasture	Desert	Mountains	Fields	Hills	Forest	Desert	Mountains	Pasture	Desert	Gold Field	Ocean
5	5	5	5	5	5	3	2	19						

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4

Miscellaneous Scenarios

The Small Islands

"The Small Islands" is the featured scenario of the 2/2005 issue of *Catan-News*. It is a simple scenario reminiscent of "Through the Desert".

Scenario Rules

- The robber is present, and begins the game on any desert hex.
- The pirate is present, and begins the game on any ocean hex.
- The central island is divided into the large mainland area as well as a smaller area beyond a row of desert hexes. Players must place their initial settlements on the mainland area.
- The first settlement on any outlying island or beyond the desert belt is worth one victory point. The next three settlements on a different outlying area are worth two additional victory points each.

Game is to:

- 13 points, without *Cities & Knights*
- 16 points, with *Cities & Knights*

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships	<i>Cities & Knights</i> Additions <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
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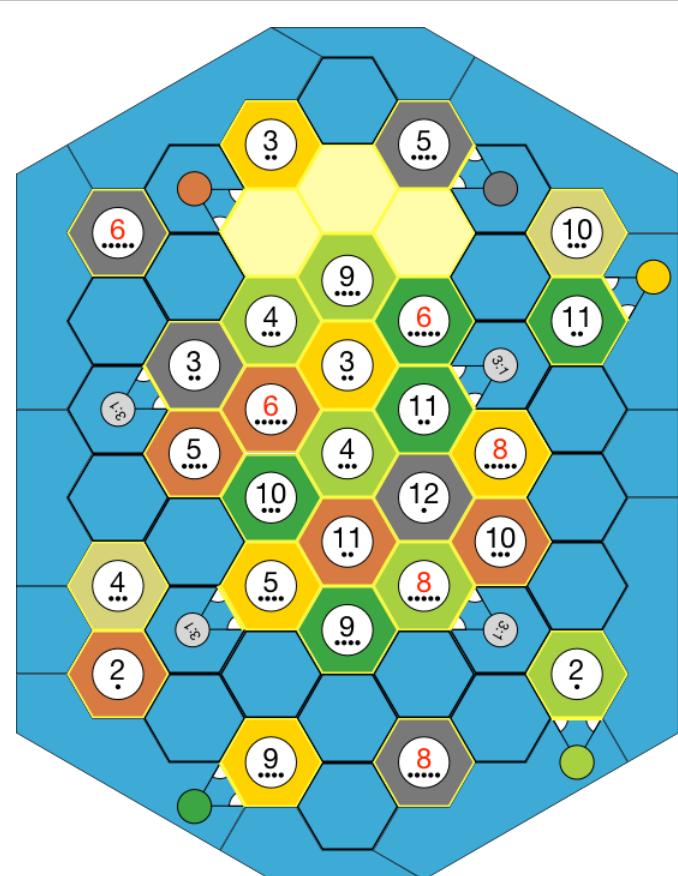
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game

Hexes

Hills
Fields

Mountains
Pasture
Desert
Gold Field
Ocean

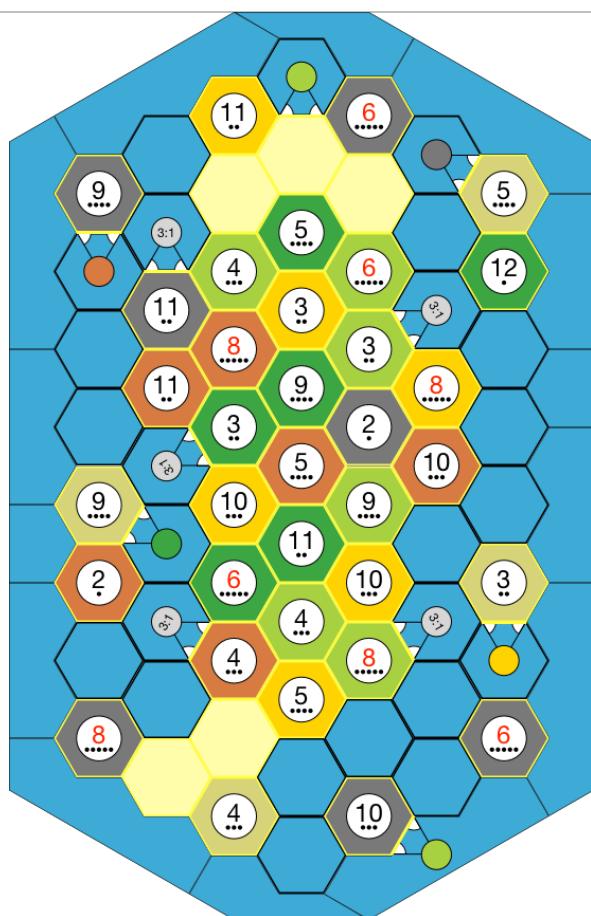
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



5-6 Player Game

Hexes

Hills
Fields

6	6	6	7	6	5	4	23					
6	6	6	7	6	5	4						

Mountains
Pasture
Desert
Gold Field
Ocean

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	5

The Unexplored Land

By Bernhard Schmitte and Jaqueline Henies, with Ina and Stefan Reineck, Kirsten Menne, Karin Troß, Claudia Fischer, and Joe Breidenstein

This scenario, published on the German language Catan website, is premised around a heavy use of discovery, as well as having each player start off in an isolated portion of the game board.

Scenario Rules

- The robber and pirate are both present, and both begin the game off of the board.
- At the start of initial setup, separate all hexes by type. Each player then takes turns selecting a hex until all players have five land hexes.
- If a hex producing resources is taken, a number token must also be taken. Players may take only one 6 or 8, and must take at least one 2 or 12.
- For a more evenly balanced play, instead of drafting number tokens as hexes are drawn, have half of the players start with 3, 4, 5, 6, and the other half start with 8, 9, 10, and 11; players draw a 2 or a 12 if they select a fifth resource-producing hex. (The rules do not have any provision for any player drafting fewer than four resource-producing hexes.)
- If playing with harbor hexes instead of harbor markers, only one harbor hex may be taken.
- If playing with harbor markers instead of harbor hexes, players may claim one harbor of their choosing whenever they draft an ocean hex.
- After initial hexes are drafted, players must select a starting location, in accordance with the setup diagrams. Each player must place one land hex and its matching number token at the starting location, and the other four hexes such that the five hexes form one contiguous landmass, and that no two starting areas are touching.
- If a player drafted a harbor, it must be placed so that the harbor touches land.
- After the starting areas are placed, all remaining hexes are shuffled together to form the reserve.
- Players may only place their initial settlements inside their own starting area. If a player places a starting settlement, road, or ship facing unexplored terrain, discovery occurs, though no rewards are made for discovery.
- Players may claim any of their settlements as the settlement in which they claim their initial resources, instead of the last settlement placed.
- The robber may not be placed on any hex that were part of any player's five starting hexes.
- Blockade rules are in effect. Consult with the section of the Guide on "Blockade" for further details.
- The pirate may steal from any opposing player with an adjacent settlement or city, in addition to adjacent ship.
- Discovery rules are in effect. Consult with the section of the Guide on "The Fog Islands" for further details.
- If playing with harbor hexes instead of harbor markers, harbor hexes, when discovered, may be oriented towards land whenever possible. If at any point a harbor hex ends up being entirely surrounded by water, the harbor hex is replaced by an ocean hex from the reserve. (The rules do not have a provision for what happens if there are no remaining ocean hexes in the reserve.)
- If playing with harbor markers instead of harbor hexes, any unclaimed harbor markers from initial setup may be purchased. Harbors cost brick, lumber, and ore, plus one additional resource of the harbor type for a 2:1 harbor and any two different resources for a 3:1 harbor.
- Harbors that are purchased must be placed immediately on an ocean hex, facing land. Only one harbor may be present on an ocean hex at any given time.

Game is to 13 points.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

- Cities & Knights* Additions
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

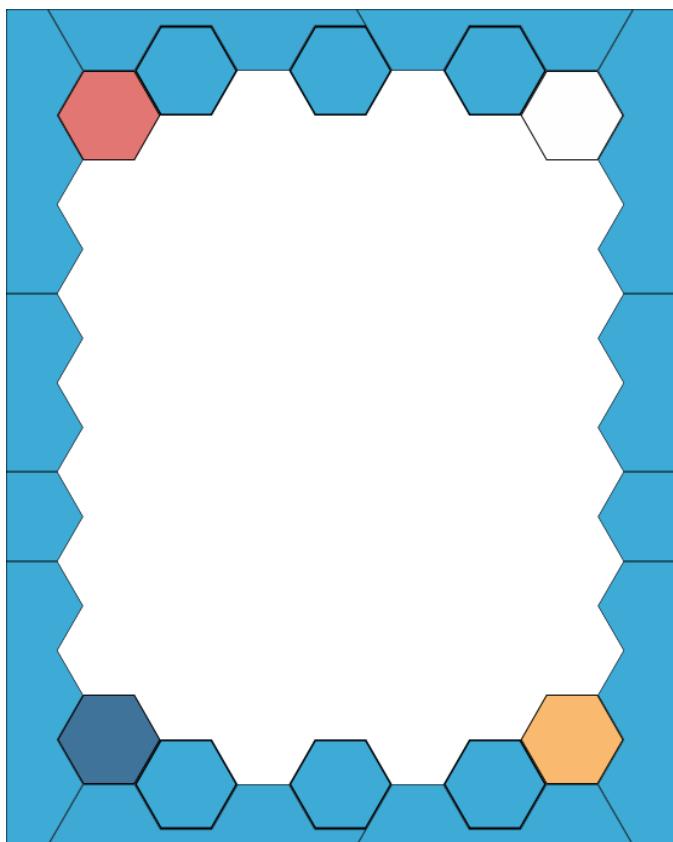
Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

3 Player Game											
Hexes											
Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean				
3	3	3	3	3	3	1	1	15			
Hexes do not include pre-printed hexes on the frame.											
Number Tokens											
2	3	4	5	6	8	9	10	11	12		
2	3	3	3	3	3	3	3	3	1		
HARBORS											
Brick	Grain	Lumber	Ore	Wool	3:1						
1	1	1	1	1	1	1	1	1	2		

Miscellaneous Scenarios



4 Player Game

Hexes

Ocean	Gold Field	Desert	Fields	Mountains	Pasture		
5	5	5	5	5	3	2	23
Hills	Forest						

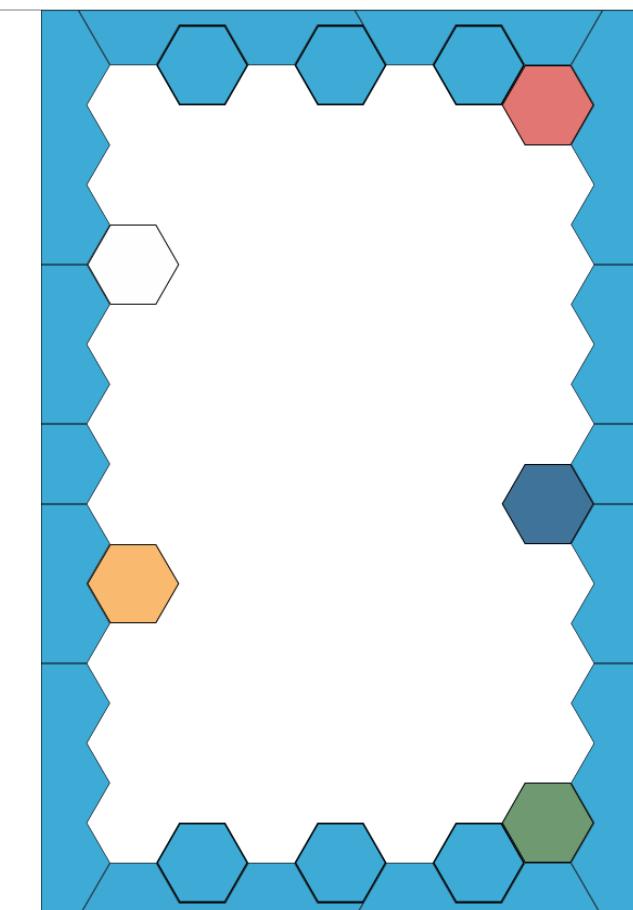
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	4



5 Player Game

Hexes

Ocean	Gold Field	Desert	Fields	Mountains	Pasture		
6	6	6	6	6	4	3	30
Hills	Forest						

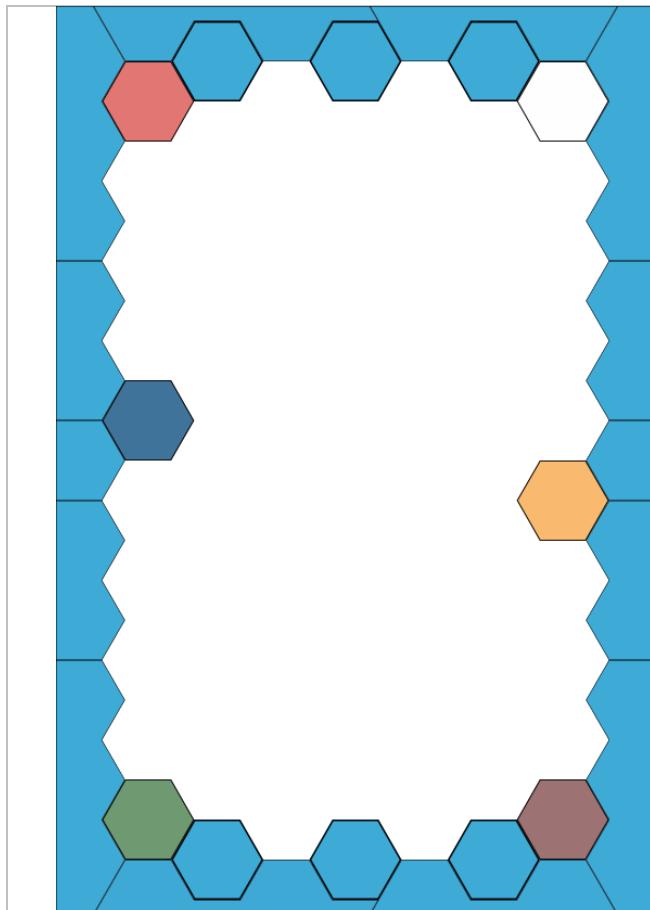
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

**6 Player Game****Hexes****Hills**

	Gold Field	Ocean
Mountains	6	30
Fields	6	
Forest	6	
Pasture	6	
Desert	4	

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

Miscellaneous Scenarios

No Ore on Catan

By Brigitte and Wolfgang Ditt

This scenario was originally published on the German fan site "Die Pöppelkiste", and was later made available from the German language Catan website.

Scenario Rules

- The robber is present, and begins the game off of the board.
- The pirate is present, and begins the game off of the board.
- Players may only place their initial settlements on the central island.
- Players may not use maritime trade to trade for ore at any point in the game.
- Players may not produce ore from gold field hexes until a player builds a settlement adjacent to a mountain hex.
- The robber does not enter play until a player builds a settlement adjacent to a mountain hex.
- The first settlement a player builds on any island containing a mountain hex is worth one additional victory point.

Game is to 12 points.

References

Player Supplies

<ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships	<i>Cities & Knights</i> Additions <ul style="list-style-type: none">• 3 City Walls• 2 Basic Knights• 2 Strong Knights• 2 Mighty Knights
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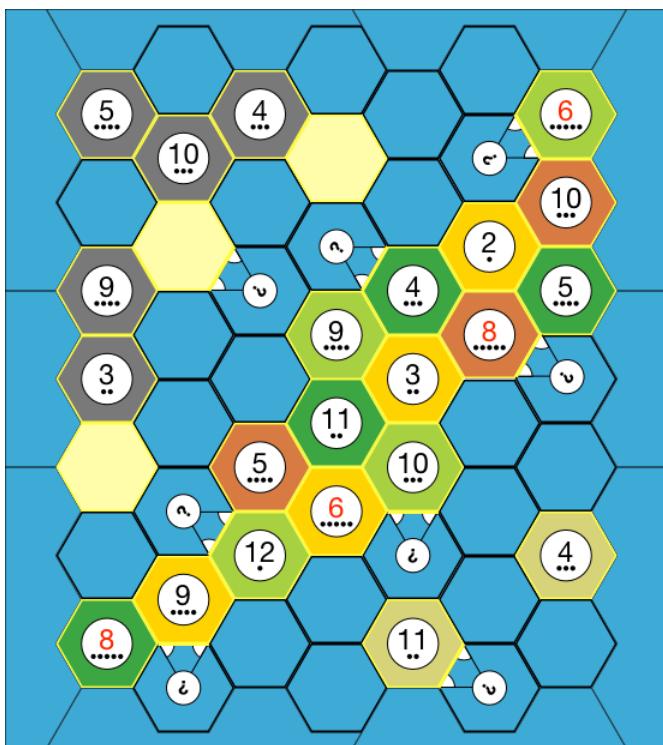
Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game

Hexes

Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
-------	--------	---------	-----------	---------	--------	------------	-------

3	4	4	5	4	3	2	21
---	---	---	---	---	---	---	----

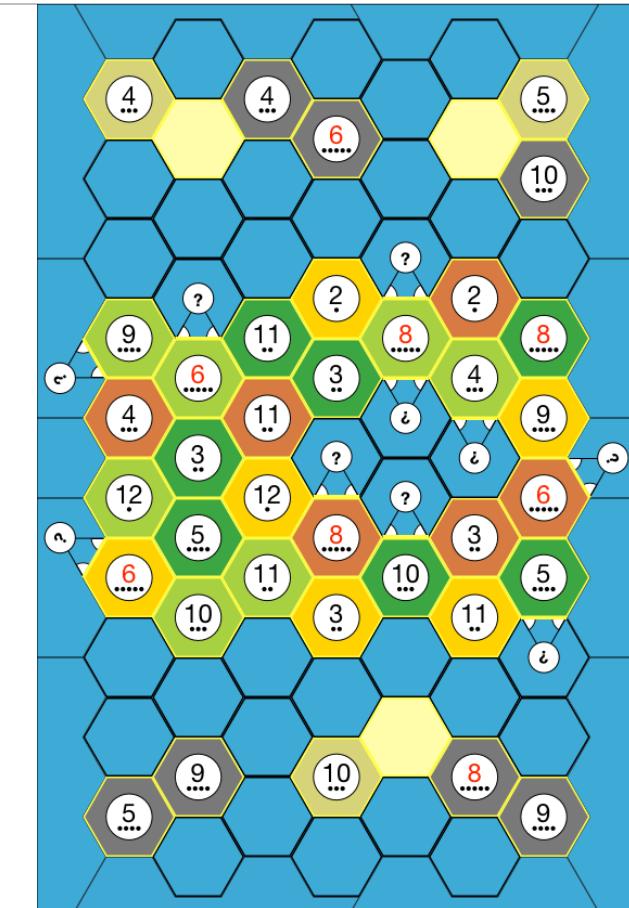
Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

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



5-6 Player Game

Hexes

Hills	Fields	Forests	Mountains	Pasture	Desert	Gold Field	Ocean
-------	--------	---------	-----------	---------	--------	------------	-------

6	6	7	7	7	3	2	28
---	---	---	---	---	---	---	----

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	1	5

Miscellaneous Scenarios

Mini-Catan

By Leonard Orgler

"Mini-Catan" is an effort to have something resembling a *Catan* experience while having the smallest game board possible.

This scenario is known not to be compatible with *Cities & Knights*.

Scenario Rules

- Place all of the harbors at random.
- Each hex is assigned a pair of number tokens: either 2/8, 3/9, 4/10, 5/11, or 6/12.
- The distance rule is not in effect.
- The robber may only block one of the two production numbers for a hex, instead of both.

Game is to 10 points.

References

Player Supplies

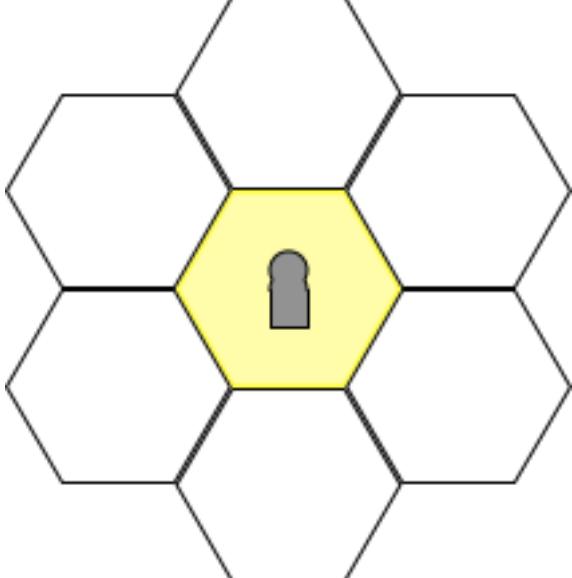
- 5 Settlements
- 4 Cities
- 15 Roads

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams

3-4 Player Setup									
Hexes									
Hills	Fields	Forest	Mountains	Pasture	Desert				
1	1	1	1	2	1				
Number Tokens									
2	3	4	5	6	8	9	10	11	12
1	1	2	1	1	1	1	2	1	1
HARBORS									
Brick	Grain	Lumber	Ore		Wool				3:1
1	1	1	1		1				5



Catakatoa

"Catakatoa" was first released in the March 2005 issue of *Game Trade Magazine* (issue 61), and was later used as a sample contest entry for Mayfair Games' scenario design content in 2007, with the winner receiving the 10th anniversary *Catan 3D Collector's Edition* set (a set bundling 3D hexes and hand-painted pieces, along with rules for the base game and *Cities & Knights*).

For the scenario design contest, contestants were required to make a scenario requiring only the base game and potentially custom equipment. The scenario must take place with a setup that vaguely resembles the base game, in the style of some of the scenarios found in *Traders & Barbarians*. The winning scenario, "The Winds of Change", was slated to be published as one of the exclusive mini-expansions to *Games Quarterly* magazine, but the magazine itself ceased publication before this could occur; the scenario has not been published since.

Volcano Hex

A sample volcano hex was included for print and play, and is otherwise identical in appearances to the volcano hex introduced in *Das Buch zum Spielen* and elsewhere. At the start of the game, the entire reserve of number tokens is placed, in numerical order, as a stack on top of the volcano hex.

- The volcano hex produces any resource on a production roll matching the number token at the top of the stack.
- Eruptions: Whenever the volcano produces resources, it also erupts. Roll one die. Any settlement in the intersection indicated by the die on the volcano tile is destroyed, and any city there is reduced to a settlement, or destroyed if the player has no remaining settlements in their supply. After the volcano erupts, the number token at the top of the stack is removed from the board.
- Explosions: If, after a volcano eruption, there are no number tokens remaining, the volcano explodes. All settlements, cities, and roads adjacent to the volcano are removed from the board, and the volcano hex is replaced by a desert hex.

Scenario Rules

- The robber is present, and begins the game off of the board.
- The robber may not be placed on the volcano hex.
- The robber is removed from play once the volcano explodes. Thereafter, upon a production roll of 7 or whenever a Knight development card is played, the player may steal a resource from any other player.

Game is to 10 points.

Setup Notes

This scenario is played on a base game board, with the volcano hex being placed in the center. The desert hex is set aside.

References

Player Supplies

<ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads 	<i>Cities & Knights</i> Additions <ul style="list-style-type: none"> • 3 City Walls • 2 Basic Knights • 2 Strong Knights • 2 Mighty Knights
---	---

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

The Lost Tribes of Catan

By Erik Alvarez

"The Lost Tribes of Catan" is an attempt to create a team-based game where each player color is represented by two players. This scenario was first published on the University of Catan website, the former English language home of *Catan*.

This scenario is known not to be compatible with *Cities & Knights*.

Scenario Rules

- This scenario requires two copies of the base game. Specifically two sets of player pieces, hexes, number tokens, resource cards, development card decks, and two robber figures are required for this scenario.
- Both robbers begin the game off the board.
- The pirate is present, and begins the game off of the board.
- Players are divided into teams of two, with team members sharing the same player color. One player from each team must take their turn before the second player from any team may make their turn.
- 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.
- Only one robber may occupy any island.
- Discovery rules are in effect. Consult the section of the Guide on "The Fog Islands" for more information on the relevant rules.
- Blockade rules are in effect. Consult the section of the Guide on "Blockade" for more information on the relevant rules.
- The first settlement each player places outside of their starting island is worth one additional victory point.
- **Unity:** If both members of one team are able to connect their road networks together, the team is considered unified. A unified team is worth one victory point, counting towards the individual scores of both players.
- A unified team may share a common player supply, a common hand, and have double the hand limit.
- Up until a team is unified, players may only trade with other players situated on the same island as themselves. Players may only trade with the players starting on the opposite island if their team is unified.

Game is to 13 points. A unified team may declare victory if both players amass 22 victory points between them, even if neither player individually has 13 points.

References

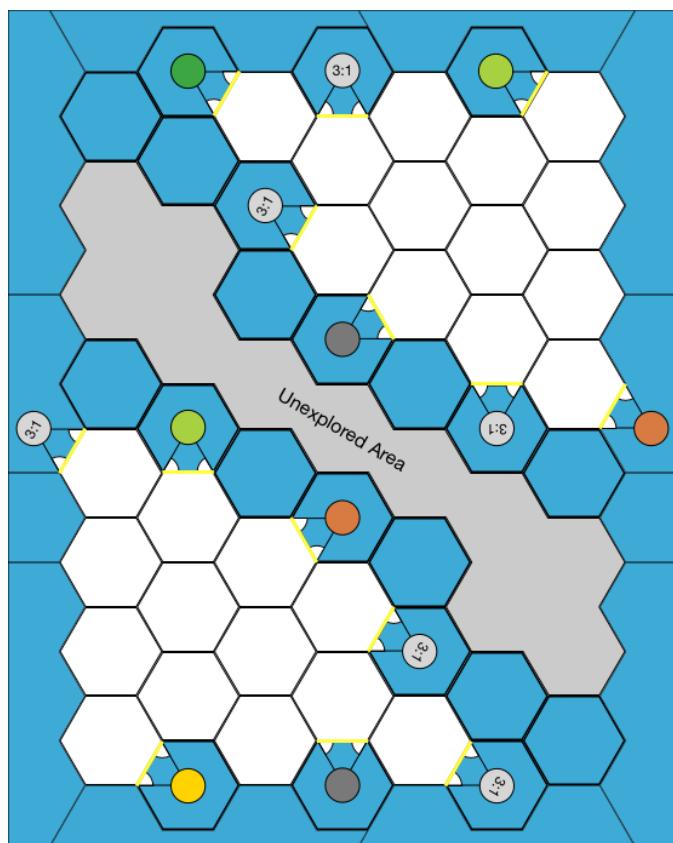
Player Supplies

- | |
|---|
| <ul style="list-style-type: none"> • 5 Settlements • 4 Cities • 15 Roads • 15 Ships |
|---|

Building Costs

Road	1 brick, 1 lumber
Ship	1 lumber, 1 wool
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



4-8 Player Setup

Hexes

	Ocean	Gold Field	Desert	Pasture	Mountains	Forest	Hills	Fields	Fields	Fields	Fields	Fields
Upper Island	2	3	3	2	3							
Lower Island	2	3	3	2	3							
Reserve	2	2	1	2	1	1	1	2	1	1	1	2

Hexes do not include pre-printed hexes on the frame.

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

Brick	Grain	Lumber	Ore	Wool	3:1
2	1	1	2	2	6

Miscellaneous Scenarios

Rally Paris-Catan

By Ronald Hoekstra

"Rally Paris-Catan" is an early scenario initially published on the Dutch language Spelmagazijn website, and subsequently published on the University of Catan website, then the official English language home of *Catan*.

Rally Cars

Rally Cars are a special unit for this scenario. Over the course of the game, they proceed from hex to hex, from one side of the board to the other.

- **Rally Fuel:** Players may, as a trade action, contribute any number of resources to the rally. All resources contributed to the rally must be placed face-down in front of the player. Resources contributed to the rally do not contribute to a player's hand limit.
- Resources placed in the fuel pile may not be removed from the pile, unless it is to move the rally car.
- **Rally Car Movement:** Rally cars move from hex to adjacent hex. In order to move the rally car, a number of resources equal to the number shown on the number token at the destination hex and of type produced by the destination hex must be paid from the fuel pile.
- If the rally car would be moving over a player's own road to an adjacent hex, the cost to move the rally car is reduced to half, rounded up.
- Entering the desert hex is free, but exiting requires a roll in addition to payment. Roll the two dice, and if the result is less than or equal to that of the number token at the destination hex, then the move is successful. Otherwise, the rally car does no move, and no resources are spent.

Scenario Rules

Depending on the source material, there are two different versions of the race itself.

	In this version, originally presented on the Spelmagazijn website, multiple rally cars may occupy a single hex, and all rally cars begin at the same location on one end of the board. In this race, the minimum number of hexes that the rally car must travel through is five, although the high cost of moving through some of these hexes may require detours off of the straight path.
	In this version, presented on the University of Catan website, only one rally car may be on a given hex at any time, and each rally car begins at a different location, but all on one side of the board. The goal is similarly expanded to include all of the hexes on the opposite side of the board, so that regardless of the starting location, the number of hexes that a rally car may travel is still minimally five. Some versions may require that all rally cars pass through the desert hex as an intermediate checkpoint.

- The robber may be able to steal from a fuel pile rather than a hand. Some versions allow players to steal a card from any opponent where they may ordinarily steal a hand card, while other versions allow players to steal a card from the fuel pile belonging to a rally car located in the same hex as the robber.

Game is to 12 points. The game may also end if a rally car reaches the opposite end of the island from where it started; the first player to do so is declared the winner.

Setup Notes

This scenario uses a standard base game setup.

References

Player Supplies

- 5 Settlements
- 4 Cities
- 15 Roads
- 1 Rally Car

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Miscellaneous Scenarios

The Indians of Catan

By Ronald Hoekstra

"The Indians of Catan" was an early scenario published on the University of Catan website, then the English language home of *Catan*.

This scenario is known not to be compatible with *Cities & Knights*.

Bison

This scenario requires the use of two additional figures known as the bison.

- During initial setup, roll the dice, re-rolling if a 7 is rolled. Place the two bison on the two hexes with matching number tokens. If a 2 or a 12 is rolled, place one bison on the hex with the 2 number token, and the other on the hex with the 12 number token.
- **Bison Movement:** Before each turn, one die is rolled, and one bison, selected at random, is moved in the direction indicated by a die. Note that the scenario does not dictate which outcomes map to which directions, so this convention must be established at the start of the game. (Players with the "Barbarian Attack" castle hex from *Traders & Barbarians* or the spinner hex from *Das Buch zum Spielen* may have an easier time with this.)
- If the bison movement would lead the bison to walk off of the board or otherwise into water (in custom setups), the bison will remain in place instead.

Hunters

In "The Indians of Catan", settlements may not be upgraded to cities. Instead, the city pieces are used for a new unit known as the hunter.

- Hunters are always placed in the center of a hex.
- Hunters, once built, must be placed adjacent to a player's own settlements.
- Any number of hunters may be located on a hex, and hunters from multiple players may occupy the same hex.
- **Hunter Movement:** Whenever the cost of hunter movement is paid, a hunter may move to any adjacent hex, or any other hex adjacent to a player's own settlements.

Scenario Rules

- Unless doubles are rolled for production, players collect two resources whenever a hex adjacent to one of their settlements produce, as with cities in the base game.
- The distance rule is not in effect.
- The robber may, instead of stealing resources, remove all hunters in the same hex.
- **Mobile Settlements:** A settlement may relocate to any other point in a player's road network, including past opposing settlements, by paying any two resources.
- **The Hunt:** Whenever doubles are rolled, the hunt occurs. Every hunter on the same hex as a bison earns one Catan chit for their owner. Each Catan chit is worth one victory point.
- If, during a hunt, no Catan chits are earned by any player, players receive the double production, as if doubles were not rolled.

Game is to 12 points.

Setup Notes

This scenario uses a standard base game setup.

References

Player Supplies

- | |
|-----------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
Development Card	1 grain, 1 ore, 1 wool
Hunter	1 lumber, 1 ore, 1 wool
Move Hunter	1 grain

Robin Hood

By Ronald Hoekstra

"Robin Hood" is a simple solitaire scenario version of *Catan*, and can be played using only parts from the base game. It was originally published on the University of Catan website, then the English language home of *Catan*.

This scenario is known not to be compatible with *Cities & Knights*.

Neutral Settlements

In this scenario, there are five neutral settlements. These neutral settlements merely serve to impede the progress of the player.

Scenario Rules

- The player may use pieces from two colors.
- The five neutral settlements are placed before the player places their initial settlements.
- The robber is moved differently. When the robber is moved, one die is rolled, and the robber is moved to an adjacent hex based on the result; 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.
- The robber may not move across the player's roads. When the robber moves, any adjacent hex separated from the robber by a road is considered ineligible.
- The robber is moved in the manner above, regardless of whether this movement is initiated from a production roll of 7 or from the playing of a Knight development card.
- Whenever a 7 is rolled for production, the player must discard one resource if the robber is adjacent to any of a player's settlements or cities.
- **Robber's Victory Points:** The robber is said to earn one victory point for each adjacent settlement (including neutral settlement) and two victory points for each adjacent city every time a 7 is rolled for production.

The player wins if they accumulate 15 victory points before the robber, and loses if the robber accumulates 15 victory points first. The game may also end if the robber ends on a hex entirely surrounded by roads, with the side with the most victory points being declared the winner.

Setup Notes

This scenario uses a standard base game setup.

Miscellaneous Scenarios

The Bankers of Catan

Catani Pankur was a scenario released as part of an official *Catan* tournament in 2008, by Brain Games, the official licensor of the *Catan* brand in the Baltic countries.

Banker Figure

This scenario includes a neutral piece, known as the banker. Like similar neutral pieces, the banker is a piece that is placed in the middle of a hex.

- The banker begins the game on the desert hex.
- The banker may be moved to a different hex by paying one wool and one resource of the type produced by the destination hex.

Bank Cards

This scenario includes a single bank card for each player. Bank cards mark the presence of a pile of resources that constitutes a player's bank account.

- **Deposits and Withdrawals:** Players may, as a trade action, place resources face-up on their bank card if they have a settlement or city adjacent to the banker's position. Players may also, as a trade action, take resources from their bank card back into their hand, if they have a settlement or city adjacent to the banker's location.
- Resources that are placed on the bank card do not contribute to the hand limit. Cards discarded as a result of exceeding the hand limit may not be taken from the resources on the bank card.
- **Interest:** During production, a player with at least three resources on their bank card may take one resource of any type already on the bank card and add it face-up to the bank card's resource pile.

Scenario Rules

- The robber may not steal any resources from players with no resources on their bank card pile.
- Players may not deposit or withdraw resources from the bank pile if the robber and banker are at the same location.
- If the robber is moved to the location of the banker, the player may, instead of stealing a resource card, take a resource card from the bank piles of every player with an adjacent settlement or city for which the settlement or city owner has equal or greater victory points.
- If the banker is moved to the location of the robber, the player may similarly take a resource card from the bank piles of every player with an adjacent settlement or city for which the settlement or city owner has equal or greater victory points.

Game is to 10 points.

The Chocolate Market

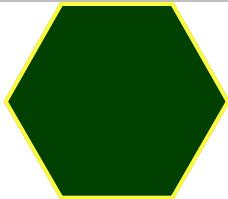
Der Schokoladenmarkt is a standalone mini-expansion released in 2010, with cooperation from German chocolate manufacturer Ritter Sport to cross promote its line of chocolates. Promotional codes were available on specially marked packages of Ritter Sport chocolates, and could be redeemed for a copy of the expansion, or for free copies of the base game as well as *Cities & Knights*.

This should not be confused with *Catan: Chocolate Edition*, which is a standalone edible board game using Belgian chocolate pieces.

The Game Frame

To account for the slightly larger board, two one-hex frame extensions are included with *Der Schokoladenmarkt*. These are to be used with the obverse side of the frame pieces, like in *Traders & Barbarians*, but lack the preprinted coastline.

Rainforest Hexes

	<p>Rainforest hexes are a new type of hex introduced for this expansion only. There are five rainforest hexes, each with preprinted number tokens 3, 4, 5, 9, and 10.</p> <p>Rainforest hexes do not produce resources for adjacent settlements or cities; they only produce ingredients for production sites.</p>
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Production Sites

Production sites are a new type of structure that are placed at the center of ingredient-producing hexes. They are represented by square markers, and, during gameplay, belong to a specific player. There are five types of production sites, corresponding to the five types of ingredients.

Production sites may only be built on hexes of the corresponding type adjacent to a player's settlements or cities. To differentiate between production sites of the same hex belonging to different players, it is suggested that the production site be placed near the adjacent settlement or city. Only one production site for each player may be placed on a hex.

Whenever a terrain hex produces, each production site produces one ingredient of the corresponding type for their owner. As the robber blocks all production at a hex, production sites are similarly affected by the presence of the robber.

Ingredient	Terrain	Qty (Sites)	Qty (Cards)
Cocoa	Rainforest	9	18
Grapes	Hills	3	8
Hazelnuts	Forest	5	10
Milk	Pasture	5	10
Sugar	Field	7	14

Ingredient Cards

Each ingredient is also associated with a set of ingredient cards. Ingredients themselves act in a manner similar to resources, akin to commodities in *Cities & Knights*.

- Ingredients are not part of the hand, but instead form their own separate hand. The ingredient hand has its own hand limit, which is always the same number of cards as the resource hand limit.
- Ingredients may be traded, but only for other ingredients. Specifically, ingredients may not be traded for resources, and resources may not be traded for ingredients.
- The robber may, instead of stealing a resource, steal an ingredient.

Chocolate Market Board

Der Schokoladenmarkt also includes a separate board containing a track with five separate markers. Each marker represents a type of Ritter Sport chocolate, and is to be mounted on a figure stand. The track represents the demand for a specific type of chocolate. The demand level for a particular type of chocolate ranges from 0 to 7.

- Whenever a player builds a particular type of chocolate, the player receives a reward based on the current demand of the chocolate. Then, the demand for that type of chocolate is decreased by 1.
- Chocolate types at zero demand may not be built.

Miscellaneous Scenarios

- **Market Adjustment:** After each chocolate build, the market is adjusted. One die is rolled, and the corresponding chocolate type has its demand increased by 1. (This may be the chocolate that was just built, resulting in no net demand change.)
- If the demand for the chocolate is already at its maximum, or a 6 is rolled, then the player may choose any type of chocolate to have its demand raised.

Type	Wrapper	Cost	Demand	Roll
Fine Extra Dark Chocolate	Purple	2 Cocoa, 1 Sugar	3	1
Fine Milk Chocolate	Blue	1 Cocoa, 1 Milk, 1 Sugar	3	2
Whole Hazelnuts	Brown	1 Cocoa, 1 Hazelnuts, 1 Milk, 1 Sugar	4	3
Dark Whole Hazelnuts	Dark Brown	2 Cocoa, 1 Hazelnuts, 1 Sugar	4	4
Raisins Hazelnuts	Carmine Red	1 Cocoa, 1 Grapes, 1 Hazelnuts, 1 Milk, 1 Sugar	5	5

All chocolate types are given with the name shown in Ritter Sport's English language marketing, as opposed to being a translation of the original German names. Note that the Fine Extra Dark Chocolate has since had its cocoa content increased from 71% to 73%, and that their wrapper color has changed to black from purple. Additionally, the wrapper color for Dark Whole Hazelnuts has since changed to a more reddish shade.

Demand	Reward
7	2 victory points
6	1 victory point and 1 development card <i>Cities & Knights:</i> 1 victory point and 1 progress card, from any progress deck
5	1 victory point and 1 resource <i>Cities & Knights:</i> Commodities may not be chosen
4	1 victory point
3	1 development card <i>Cities & Knights:</i> 1 progress card, from any progress deck
2	1 road
1	1 resource

Scenario Rules

- Players place three settlements during initial setup.
- After all settlements are placed, players must place two production sites of their choosing, subject to the normal rules for placing production sites.

Game is to 13 points.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details.

- Players must place two settlements and one city during initial setup. The city must be placed second.

Setup Notes

The setups are recommended setups as shown in official documentation. The terrain and number tokens on the mainland may be freely rearranged, with the exception that the 6 and 8 number tokens may not be placed adjacent to each other.

References**Player Supplies**

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

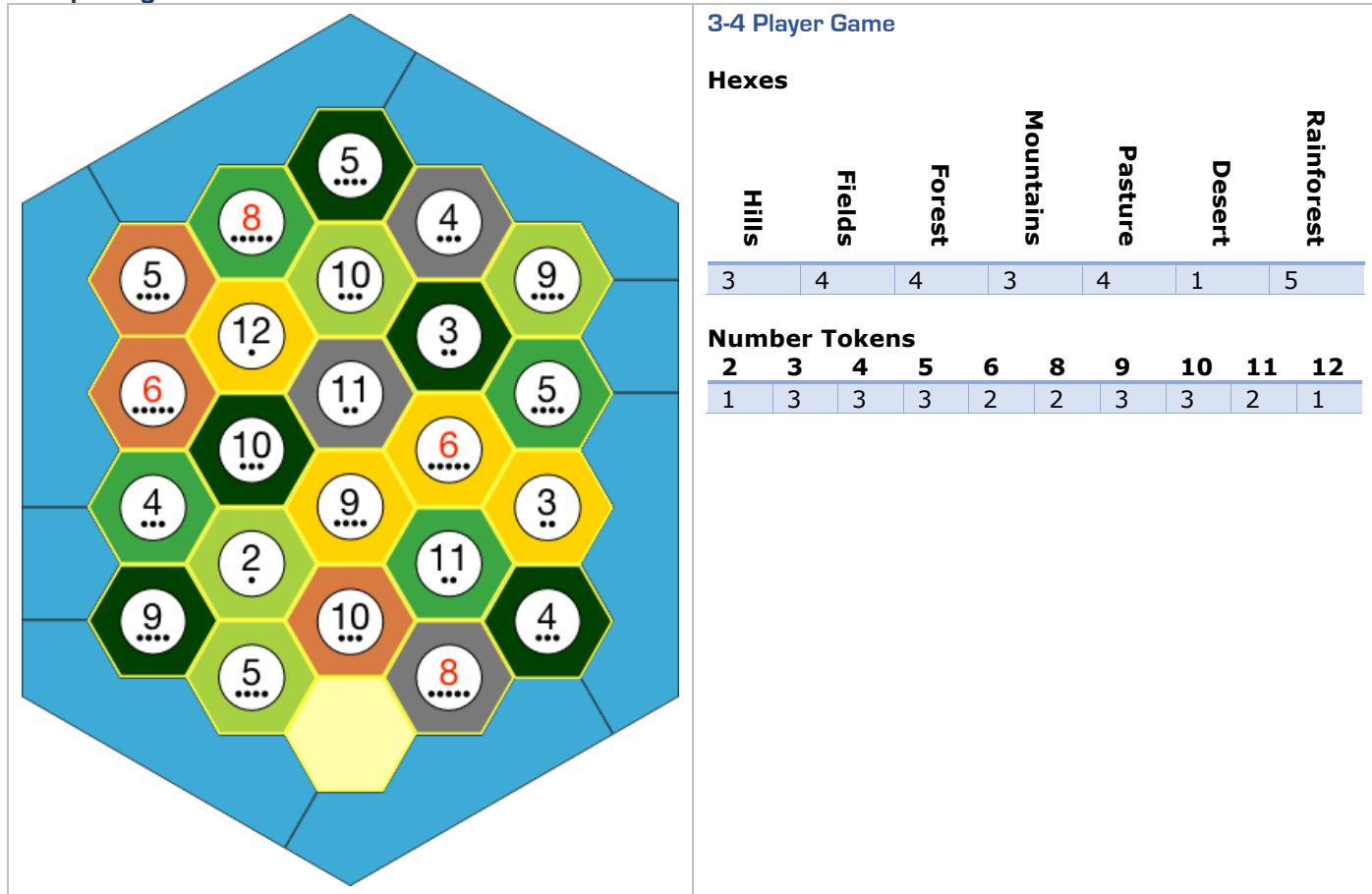
- Cities & Knights Additions**
- 3 City Walls
 - 2 Basic Knights
 - 2 Strong Knights
 - 2 Mighty Knights

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool
Production Site	1 lumber, 1 ore

Cities & Knights Additions

City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams

Stobie's Discovery Scenario

By Thomas A. Stobie

When "The Fog Island" was initially released in *Seafarers*, it opened the possibilities with respect to the general concept of land that could be discovered. This scenario is not one *per se*, but was presented on the University of Catan website as a standardized variable setup where the rules from "The Fog Island" could apply.

Setup Notes

Rather than having a fixed setup, players must agree on choosing one of two setups: a shared starting island or an exclusive starting island.

- **Shared Starting Island:** In a 3-player game, players begin with 2 of each resource producing hex already discovered, and in a 4-player game, players begin with 3 of each resource producing hex already discovered. These may be arranged freely, either as a single island or two islands, and if the latter, the two may be close together or on opposite sides of the map. There are no restrictions on number token distribution, nor restrictions on what hexes form the reserve.
 - The board layout may be tweaked by replacing hills or mountains hexes with forest or even gold field hexes.
- **Private Starting Island:** Each player begins on an island with 1 of each resource producing hex, for which they must place their initial settlements at the start of the game. In addition, each player is assigned one 6 or 8 number token, one 5 or 9 number token, one 4 or 10 number token, one 3 or 11 number token, and one 2 or 12 number token, to place on their five hexes. The hexes may be arranged in any way so desired by the player.
 - With private starting islands, players may be given a handicap by replacing the 2 or 12 number token with a different number token.

There are otherwise no restrictions on the size of the board, or whether land hexes may border undiscovered terrain.

Scenario Rules

- One of the following scoring rules must be in play. This scoring rule applies to all players, and different players may not choose different scoring rules. Players may choose from the following:
 - The first settlement a player builds on each outlying island is worth one additional victory point.
 - Each island where the player has either a plurality (more settlements than all other players), a majority (more settlements than all other players combined), or all of the settlements is worth one additional victory point for the player.
 - (Private starting islands only) Players earn one point for expanding to an opponent's starting island. Optionally, players lose one point if another player expands to their starting island.
 - Each settlement or city adjacent to a gold field hex is worth one less victory point.

Game is to 13 points in a 3-player game and 10 points in a 4-player game. The game may be shortened or lengthened by 3 victory points in a 3-player game or by 2 victory points in a 4-player game.

Catan: Cities & Knights Variants

Cities & Knights provides for three small rule variations that slightly alter the mechanics of the game. They are summarized in this section of the Guide.

“Nasty” Variant

The “nasty” variant, sometimes known by other terms such as the “meanies” variant, is a variant designed to not have all knights deactivated after each barbarian attack.

- When barbarians attack, each player may choose to commit some or even none of their active knights to defense against the barbarians. In this case, only the combined strength of the knights committed to defense are considered against the barbarians.
- Each player, in turn order, starting with the player on move, must announce how many active knights they are willing to commit. Once a player makes their announcement, they may not amend their decision based on the decisions made by their opponents.
- If the barbarians win, the players with the fewest active knights amongst those that were committed to defense against the barbarians are forced to reduce a city to a settlement. Players committing no knights are thus excluded from consideration.
- Note that this has a side effect of rendering barbarian attacks ineffective if no one commits any knights. Similarly, the players declaring last are assumed to commit no knights if defeat against barbarians is certain. (Note that this does not completely eliminate scenarios where a player is effectively able to voluntarily reduce one of their own cities via a barbarian attack.)
- Similarly, only the strength of knights that commit to the defense against barbarians are considered if the barbarians are defeated.
- Only those knights that were committed to defense against the barbarians are deactivated after the barbarian attack; knights that were not committed are not deactivated.

Knight-Errant Variant

This variant is designed to emulate the concept of being able to play a Knight development card before the dice are rolled for production.

- An activated knight, at the start of the turn, before dice are rolled for production, may use its knight action to chase away the robber.
- Some variations allow for a deactivated knight to chase away the robber, by allowing activations for the sole purpose of doing so. This would be the only time a build action is permitted before dice are rolled for production.

Easy Start Variant

This variant is designed to mitigate the effects of a fast barbarian attack in the opening turns, especially one in which players are unable to deploy knights against them in time. (Conversely, this variant does not allow for strategies revolving around quickly accumulating progress cards.)

- The event die is not rolled during each player’s first two turns.
- If a 7 is rolled for production during each player’s first two turns, re-roll until a different number is obtained, and use that number as the production roll.

Catan: Traders & Barbarians Variants

Traders & Barbarians also introduced a number of variants in addition to scenarios, which, in theory, could integrate well with many of the scenarios presented not only in *Traders & Barbarians*, but elsewhere as well. Many scenarios can also be used as variants on top of other scenarios: "The Fishermen of Catan", "The Camels", and to a lesser extent, "The Rivers" were all originally designed as variants but are presented as scenarios. Because of this, there is a very thin distinction between the definitions of "scenario" and "variant" – in the absence of a clear-cut distinction between the two, the Guide uses the two terms as presented in the original source material.

About the Variants

The variants in this section of the Guide is presented in the order in which they are presented in the *Traders & Barbarians* manual.

The Friendly Robber

"The Friendly Robber" was, prior to the release of *Traders & Barbarians*, one of the most commonly used "cuddle rules": house rules that were aimed at softening situations particularly disadvantageous to one player, widely prevalent in the Catan Online World, the premier online multiplayer implementation at the time. Because of its use, this house rule was officially made into a variant as part of *Traders & Barbarians*, but it is commonly viewed as a special exception: there are no other plans to repackage any other commonly used house rules as official variants.

This variant is known not to be compatible with *Explorers & Pirates*. Note that although officially, no part of *Legend of the Sea Robbers* is compatible with *Traders & Barbarians*, this variant is in use in all *Legend of the Sea Robbers* scenarios.

Variant Rules

- The robber may not be moved to any hex adjacent to settlements belonging to players with less than or equal to than the starting number of victory points. (The starting number of victory points is the number of victory points that a player begins the game with after initial placement. For example, in the base game, the starting number of victory points is two, as players begin the game with two initial settlements.)
- If the robber cannot be moved due to the above restriction, it must be moved to a desert hex (or expelled if there are no desert hexes). If the robber is moved away by virtue of this rule, resources cannot be stolen from players with adjacent settlements and fewer than the starting number of victory points.
- The intent of this rule is that players with the starting number of victory points are, to the best extent possible, immune to the robber. The special provision is generally meant to cover the rare case where the robber's effect of blocking of production is unavoidable.

The following rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for additional details with regards to mechanics found within.

- The pirate is affected in the same manner as the robber: it may not move to any ocean hex for which there is an adjacent ship belonging to a player with less than or equal to the starting number of victory points.
- If this is not possible, then the pirate may either move normally or be expelled, and, if the former, may not steal resources from any player with adjacent ships and less than or equal to the starting number of victory points.

Catan Event Cards

Ever since the release of the base game, players have always complained that the die roll distributions may not match that of its expectation (for example, over the course of a game, the number of times a hex with the 6 number token may produce disproportionately more than another hex with an 8 number token). To make the probabilities closer to that of expectation, some have proposed replacing the dice with a "deck of dice": 36 cards meant to simulate the outcomes of two dice.

"Catan Event Cards" was originally introduced as a standalone mini-expansion in that vein. In addition to the cards, a victory point track card was also included for each player. "Catan Event Cards" would also be included as part of the German language *Atlantis* expansion before being included as part of *Traders & Barbarians*. In both cases, victory point track cards were not included.

Although "Catan Event Cards" is, at its base, a deck of dice, an additional mechanic was introduced where some cards had events that must be resolved before production took place.

This variant has limited compatibility with *Explorers & Pirates*. Specifically, all events should be ignored, and the deck should be used as an ordinary deck of dice.

Production	Red	Event
2	1	<p>Plentiful Year: Each player takes one resource from the supply.</p> <p><i>Cities & Knights:</i> A commodity may not be taken.</p>
3	1	<p>Conflict: The player with the Largest Army, or, if unclaimed, the players with the most played Knight cards, may steal a resource from any opponent.</p> <p><i>Cities & Knights:</i> The players with the highest total knight strength may steal a resource from any opponent.</p>
3	2	No event.
4	1	No event.
4	2	Robber Flees! : The robber is expelled from the board.
4	3	Robber Flees! : The robber is expelled from the board.
5	1	No event.
5	2	No event.
5	3	<p>Tournament: The players with the most played Knight cards may take one resource from the supply.</p> <p><i>Cities & Knights:</i> The players with the highest total knight strength may take one resource from the supply.</p>
5	4	Trade Advantage: The player with the Longest Road, or, if unclaimed, the players who have placed the most roads, may steal a resource from any opponent.
6	1	<p>Epidemic: Cities collect only one resource whenever adjacent hexes produce resources this turn.</p> <p><i>Cities & Knights:</i> A player may not choose to collect a commodity instead of a resource.</p>
6	2	Earthquake: Each player takes damage on one of their roads. The cost to repair a damaged road is 1 brick and 1 lumber.
6	3	<p>Good Neighbors: Each player must pass one resource card from their hand, if present, to the player on their left.</p> <p><i>Cities & Knights:</i> A player may pass a commodity instead of a resource, and must do so if their hand consists only of commodities.</p>
6	4	No event.
6	5	No event.
7	1	Robber Attacks!: Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.
7	2	Robber Attacks!: Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.
7	3	Robber Attacks!: Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.

7	4	Robber Attacks! : Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.
7	5	Robber Attacks! : Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.
7	6	Robber Attacks! : Each player with more than 7 cards must discard half of their cards, rounded down. Then, the robber is moved, and a resource is stolen from any player with an adjacent settlement or city at the robber's new location.
8	2	Epidemic : Cities collect only one resource whenever adjacent hexes produce resources this turn. <i>Cities & Knights</i> : A player may not choose to collect a commodity instead of a resource.
8	3	No event.
8	4	No event.
8	5	No event.
8	6	No event.
9	3	No event.
9	4	No event.
9	5	No event.
9	6	Calm Seas : The players with control of the most harbors may take one resource from the supply. <i>Cities & Knights</i> : Players may not take commodities from the supply.
10	4	Neighborly Assistance : The players who hold a share of the lead must give each trailing player one resource. If a player does not have enough cards to give one resource to each eligible player, then no resources are given. <i>Cities & Knights</i> : Players may choose to give commodities instead of resources, and must do so if their hand consists of only commodities.
10	5	No event.
10	6	No event.
11	5	Neighborly Assistance : The players who hold a share of the lead must give each trailing player one resource. If a player does not have enough cards to give one resource to each eligible player, then no resources are given. <i>Cities & Knights</i> : Players may choose to give commodities instead of resources, and must do so if their hand consists of only commodities.
11	6	No event.
12	6	Calm Seas : The players with control of the most harbors may take one resource from the supply. <i>Cities & Knights</i> : Players may not take commodities from the supply. New Year : Reshuffle the event card deck.

Note that the event of the 7 cards is merely restating the normal effect of a production roll of 7; the effects are not applied twice.

Variant Rules

- At the start of the game, shuffle the 36 event cards, and insert the New Year card sixth from the bottom. Every time the deck is to be reshuffled, follow the procedure outlined above.
- At the start of each turn, draw an event card instead of rolling the dice. Resolve the event stated on the card, and use the number token depicted therein for production.
- New Year**: If the New Year card is drawn, reshuffle the event card deck, and draw a replacement card for production.
- Damaged Roads**: The Earthquake event may cause roads to become damaged. A player may only have one damaged road at a time. A player may not build roads until the damaged road is repaired.
- As damaged roads are already on the board, they continue to contribute to the Longest Road bonus, where present.
- Players may not expand past a damaged road.
- The Road Building development card may be used to repair a damaged road as one of the two roads being built.

Catan: Traders & Barbarians Variants

The following additional rules are in place when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for additional details regarding mechanics presented therein.

- The pirate may not be moved or expelled as a result of the "Robber Flees!" event. Only the robber may be moved.
- Ships may not be damaged as a result of the Earthquake event. Only roads may be damaged.

The following additional rules are in place when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding mechanics presented therein.

- The event die must still be rolled normally, and must be resolved before an event card is drawn for production.
- International versions of the event deck lack a red die face on the event cards. When playing with this version of the event deck, roll the red die and the event die at the same time; the red die is not used for production in this case. Note that this may cause an otherwise impossible combination to occur (for example, the event card drawn may be a 2, but the outcome of the red die does not necessarily have to be a 1).
- The Alchemist progress card works independently of the event card deck. When the Alchemist progress card is used, no event cards are drawn, and no event associated with the production roll occurs.
- The Diplomat progress card may not be used to repair or remove a damaged road.
- The Road Building progress card may be used to repair a damaged road as one of the two roads being built.

The Harbormaster

"The Harbormaster" was initially offered as a free download in the German language, and was included as part of the German language *Atlantis* expansion before being integrated into *Traders & Barbarians*.

This variant is known to not be compatible with *Explorers & Pirates*.

The Harbormaster Bonus

The Harbormaster is another type of bonus, in the same vein as the Largest Army or the Longest Road.

- 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 three) is named the Harbormaster. Like the other bonus cards, the Harbormaster is only awarded to another player if they obtain more harbor points than the current owner of the Harbormaster.
- The Harbormaster Bonus is worth two victory points.

Variant Rules

- The number of victory points required to win is increased by one.

Catan for Two

"Catan for Two" was first introduced in the 2006 edition of *Catan-News* to commemorate the release of *Traders & Barbarians*. Before this, two-player play was discouraged in favor of directing players to the *Catan Card Game* (the predecessor to *The Rivals for Catan*), largely as many scenarios, even those designed specifically for three players, were simply too large for two-player play. As a result, players would very rarely interact with each other: for example, road networks would rarely meet each other, and there would be no incentive to trade.

The German mass-market edition of the *Catan* base game, titled *Siedler von Catan: Einsteiger-Variante*, included "Catan for Two" as part of the rules, and had an amended version that allowed for variable setup. Similarly, *Catan Compact Edition: Traveler*, the portable version of the base game, includes "Catan for Two" as part of the rules.

When originally published, "Catan for Two" was not compatible with *Cities & Knights*. An addendum was posted on the official Catan website after release dealing with integrating "Catan for Two" with *Cities & Knights*, based on a series of rules proposed on the forum at Siedeln.de, the largest German language fan forum for *Catan*.

"Catan for Two" is not known to be compatible with *Explorers & Pirates*. Although the *Explorers & Pirates* rules provide for two-player setup, it is not known if the remainder of the rules used in "Catan for Two" also apply to *Explorers & Pirates* scenarios.

Neutral Player Pieces

Despite being a two-player variant, pieces from four players are needed to play. The two sets of player pieces that are unclaimed are collectively known as the neutral players, and serve to hinder the expansion ability of the players.

- Neutral players do not collect resources or other currencies. However, a neutral player may be able to claim bonuses.
- During initial setup, each player, before placing their own settlements, must place the starting settlements for the neutral players. One player places the starting settlement for one of the neutral players, while the other player places the starting settlement for the other neutral player. Neither neutral settlement begins with a road.
- Whenever either player builds a road, a road must also be placed for one of the neutral players. No action is taken if a road cannot be placed.
- Whenever either player builds a settlement, a settlement must also be placed for one of the neutral players, whenever possible. A road must be placed if neither neutral player is able to place a settlement.

The following additional rules are in effect whenever players play with rules from *Seafarers*. Consult with the *Seafarers* section of the Guide for additional information regarding the mechanics found within.

- Whenever either player builds a ship, a ship must also be placed for one of the neutral players.
- The rules do not dictate if a ship may be placed in place of a road if the neutral players may only expand via water, or vice-versa.
- The rules do not dictate whether a player is forced to move a neutral ship if a player moves one of their ships.

The following additional rules are in effect whenever players play with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional information regarding the mechanics found within.

- Whenever either player builds a knight, a knight must also be placed for one of the neutral players. A road must be placed if neither neutral player is able to place a knight.
- Whenever either player promotes a knight (either from a build action or from the effects of the Smith progress card), a knight belonging to a neutral player must also be promoted. No action is taken if a neutral knight cannot be promoted.
- As neutral players do not collect resources, neutral knights are never active, and never contribute to defense against barbarians.

Trade Tokens

Trade tokens are a special currency used only in this variant. When originally released in *Catan-News*, specialized trade tokens were made available for players to print. *Traders & Barbarians* includes 21 Catan chits so that they may serve as trade tokens, while *Catan Compact Edition: Traveler* includes 14 "trade cards" that act as trade tokens.

- The supply of trade tokens is considered to be finite. A player loses out on trade tokens that would otherwise be earned if there are not enough trade tokens in the supply.
- As presented in *Catan Compact Edition: Traveler*, a player may only have at most seven trade tokens at any given time. If for any reason a player would earn trade tokens beyond seven, all excess trade tokens are lost. As presented elsewhere, there are no limits to the number of trade tokens a player may have.

- At any time during play, including during initial placement, players placing an initial settlement adjacent to the coast gain one trade token, and players placing an initial settlement adjacent to the desert earn two trade tokens.
- A player placing a settlement on the coast adjacent to a desert hex thus receives three trade tokens.
- Once per turn, as a trade action, players may discard one of their played Knight development cards for two trade tokens.
- Trade tokens may be spent as part of a trade action. All actions requiring trade tokens cost two tokens for the leading player, and one token for the trailing player. If both players are tied, actions requiring trade tokens cost one token for both players.

The two types of trade token actions are as follows:

- Expel the Robber:** A player may use trade tokens to move the robber to a desert hex, or expel them if there are no desert hexes on the board.
- Forced Trade:** Players may spend trade tokens to steal two resources from an opponent in exchange for two of a player's own resources. This action is not available if either player has no resources.
- A player may return a resource stolen from the opponent back to its owner as part of a forced trade.
- As presented in *Catan Compact Edition: Traveler*, if the opponent has one card in their hand, the player may take it as part of a forced trade, but must still give the opponent two resources (or the stolen resource, if there is only one resource between both players). As presented elsewhere, only one card is exchanged by both players if either player has only one hand card.

The following additional rules are in effect whenever players play with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional information regarding the mechanics found within.

- There are two types of forced trade available: a forced trade with only resources, and a forced trade with both resources and commodities. In the former, both players must set aside all of the commodity cards in their hand before making the forced trade.
- A forced trade with both resources and commodities considered costs the same as two trade token actions: the leading player must pay four trade tokens, and the trailing player two tokens. If the players are tied, both players are able to initiate forced trade at a cost of two trade tokens.
- Forced commodity-only trade is not permitted.
- Once per turn, as a trade action, players may discard a single knight for a number of trade tokens equal to the discarded knight's strength. An activated knight does not earn any more trade tokens than a non-activated knight when discarded.
- Trade tokens are only earned from discarding knights if the knights are discarded via the trade action above. If a player loses knights due to lack of suitable locations after displacement (either from a knight action or from the Intrigue progress card), or from the Deserter progress card, no trade tokens are awarded as compensation.

Variant Rules

- As presented in *Catan Compact Edition: Traveler*, players begin with no trade tokens other than those obtained by placing settlements in initial setup. As presented elsewhere, each player begins play with five trade tokens, in addition to those obtained from initial setup.
- Two production rolls are made at the start of each player turn. These production rolls must be of different numbers: if the second roll matches that of the first, the roll is disregarded and the dice re-rolled until a different number is rolled.

The following additional rules are in effect when players play with rules from "Catan Event Cards". Consult with the "Catan Event Cards" section of the Guide for additional information regarding the mechanics found within.

- Two events cards are drawn instead of one. If the second card has the same production roll as the first, the second card is disregarded in its entirety, and no further cards are drawn. Only in the latter case will there be only a single event or a single production roll on any given turn.

The following additional rules are in effect when players play with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional information regarding the mechanics found within.

- The event die is rolled at most twice. If the production dice must be re-rolled, the event die is not re-rolled again. Both events must be resolved before either production roll is resolved.
- The Alchemist progress card can only be used to determine the first of the two production die rolls. The second production roll must be made normally. The roll determined by the Alchemist cannot be changed after the second production roll is made: in particular, if the second production roll is the same as one set by the Alchemist, the production roll must be re-rolled.
- The rules do not dictate which player may relocate a neutral knight if the neutral knight is displaced. However, as per the standard rules, if there are no suitable locations where the neutral knight may be displaced, it is removed from the board.

***Catan: Traders & Barbarians* Variants**

- Like knights belonging to players, neutral knights must remain connected to their own road network. In particular, if a neutral knight is displaced, the other neutral player's road network is not considered in determining the locations in which it must relocate.
- The Deserter progress card may be used against either of the neutral players. A player targeting one of the neutral players with the Deserter must target their weakest available knight. Thus, the only way to receive a strong knight from a neutral player is if that neutral player has no basic knights (the other neutral player may have basic knights).
- Since the Deserter progress card causes knights to change owners, no new knights are placed for the neutral players as a result of the card being played.
- Similarly, as the Diplomat progress card involves moving a road, no new roads are placed for the neutral players as a result of the card being played.

Legend of the Sea Robbers Variants

Although *Legend of the Sea Robbers* was meant to be a campaign style expansion on top of *Seafarers*, the final scenario, "The Spice Islands", was particularly amenable to combination with other scenarios from *Seafarers*. As part of a post-release update that included compatibility with *Cities & Knights* (for *Legend of the Sea Robbers* as a whole), the core mechanics of the scenario was made into a standalone variant, suitable for combination with other *Seafarers* scenarios.

As with all other scenario combinations in the Guide, consult with the sections of the Guide for the scenario for which the variant is integrated with for additional rule details, including setup notes.

Spices for Catan

This should not be confused with the scenario named "Spices for Catan", which is one of the scenarios introduced in *Explorers & Pirates*.

Variant Rules

- This variant uses the rules for spice cards, spice hexes, merchants, and trade option cards from "The Spice Islands". Consult with that section of the Guide for additional details with the rules therein.
- In a 5-6 player game, if the supply of spice cards is depleted, each player must discard one spice card from their hand. The discarded cards are then shuffled to form the new supply.
- Unless stated otherwise, the number of victory points needed in order to claim victory is increased by 4 points.

Das Buch zum Spielen Variants

The concept of variants in general are as old as the game itself. Although *Cities & Knights* had a few variants that were endorsed, and *Traders & Barbarians* presented what was arguably the first true collection of variants in the English language, there was also a significant section of *Das Buch zum Spielen* dedicated to variants as well. Some of the game components included with *Das Buch zum Spielen* were not part of any scenario, instead being used exclusively by variants.

About the Variants

The variants in this section are presented in the order they appear in *Das Buch zum Spielen*. The exceptions to this are "Atlantis", which is presented as a scenario in the Guide, and "The Specialist Rules", which is presented together with "The Specialists" as a single entry in the Guide.

Events on Catan

By Frauke and Ehermann Lang

"Events on Catan" is an early variant attaching various events that are to be resolved after the dice are rolled for production.

The book itself includes two full reference pages that may be detached to form four event tables. On the back of each event table is a reference that may be used for "The Specialists".

Variant Rules

- After the dice are rolled before production, but before the production roll is resolved, the events stated on the event table occur, and must be resolved. No event occurs if a 7 is rolled for production.

Event Table

Roll	Event	Effect
2	Earthquake	Each player with more than 6 roads must remove either an unconnected road or pay two resources. <i>Seafarers:</i> Each player with more than 6 roads or 3 ships must remove either an unconnected road or ship, or pay two resources.
3	Favorable Exchange	Each player may exchange two resources in their hand for two different resources.
4	Year of Plenty	Each player may take one additional resource card of their choice.
5	Easy Come	The players currently holding the Largest Army and Longest Road bonuses each take one resource. If one player has both bonuses, they may take two resources.
6	Resupply	Every player with two or fewer resources in their hand may take one additional resource card.
8	On Welfare	All players with the least amount of victory points may take one additional resource card.
9	Easy Go	The players currently holding the Largest Army and Longest Road bonuses must each discard one card. If one player has both bonuses, two cards must be discarded.
10	Mercenary	The player to move must place the robber adjacent to one of their own settlements or cities. The player to the right may then select a card from the player's hand, and discard it.
11	Favorable Winds	Each player receives one resource for each settlement and city on a harbor.
12	Rearrangement	Each player steals one card from the player on their left.

Factories on Catan

By Edwin Ruschtizka

"Factories on Catan" introduces a new type of building that provides a unique form of production.

Factories

Das Buch zum Spielen includes one factory for each player, in player colors. These are cardboard figures, which must be placed on a figure stand.

- Factories cost one of each resource to build.
- Factories are placed as settlements: they must be connected to a player's road network, and their placement is subject to the distance rule.
- Whenever a hex adjacent to a factory produces resources, the owner of a factory may, instead of collecting one resource of the type produced by the hex, collect one resource of the type of any of the hexes adjacent to the factory.
- As the robber blocks all production from a hex, if a hex would otherwise produce resources if it were not for the presence of the robber, the owner of an adjacent factory may not choose to produce from any of the other hexes in its stead.
- Similarly, if a hex produces resources, the owner of an adjacent factory may not choose to produce from an alternate hex if that alternate hex is blocked by the robber.
- Unlike settlements, factories are not worth any victory points.

Poverty is No Shame

By Brigitte and Wolfgang Ditt

"Poverty is No Shame" is a variant making use of the red chips found in *Das Buch zum Spielen* as a generic currency.

Variant Rules

- A player earning no resources on a production roll receives one red chip. Specifically, whenever a 7 is rolled, all players receive red chips.
- The rules do not dictate whether or not the supply of red chips are infinite, but only 30 chips are included with *Das Buch zum Spielen*.
- Red chips are not considered resources, and are not part of the hand. As such, they are not subject to the hand limit.
- As presented, red chips are not tradeable. However, players may agree to allowing trading in red chips.
- A player may, instead of rolling dice for production, pay a number of Catan chits equal to their current victory point total at the start of the turn to name the outcome of the production roll.
- Red chips may be earned from production rolls that were set as a result of the above.

Revenge is Sweet

By Wolfgang Lüdtke

"Revenge is Sweet" is another variant that makes use of the red chips found in *Das Buch zum Spielen* as a generic currency.

Variant Rules

- A player earning no resources on a production roll receives one red chip.
- The rules do not dictate whether or not the supply of red chips are infinite, but only 30 chips are included with *Das Buch zum Spielen*.
- Red chips are not considered resources, and are not part of the hand. As such, they are not subject to the hand limit.
- The rules do not dictate whether red chips may be traded.
- A player may pay three red chips to move the robber.

The Fences

By H. R. Gottwald

"The Fences" is a small variant that allow certain hexes to be protected from the robber.

Variant Rules

- This variant is compatible with any scenario making use of the robber.
- The robber may not be placed on any hex entirely surrounded by a single player's roads.
- If a player builds a road that encloses the robber in a hex that is surrounded by their own roads, then the player must then move the robber.

Castles on Catan

By Fritz Gruber

"Castles on Catan" introduces a new piece that serves to drive off the robber. It was originally published in *Das Buch zum Spielen*, and was subsequently republished in *Atlantis*.

This variant is known not to be compatible with *Cities & Knights*.

Castle

A castle is a piece that is applied to a hex, which prevents the robber from moving to that hex. In *Das Buch zum Spielen*, each player has one player-owned castle figure, which must be attached to a figure stand. In *Atlantis*, this was revised to having six castles that are part of the common supply. These are cardboard tokens that lie flat, with a hole in the middle large enough to accommodate a number token.

Variant Rules

- A castle may be built whenever a player plays their second Knight development card. A player may choose to return both of their Knight cards to the bottom of the development card deck to place their castle on any hex adjacent to a player's own settlements or cities.
- The rules do not specify whether the effects of the just-played Knight development card takes place before or after it and the first knight is traded in for the castle.
- If a player declines to build a castle, a castle may not be built until two additional Knight development cards are played, and if again declined, every second Knight development card thereafter.
- A castle may not be built at the robber's current location.
- A hex may not have more than one castle.

Volcanoes on Catan

By Bastian Schultz

"Volcanoes on Catan" is considered to be the variant that formally introduces the volcano hex, and is considered to be the reference used in other scenarios. It was also included in *Atlantis*.

Variant Rules

- Players may not place their initial settlements adjacent to any volcano hex.
- Volcanoes produce any resource.

The following additional rules are in place when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional information on mechanics introduced therein.

- A metropolis may be reduced to a settlement or destroyed outright as a result of a volcano eruption. The owner of the former metropolis, if able, must name another city as the metropolis.
- If a player has no other cities, the metropolis remains in their possession, and the next city built by the player must be designated as a metropolis. If a player has multiple "unbuilt metropolises" in this manner, they may designate the unbuilt metropolises in any order.
- A player with an unbuilt metropolis retains possession of the metropolis so long as no other player beats them to the fifth-level city improvement, as per normal rules. Specifically, a player with a non-metropolis city and a fourth-level city improvement cannot steal the metropolis from the current holder on the basis that the current holder lacks a city to designate as the metropolis.
- Note that a metropolis is worth no victory points unless it is attached to a city.
- The merchant may not be placed on a volcano hex.
- The merchant is not associated with the settlement after it is placed. Specifically, if a player places the merchant adjacent to a settlement that is also adjacent to the volcano, and the settlement is subsequently destroyed as a result of an eruption, the merchant remains in place, and the player with control of it may still use the merchant.

Setup Notes

If more than one volcano hex is in play, then each volcano hex should receive a different number token.

Volcania

By Martin and Elke Zierke

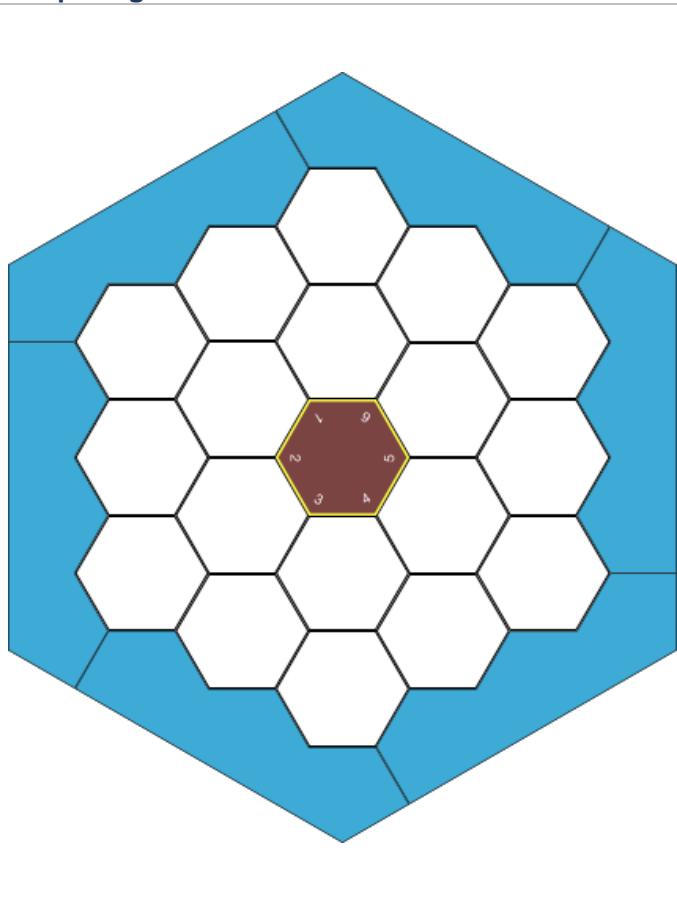
"Volcania" is a simple scenario where the volcano is used in a different manner than normal (as defined in "Volcanoes on Catan").

This variant is known not to be compatible with *Cities & Knights*.

Variant Rules

- The orientation of the volcano hex is not relevant in this variant; the numbers at each corner of the hex is unused.
 - The volcano hex does not receive a number token.
 - Players have the option to decline to move the robber whenever a 7 is rolled for production. If a player declines to move the robber, the volcano erupts.
 - **Eruptions:** Whenever the volcano erupts, the number tokens on the hexes adjacent to the volcano rotate one position clockwise, skipping any hexes that do not normally receive number tokens.
 - If the robber is located on a hex affected by an eruption, it is moved along with the number token associated with the hex.
 - A player may discard one of their played Knight development cards to prevent eruptions.

Setup Diagrams



Recommended Setup

Recommended Setup Note that one number token will not be used.

Hexes

Number Tokens

Number Tokens												
	2	3	4	5	6	8	9	10	11	12		
Coastal		2	2	2	1	1	2	1	2			
Interior	1				1	1		1		1		

Dragonslayers

By Wolfgang Lüdtke

"Dragonslayers" is a variant where the volcano hex is used only for thematic purposes, replacing the desert hex.

This variant is known not to be compatible with *Cities & Knights*.

Dragon

The dragon is a neutral piece, represented by a dragon figure in *Das Buch zum Spielen*. As a neutral figure, it must be attached to a black figure stand. The art for the dragon is the same as the one used for Ismai the Green Dragon card in the *Catan Card Game*.

- The dragon prevents production at the hex it is on, like the robber.
- **Flight of the Dragon:** After a player completes their turn, the dragon is moved. One die is rolled to determine how far the dragon is moved, and the spinner hex is spun to determine the direction the dragon moves.
- If the dragon reaches the edge of the board, it continues on the opposite end of the board.
- Despite older editions use ocean and harbor hexes instead of a frame, the ocean and harbor hexes are not taken into account. Thus, if the dragon at the central hex moves four hexes in one direction, it is equivalent to moving one hex in the opposite direction.
- The volcano hex is skipped should the dragon flies over it.
- **Attack of the Dragon:** After the dragon moves, every player with a settlement or city adjacent to the dragon's new location must lose one resource card from their hand per settlement or city, as selected by the player moving before them in turn order.
- All resources lost due to dragon attacks are placed face up on the volcano hex.

Variant Rules

- The orientation of the volcano hex is not relevant in this variant; the numbers at each corner of the hex is unused.
- The volcano hex does not receive a number token.
- The dragon begins the game on the volcano hex.
- **Slaying the Dragon:** If a player would lose resources due to a dragon attack, the player may attempt to prevent the attack by attempting to slay the dragon. One die is rolled, and if the player has more played Knight development cards than the outcome of the die, the dragon is considered slain.
- Multiple players may attempt to slay the dragon from the same attack, and attempts are carried out starting with the player with the most played Knight development cards (and fewest victory points, should there be a tie).
- Each successful slaying of the dragon is worth one victory point. As a reward for slaying the dragon, the player slaying the dragon may choose any three resources from the pile on the volcano hex. If there are fewer than three resources on the volcano hex, the player takes all of the remaining resources.
- The dragon is reset on the volcano hex whenever it is slain. No further attacks occur if the dragon is reset.

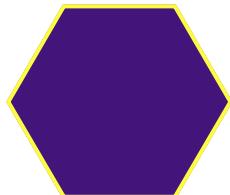
The Magic 7

By Silke Dennenmoser

"The Magic 7" is the variant that formally introduces the citadel hex, and the "magic 7" number token.

Citadel Hex

The citadel hex is a hex depicting a castle imbued with magical energy. The art from the citadel is also used for the citadel in the *Wizards & Dragons* expansion of the *Catan Card Game*.



The concept of magic is handled very differently between the base game and the *Catan Card Game*. (The concept is absent entirely in the *Catan Card Game*'s successor, *The Rivals for Catan*, being largely replaced by sages.) Here, the citadel acts as a resource-producing hex, with a number token assigned to it.

The Guide uses purple to denote the citadel hex. This particular shade of purple is also used to denote the magic resource in the *Catan Card Game*, which is heavily associated with the citadel there.

Rather than producing a resource, the citadel hex produces development cards. As with resources, whenever a citadel produces resources, players earn one development card for each adjacent settlement, and two for each adjacent city.

The following additional rules are in effect when using rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details on the mechanics introduced within.

- As the development card deck is not used, the citadel hex produces progress cards instead. A player earning multiple progress cards may choose progress cards from any combination of progress card decks.

Magic 7 Number Token

The magic 7 number token is a special number token showing two dice: one with a 1 and the other with a 6. The combination of a 1 and a 6 on a production roll is known as the "magic 7".

The following additional rules are in effect when using rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details on the mechanics introduced within.

- The Inventor progress card may not be used to swap the magic 7 number token.

Variant Rules

- The robber may not be placed on the citadel hex.
- The magic 7 number token must always be assigned to the citadel hex.
- Note that since a magic 7 is still a production roll of 7, things such as hand limit enforcement and moving the robber must also be performed; this is after players have collected their production from the citadel hex.

The Enchanted Island

By Fritz Gruber

"The Enchanted Island" is a variant that uses the citadel hex as a hex that does not produce resources.

Variant Rules

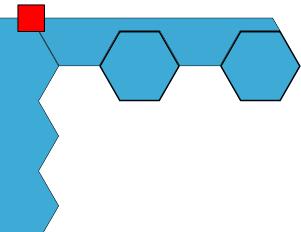
- If a player builds a settlement adjacent to a citadel hex, the player may exchange any two number tokens on the same island as the citadel hex.
- The 2, 6, 8, and 12 number tokens may not be exchanged as a result of the effects of the citadel hex.

Catan is Round

Given the fact that the 3rd edition *Seafarers* frame is square, one must wonder if we can simulate the notion of a board where one end wraps to the other. "Catan is Round" is a variant that seeks the ability to have shipping lines wrap around the board.

In *Das Buch zum Spielen*, the 3-player setup for "The Specialists" is used to demonstrate the rules.

Special Circumnavigation Points

	<p>This variant is compatible with most scenarios making use of a 3rd edition <i>Seafarers</i> frame. First, at each corner of the frame, place a red chip at each corner of the frame, extending from the corner hex along where the edge pieces meet, as shown in the diagram on the left. (The use of the red chip is largely unnecessary; it merely serves as a visual indicator.)</p> <p>The edge extending from the corner hex to the red marker is known as a circumnavigating edge, and the red markers themselves are known as circumnavigating points. Each circumnavigating edge is considered to be adjacent to the edge on the opposite end of the board. For example, pictured here is the top-left corner of the board; it is connected to its counterpart at the bottom-left corner of the board. This means that the circumnavigating points on opposite ends of the board should be treated as the same point.</p> <p>Note that there are only four circumnavigating edges and two connection points: there is no wrap-around in the middle of the board, nor any along the side of the board.</p>
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Variant Rules

- The cost to place a ship on the circumnavigating edge is the same as three ships. Despite this, it is only considered one ship for the purposes of Longest Road.
- Ships may not be moved to a circumnavigating edge.

Balloon Riders

By Clemenz Henze, Volker Busch, and Christoph Schäfer

“Balloon Riders” takes the concept of exploration from *Seafarers* (and later reimplemented in *Explorers & Pirates*) in a different direction: while *Seafarers* and *Explorers & Pirates* takes to the seas, “Balloon Riders” takes to the air.

This variant is known not to be compatible with *Cities & Knights*.

Balloon

Das Buch zum Spielen includes a single balloon figure for each player, which must be attached to a figure stand of its corresponding color.

- Balloons cost 1 grain, 1 lumber, and 2 wool to build.
- Balloons, once built, are placed in the center of a hex, adjacent to a player’s own settlements or cities.
- **Moving the Balloon:** Balloons are always moved one hex in the direction indicated by the spinner hex. A player may move the balloon up to three times per turn, each time requiring the payment of the movement cost of 1 grain or 1 lumber.
- Balloons may move on the turn that they are built.
- The rules do not dictate whether moving the balloon is considered a build action or not.
- **Settling Using Balloons:** A player is able to use the balloon to build a settlement at either of the two intersections in the direction indicated by the spinner hex, subject to cost restrictions and the distance rule. If a settlement is built in this manner, the balloon is removed from the board and returned to the player’s supply.

The following additional rules are in effect when using rules from *Seafarers*. Consult the *Seafarers* section of the Guide for additional rules regarding the mechanics therein.

- As an optional rule, a player who builds a coastal hex using a balloon may place a free ship that extends from the new settlement.

The following additional rules are in effect when using this variant with any scenario making use of undiscovered terrain. Consult with section of the Guide for “The Fog Islands” for additional information regarding the mechanics therein.

- **Discovery Using Balloons:** A player flying over undiscovered terrain automatically discovers a hex at its location. Place a hex from the relevant reserve under the balloon. If this is an ocean hex, the balloon is removed from the board and returned to the player’s supply. All other rules relating to discovery applies.

Variant Rules

- **Changing Winds:** Whenever a 10 is rolled for production, the player to move must spin the spinner hex.
- It is also suggested to spin the spinner hex at the start of the game, in the rare event that a player builds a balloon before the first 10 is rolled.
- A player may also spin the spinner hex by returning an unplayed Knight development card to the bottom of the development card deck.
- A player may spin the spinner hex multiple times in one turn.
- As an optional rule, if the balloon flies over a hex where the robber is located, the player previous to the player to move may steal a resource from the player to move.

The following additional rules are in effect when using rules from *Seafarers*. Consult the *Seafarers* section of the Guide for additional information regarding the mechanics therein.

- To incentivize using the balloon, players start with only 5 ships instead of 15.
- The optional rule regarding flying over the robber’s location also applies to the pirate.

Blockade

One overlooked rule in *Seafarers* is that the pirate does not interact in any way with harbors.

Variant Rules

- The pirate blocks the use of harbors. Specifically, if the pirate is located on a hex with a harbor controlled by a player, then the prevailing trade rate for that player is determined with the harbor excluded from consideration.

Ship Sinking

By Anja Kirchmaier

"Ship Sinking" is a variant designed to allow the pirate to be used in an offensive capacity.

Variant Rules

- This variant is compatible with any scenario that makes use of the pirate, and uses the standard rules for the pirate.
- **Attacking Ships:** If the pirate is moved to the end of an opposing open shipping line, the player may, instead of stealing a resource, attempt to attack the last ship of the shipping line. The player then rolls a die: if the number rolled is even, the ship is removed from the board.
- If an attack fails, the player whose ship was targeted may move the pirate. This player may also attempt to make an attack instead of stealing a resource. Thus, the movement of the pirate only ends if a player is unable to attack, declines to attack, or succeeds in attacking.
- As an optional addition, a ship in the middle of any shipping line may be attacked. If, as a result of attacks, a shipping line is unanchored on both ends, the isolated shipping lines must be reconnected before ships may be built elsewhere.

Capturing Ships

By Anja Kirchmaier

"Capturing Ships" is a variant designed to create an additional element of complexity in *Seafarers*.

Variant Rules

- This variant is compatible with any scenario that makes use of the pirate, and uses the standard rules for the pirate.
- The Pirate may only be moved on a production roll of 7.
- **Capturing Ships:** Whenever the pirate is moved, a player may, instead of stealing a resource, attempt to capture a ship on an adjacent edge. Note that there is a cost associated with capture attempts. The player then rolls a die: if the number rolled is even, then the ship is captured and placed in the possession of a capturing player.
- A player may not attempt to capture one of their own ships.
- If a capture attempt fails, the player whose ship was targeted may move the pirate. This player may also attempt to capture a ship instead of steal a resource. Thus, the movement of the pirate only ends if a player is unable to attempt capture, declines to make a capture attempt, or succeeds in one.
- The rules do not specify what happens if a shipping line is not anchored on either end as a result of a ship being captured.
- Captured ships are not resources, and are not considered part of the hand. As such, they are not subject to the hand limit.
- Captured ships may be traded. If a captured ship is returned to their owner, the ship is returned to their supply. A player may not treat any of their ships in their own supply as "captured".
- Captured ships count towards the Largest Army bonus.

Miscellaneous Variants

Some official variants have been published outside of sources other than those in the previous sections. They are included in this section of the Guide.

About the Variants

The variants in this section of the Guide are presented in no particular order.

In the Jungle

"In the Jungle" is the formal name of a variant introducing the jungle hex. Although it has been published in many different places, including in English on the University of Catan website (the former English language home of *Catan*), the variant name comes from the German language expansion *Atlantis*. Most notably, although jungle hexes are included with *Das Buch zum Spielen*, there is no variant in *Das Buch zum Spielen* that uses only the jungle hex, unlike the other specialty hexes, the volcano and the citadel.

This variant is known not to be compatible with *Cities & Knights*.

Jungle Hex and Discovery Tokens

Consult with the rules for the jungle hex from *Das Buch zum Spielen* section of the Guide.

- The supply of discovery tokens is not known to be either finite (and thus subject to resource shortage rules) or infinite. 30 discovery tokens are recommended for use with this variant.

Variant Rules

- The robber, if present, should start on a jungle hex.
- If inserting a jungle hex to replace an existing hex, a jungle hex should replace a pasture hex. The most favorable pasture hex should be replaced, unless that hex is assigned a 2, 6, 8, or 12 number token.

The City Walls

"The City Walls" was an attempt to take a popular addition to *Cities & Knights*, and include it in a game where *Cities & Knights* rules were not being used. This variant was originally published in the German language expansion *Atlantis*.

City Walls

Unlike *Cities & Knights*, where each player has their own supply of city walls, this variant uses a common supply of 7 city walls. All rules regarding city walls is identical to their counterparts from *Cities & Knights*; consult with the *Cities & Knights* section of the Guide for additional details.

Variant Rules

- The number of victory points required to claim victory is increased by one.

Settlers with Walls

By Jan Creutzberg

"Settlers with Walls" is an interesting variant where the movement of the robber is constrained, but more controllable.

Walls

Walls are an upgrade of roads, and are represented by two road pieces.

- Walls cost 1 brick and 1 ore to upgrade from a road.
- As an upgrade to a road, walls count as roads for the purposes of the Longest Road.
- A hex may not be completely surrounded by walls.

Greatest Wall Bonus

The Greatest Wall is a scoring bonus, analogous to the Longest Road, but for walls.

- The first player to have a continuous wall of at least three segment claims the Greatest Wall bonus.
- Thereafter, a player with a strictly longer continuous wall may take the Greatest Wall bonus from its current holder.
- If the longest continuous wall is interrupted, determine the new holder of the Greatest Wall. If the interruption of the Greatest Wall results in a tie between different players for the longest wall, the Greatest Wall is not awarded until a singular longest wall can be determined.
- The Greatest Wall bonus is worth two victory points.

Variant Rules

- The robber may only move to any hex up to three hexes away from its present location.
- A robber may not move across a wall during its movement.

Miscellaneous Variants

Earthquakes

By Thomas Haselwander

"Earthquakes" introduces a new development card that actively targets other players.

Variant Rules

- The development card deck is augmented with two additional Earthquake cards.
- **Earthquake:** Whenever an Earthquake card is played, the player must name an opponent, who must reduce one of their cities to a settlement.
- The Earthquake development card may not be used against a player with no cities.
- The rules do not specify what happens in the event that a player who has no settlements in their supply is targeted by the Earthquake development card.
- A player may only be targeted by the Earthquake development card once per game.

Strong 3:1 Harbors

By Dr. Reiner Düren

In the base game, there is generally no benefit to controlling more than one 3:1 harbor outside of denying another player a 3:1 harbor for doing so. This variant introduces a concept of a "strong harbor" as a benefit for having control of multiple 3:1 harbors.

Variant Rules

- A player with settlements or cities controlling at least two 3:1 harbors may trade in any three resources for a single resource.
- As per normal trading rules, the resource being traded must be different from the three that are traded in.

The following additional rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the guide for more information on the mechanics found therein.

- A player may not use the "strong harbor" privilege if the pirate occupies an ocean hex such that a player has fewer than two 3:1 harbors located on ocean hexes that are not occupied by the pirate.

The Football Fields

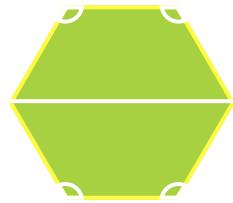
By Dr. Reiner Düren, based on a variant by Peter Höing

"The Football Fields" was originally a fan-made variant published by the West Münsterland Catan Club in 2006, and was republished in the *Catanism* blog (the blog on the Catan website) by Dr. Reiner Düren (a major contributor to playtesting Catan over the years) in 2010, as an entry connecting *The Rivals for Catan* (then in development) with a fictional narrative of the history of association football in Catan, said to have been omitted from the *Settlers of Catan* novel for reasons unknown. The story makes many references to the England-Germany football rivalry, as well as the concurrent 2010 FIFA World Cup in South Africa.

The lore presented in *Catanism* is said to have been an account from Austin, one of the main characters from the *Settlers of Catan* novel. According to that account, football fields were originally hexagonal, and were played on fields maintained by sheep, which were nominally offered to the winners and potentially sacrificed to the Norse god Odin. The lore is rich in detail, involving Candamir (the main character from the novel), Osmund (Candamir's best friend), Brigitta (the sage, and defender of the Norse faith, compared to Austin, who is Christian), and Harald (depicted in the lore as the referee, using a primitive vuvuzela, known as a "widduzela", as a whistle). Football as played in Catan would be shared with English explorers some years later, and the English would make subsequent changes to the game, evolving it into the game we know it today.

Both the original version and the version of the rules, as presented in *Catanism*, are presented here; the two differ on some points.

Football Field Hex



The football field hex is a variation of a pasture hex. As a pasture hex, it is assigned a number token, but the manner in which it produces resources differs from an ordinary pasture hex.

Each of the six intersections represents either a corner of the field or the end of the center line. A player with a settlement at one of the corners is said to have possession of that side of the field. Due to the distance rule, only one player may possess each side of the field. A player with a settlement on either end of the center line is said to be a spectator of the field.

- The football field hex produces resources differently based on whether players are participants or spectators.
- During initial setup, a player using a football field hex for their initial resources collects one wool, as per a normal pasture hex.
- **The Football Match:** Whenever a football field hex produces resources, a football match takes place between the players with possession of the two sides of the field. Both players roll one die, and the player with the higher roll is considered the winner of the match. Only the winner of the match earns resources, the loser does not. If the match ends in a draw, both players earn a lesser amount of resources.
- As originally presented, the winner of the football match earns two resources of the player's choice, which may be the same or different resources. (This is consistent with the rules for a gold field hex in *Seafarers*.) As presented on *Catanism*, the winner of the football match earns two wool.
- If the football match is drawn, both players earn one wool.
- If only one side of the field is occupied, then the player plays against a "virtual opponent" in a football match whenever the football field produces resources. The player must roll for their own side before rolling for the opposing side.
- The rules do not have a provision in the case where one player possesses both sides of the field.
- As originally presented, the football field hex acts as a normal pasture hex for a spectator. As presented in *Catanism*, spectators may only earn resources from a football field hex through football bets.
- If a spectator is also a participant, then they must bet on their own side winning the match.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding the mechanics found within.

- **The Football Fans:** Whenever a football match occurs, both players must add the combined strength of all of their activated knights adjacent to the football field hex to their die roll.
- A knight lending their strength to the football match is not considered a knight action, and thus knights lending their strength are not deactivated.
- A player may not voluntarily decline to have a knight decline to lend their strength to the football match.
- A knight belonging to a non-participant may not lend their strength to either side of a football match.
- A spectator may bet a commodity on the outcome of a football match.

Miscellaneous Variants

Variant Rules

- This variant is compatible with any scenario that makes use of a pasture hex.
- **The Football Bet:** Whenever a football match occurs, players may bet on the outcome of the match. To do so, a player must bet one of their cards from their hand and place the card face-up. If their chosen side wins, the player earns a second resource of the same type. If their chosen side loses, the player forfeits the resource that was bet. The bet is simply returned if the match ends in a draw.
- As originally presented, football bets are open to all non-participants whenever a match occurs. As presented in *Catanism*, bets are only open to spectators, and is the only means a spectator can produce resources from a football field hex.

The following additional rules are in effect when playing with rules from *Cities & Knights*. Consult with the *Cities & Knights* section of the Guide for additional details regarding the mechanics found within.

- As originally presented, a player with a city controlling one side of the field earns one commodity of their choice in addition to two resources for winning a football match.
- As originally presented, if the football match is drawn, a player earns one cloth in addition to one wool if they control their side of the field with a city.
- As presented in *Catanism*, commodities are never produced for a participant from the football field.
- A player may bet a commodity instead of a resource when betting on a football match.

The Catanimals

In 2010, the first set of accessories in the *Catan Goodies* line was released, featuring a set of five plush figures representing the five resources. These figures could be purchased separately or as a set of five, and a number of single figures were given out as competition prizes. Although these were originally released as simple plush figures, a variant involving the use of the five figures was released towards the end of that year.

The variant itself is a revised version of "The Specialists", specifically eliminating the specialist victory condition and the free production, in exchange for including 2:1 harbor control as part of the specialist formula.

Catanimal Plushes

Although fans of *Catan* in general are termed "Catanimals", the Catanimals in this case represent the five resource plush figures. Each figure depicts a resource, with a face attached to them.

- **Resource Points:** Each resource hex grants one resource point in the resource produced by the hex to each adjacent settlement, and two to each adjacent city. Each 2:1 harbor also grants one resource point in the resource traded by the harbor to a settlement that controls it, and two to a city that controls it.
- A player with at least three resource points in a resource may claim the Catanimal for that resource. Thereafter, a player with a strictly greater number of resource points in that resource may claim the Catanimal from the player currently in control of it.
- Control of each Catanimal is worth one victory point.

Variant Rules

- The number of victory points required to claim victory is increased by 2 in a 3-4 player game. The number of victory points required to claim victory is increased by 1 in a 5-6 player game.

Miscellaneous Variants

The Stuffed Robbers

In 2011, the second set of accessories in the *Catan Goodies* line was released, featuring a set of three plush figures. These three figures are plush representations of "Teuber's Robbers": three characters named Chief, Lucky, and Bert, who together are the personifications of the robber in *Catan*. The robbers were originally envisioned to be hapless and ultimately harmless characters who are constantly being vilified by the people settling on *Catan*.

The concept of "Teuber's Robbers" isn't new: it was originally introduced in 1997, as a promotional plastic robber figure given out for free at various gaming conventions. In 2006, the figures were re-released in both plastic and pewter, available for purchase at the Catan Shop. (Today, these figures are no longer available in the English shop, but still available in the German shop.)

As with all other *Catan Goodies*, the rules of a variant using these plush figures was also available, although in this case the rules were only made available in the German language from the Catan website.

Plush Robbers

The three plush robbers, Chief, Lucky, and Bert, are differentiated primarily by color: Chief is in green and typically seen holding a club in both hands, Lucky in blue with a pink hat, and Bert in brown and holding a club in his left hand. For gameplay purposes, all three are treated identically.

- **Control of the Robbers:** At the start of the game, none of the plush robbers are under the control of any player. A player may take control of one of the plush robbers if they have one of their hand cards stolen as a result of robber movement.
- Once all of the plush robbers have been claimed, whenever a player has one of their hand cards stolen as a result of robber movement, the player having their card stolen may take a plush robber from the player stealing the card. If the player stealing the card does not have a plush robber, they may take a plush robber from any other player.

Variant Rules

- This variant is only compatible with variants where the robber is used.
- In a 3-4 player game, only two of the plush robbers are needed. In a 5-6 player game, all three of the plush robbers are used.
- A player with control of one plush robber has their hand limit increased by three cards.
- The robber may not be moved to any hex where there is an adjacent settlement or city belonging to a player with control of two plush robbers, unless that player is in sole possession of the most victory points.
- The rules do not dictate what happens if no eligible hexes exist for the robber to move given the restrictions above

Stobie's Two-Player Variant

By Thomas A. Stobie, with contributions from Vin Bartone

Up until the release of "Catan for Two", there was no officially endorsed way to play *Catan* with just two players; instead, people were directed to the *Catan Card Game* instead. This variant, published on the University of Catan website, was part of its variants section that allowed for two-player play.

Variant Rules

- Players start with double their player supply allotment. This is typically facilitated by having players use two different player colors, with no distinctions in the different colors used by each player. (Thus, a player playing the red and blue pieces may connect a red settlement to a blue road, for example.)
- The hand limit of each player is increased by two cards.
- Players may not engage in domestic trade.
- Each player begins the scenario with one additional settlement.
- Game is to double the victory points needed to declare victory in a four-player game.

Stobie's Number Tokens

By Thomas A. Stobie

This variant was meant to address the fact that due to number token assignments, some hexes would be more likely to produce than others.

This variant is known not to be compatible with *Cities & Knights*.

Variant Rules

- Instead of the regular number tokens, a set of number tokens with numbers from 1 through 9 are used, preferably in equal quantities.
- Instead of the regular production dice, a single ten-sided die is used, and hexes produce as normal whenever the production die roll matches the number token.
- The function of a production roll of 7 with the regular die is instead given to the tenth side of the ten-sided die, including hand limit enforcement and the movement of the robber.

Stobie's City Defenses

By Thomas A. Stobie

This variant allows settlements and cities some degree of protection against the robber. As originally presented, it was also meant to provide some protection against the pirate in *Seafarers*, notwithstanding the fact that the pirate does not target settlements or cities.

This variant is known not to be compatible with *Cities & Knights*.

Armies

Armies are the means of defending against the effects of the robber. They are represented by a token or other marker.

- Armies are deployed by Knight development cards, and may enter play in one of two ways.
- **Temporary Deployment:** Whenever the robber is moved, a player with an unplayed Knight development card may play their Knight card out of turn in order to place an army in the center of any hex on the board. The robber is then not permitted to be moved to any hex with an army present. After the robber is moved (and resources stolen), all armies placed in this manner are removed from the board.
- **Permanent Deployment:** Whenever a player plays a Knight card normally, they may place an army at the location of one of their own settlements or cities.
- Whenever the hex at the robber's location produces, players with adjacent settlements and cities that have armies may collect their full resource allotment, as if the robber was absent.
- Armies do not affect how the Largest Army bonus is awarded. Note that it is possible that the Largest Army may change hands in the event of a temporary deployment.

Stobie's Miscellaneous Variants

By Thomas A. Stobie, with contributions from Vin Bartone

As originally presented on the University of Catan website, the collected scenarios and variants of the author did not have a cohesive title; these were effectively small collections of potentially mutually exclusive house rules. As such, this section of the Guide catalogues all rules not already covered in their respective sections.

Variant Rules

Note that some of these may be mutually exclusive.

- **Flexible Maritime Trade:** Players may trade any combination of resources, at the rate of their worst prevailing trade rate, plus one additional resource. Thus, for example, if the normal trade rate of resources is 4:1, then a player may trade any combination of 5 resources for one resource.
 - Note that the restriction against trading in resources for one of the resources being traded remains in effect – thus, for example, a player cannot normally trade in one of each resource, as this would be equivalent to discarding four cards.
- Players may not engage in domestic trade.
- A player may remove their own roads.
- A player may play any number of development cards per turn.
- If a tie exists for any scoring bonus, then the scoring bonus is not awarded to any player.
- **Bribing the Robber:** The robber may be expelled by paying three resources. If playing with *Seafarers*, the pirate may also be similarly expelled.
- The robber is automatically expelled if one player has their cards stolen three times in a row as a result of its movement. If playing with *Seafarers*, the pirate may also be similarly expelled.
 - The rules do not specify if one or both pieces are expelled if both are in play, nor do they specify whether expulsion automatically occurs based on the player having their resources stolen or based on the piece facilitating the stealing of resources.
- (*Seafarers*) If the robber and pirate are both in play, and a 7 is rolled for production, the piece that is not moved is moved one hex in a random direction. No movement occurs if the robber is slated to move to an ocean hex or the pirate to a land hex.
 - If playing with any variant allowing the player to expel the robber or pirate, then the piece that moves as a result of the above is instead expelled.
- **Less Effective Robbers:** The robber only prevents production of half of the resources produced by the hex at its location. Whenever the hex at the robber's location produces, each player takes half the number of resources (rounded down) that they would normally collect if the robber was absent. (Thus, players with only a single settlement adjacent to the robber collect no resources, but players with only a single city would collect one resource. Players with two adjacent settlements may collect one resource.)

Bonus Section

The previous sections of the Guide have outlined every scenario found in the *Catan* manual and other officially released media, or has been featured in official sources in some form or another. Some of these scenarios have been written by Klaus Teuber and some of his collaborators, while others have been provided by fans of the game. These fans have created many other scenarios, and this Bonus Section is dedicated to honoring the unpublished scenarios of some of these authors.

Now, this is not a section where any fan can have their scenario published: for inclusion in this scenario, they must be authored by someone who has contributed to at least one scenario or variant elsewhere in the Guide, or have some degree of notoriety on the officially endorsed forums (mainly Siedeln.de, the main German-speaking forum, but also includes BoardGameGeek to a lesser extent; some of the contributors of scenarios in the Guide are active on BoardGameGeek). Even then, these authors should be no strangers to the board gaming community: Andreas Seyfarth (*Puerto Rico, Thurn & Taxis*), Brigitte and Wolfgang Ditt (*Big Points, Nautilus*), and Stefan Risthaus (*Ostia, Monuments: Wonders of Antiquity*) are all board game authors in their own right, each having published games that have been localized in English.

About this Section

The scenarios and variants in this section are presented in no particular order. There are no guarantees as to the accuracy of this section; where the rules found in the Guide is different from that of the official scenario or variant description (which may or may not be in English), the original description should be taken as correct.

Bonus Section

At Him with a Roar

by Brigitte and Wolfgang Ditt

This three-player scenario is unique in the fact that each player has a particular specialty in a given resource: grain, lumber, and wool.

Scenario Rules

- At the start of the game, each player is given a set of six hexes, six number tokens, and two harbors, which they may freely arrange in their starting area. The wool player begins with the two islands on the left side of the board, the grain player with the two islands on the right side of the board, and the lumber player with the central island.
- Harbors may not be placed on adjacent edges (that is, resulting in an intersection touching two harbors), must face two different hexes, and a 2:1 harbor may not be placed adjacent to the hex of the corresponding type.
- The wool player must place their 2, 5, and 6 number tokens on one island and 9, 10, and 11 tokens on the other. The grain player must place their 3, 4, and 5 number tokens on one island and the 8, 9, and 12 number tokens on the other. The lumber player must place their 6 and 8 tokens on the opposite side of the desert hex.
- The lumber player always moves first, with the wool player going second and the grain player last.
- Players may only set up their initial settlements on their own island.
- The distance rule may be violated during initial setup.

Game is to 10 points. However, for fairness, a three-game total points match is recommended, with each player rotating the three different player roles.

References

Player Supplies

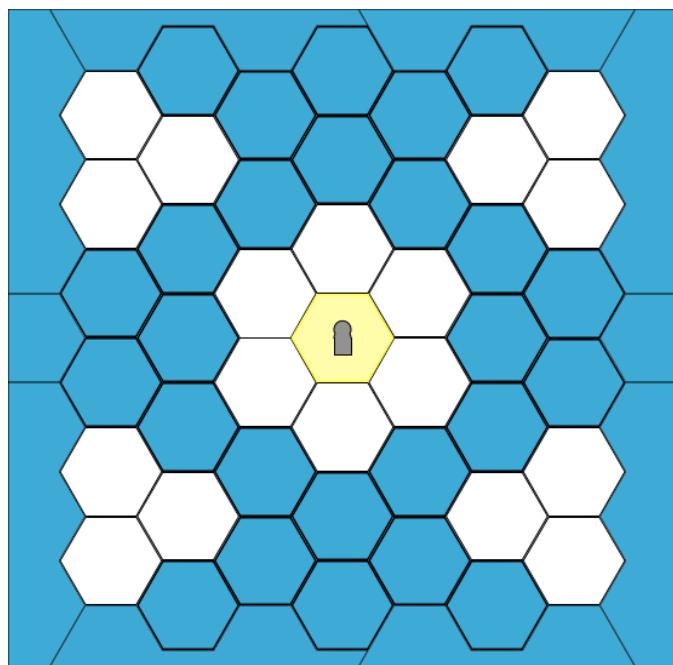
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| <ul style="list-style-type: none">• 5 Settlements• 4 Cities• 15 Roads• 15 Ships |
|--|

- 5 Settlements
- 4 Cities
- 15 Roads
- 15 Ships

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Setup Diagrams



3 Player Game

Hexes

	Hills	Fields	Forest	Mountains	Pasture	Ocean
Hills	1	2	1	1	1	
Fields	1	1	2	1	1	
Forest			1	1	1	
Mountains				1	1	
Pasture					1	20
Ocean						

Hexes do not include pre-printed hexes on the frame.

Number Tokens

	2	3	4	5	6	8	9	10	11	12
Grain Player	1	1	1			1	1			1
Lumber Player		1	1		1	1		1	1	
Wool Player	1			1	1		1	1	1	

Harbors

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

Bonus Section

The Magic Island

by Dr. Reiner Düren

This scenario is largely described as a mix of *Cities & Knights* with *Catan Card Game: Wizards & Dragons*, the fifth expansion of the *Catan Card Game*. For those unfamiliar with the *Catan Card Game*, there were a total of seven expansions to the *Catan Card Game*, with the original English release of the *Catan Card Game* (then known as *The Settlers of Catan Card Game*) expansion bundling the first five of these together. The final two expansions of the game were then released later on in its development, before the entire game was redesigned, with the redesigned game bearing the title *The Rivals for Catan*.

More information about the *Catan Card Game* can be found in the *Catan Card Game and Rivals for Catan Guide to Miscellany*, part of kelvSYC's Random Collection.

Gold Pieces

This scenario makes use of gold pieces from *Historische Szenarien I* (the historical scenario expansion with "Alexander the Great" and "Cheops"); this scenario predates *Traders & Barbarians*, which introduced gold pieces to the board game proper; gold is a sixth resource in the *Catan Card Game*.

- Gold may be traded, but they are not resources and are not subject to the hand limit.
- Players may trade for gold at the prevailing trade rates.
- Gold may be traded in for resources or commodities at a rate of 4:1, or 3:1 with any harbor. The control of the merchant does not allow an improved trade rate for gold.

Jungle Hex

Note that the setup requires a jungle hex from *Das Buch zum Spielen*. This hex is only used to mark where the robber begins the game. It does not produce resources, and otherwise acts identically to a desert hex.

Cards from the *Catan Card Game*

A number of cards from the *Catan Card Game* are required for this scenario. The cards from the *Catan Card Game* form two sets of development card decks, known as the Standard Deck and the Magic Deck. Two additional cards from the *Catan Card Game* beyond those are required for this scenario; see "The Volcano Hexes and the Dragon Isles" for more information about how those two cards are used.

- At the start of the game, the bottom eight cards of the Standard Deck must be the following eight cards, 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.
- Players, when purchasing a development card, may draw a card from the Magic Deck instead of the Standard Deck if they have a settlement adjacent to the citadel hex; a player who does not have a settlement adjacent to the citadel hex must draw from the Standard Deck when they purchase a development card.
- Each player may have up to a total of four unplayed development cards. If a player purchases or otherwise obtains additional development cards, they must return excess cards to the bottom of the appropriate deck at the end of their turn.

Standard Development Card Deck

Name	Set	Effect
Archivist	P&I	Action – Neutral May only be played if the town hall (first level of Politics city improvement) has been built. Draw up to six cards from any progress card deck, and return them to the top of the deck in any order.
Baroc the Mercenary	B&T	Regional Expansion – Knight Basic Knight – 1 ore, 2 gold – 1 strength, 0 tournament Whenever a 7 is rolled for production, the player receives 1 ore.
Bodo the Peaceful	K&M	Regional Expansion – Knight Strong Knight – 1 grain, 1 ore, 1 wool – 2 strength, 2 tournament
Conrad the Swift	Base	Regional Expansion – Knight Basic Knight – 1 grain, 1 ore – 2 strength, 1 tournament
Council Meeting	P&I	Action – Neutral Return an unplayed development card under its corresponding deck, and then search through either development card stack for any two development cards of the player's 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 Mighty Knight – 2 grain, 2 ore, 1 wool – 1 strength, 5 tournament
Flagship	B&T	Regional Expansion – Fleet – 1 lumber, 1 ore, 1 wool Protects against the effects of the Pirate Fleet development card. The player also does not need to contribute resources to the barbarian isle.
Gotz Ironfist	Base	Regional Expansion – Knight Mighty Knight – 2 grain, 2 ore, 2 wool – 5 strength, 2 tournament
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 Take one resource for every two ships that the player has played.
Hagen the Sinister	Base	Regional Expansion – Knight Basic Knight – 1 grain, 1 ore – 1 strength, 2 tournament
Ingo the Skillful	S&P	Regional Expansion – Knight Mighty Knight – 2 grain, 2 ore, 1 wool – 3 strength, 3 tournament
Johanna the Warrior-Maiden	B&T	Regional Expansion – Knight Basic Knight – 1 grain, 1 ore, 1 wool – 3 strength, 0 tournament May only be built if the cathedral (fourth level of Politics city improvement) has been built. The base strength points of dragons is reduced to 2 when Johanna battles a dragon.
Joust	A&B	Action – Attack Select one knight and one opposing knight. Both the player and the owner of the opposing knight must then roll one knight and add its result to the knight's tournament point value. The player with the highest total may take one resource from their opponent and one resource from the supply.
Karl the Strong	Base	Regional Expansion – Knight Mighty Knight – 2 grain, 2 ore, 3 wool – 7 strength, 1 tournament
Land Reform	S&P	Action – Neutral Swap two resource-producing hexes on the main island or on islands connected to the main island via a player's own shipping routes. Number tokens remain in place. The citadel hex may not be swapped.
Mayor	T&C	Action – Neutral Receive one resource for each city or metropolis the player has built.
Otto the Berserker	Base	Regional Expansion – Knight Strong Knight – 1 grain, 2 ore, 1 wool – 3 strength, 2 tournament
Pippin the Short	Base	Regional Expansion – Knight Strong Knight – 1 grain, 1 ore, 1 wool – 1 strength, 3 tournament
Pirate Fleet	K&M S&P	Regional Expansion – Fleet – 1 lumber, 1 wool Discard this card at a later time, and pay an additional 1 lumber and 1 wool to remove the last ship in an opponent's open shipping line. Afterwards, place one ship on the board.
Richard the Vengeful	T&C	Regional Expansion – Knight Basic Knight – 1 ore, 1 wool – 1 strength, 1 tournament Discard the card at a later time, and pay 1 gold, to make an attempt to remove an opposing knight from the board. Roll one die and, on a roll of 1-5, the opposing knight is removed. A roll of 6, however, allows the owner of the targeted knight to remove one of the player's other knights from the board.
Roland the Hammer	K&M	Regional Expansion – Knight Mighty Knight – 2 grain, 2 ore, 3 wool – 1 strength, 7 tournament
Scout	Base S&P	Action – Defense Choose the hex or number token assigned to it whenever discovery occurs, or when the "Land, Change Thyself!" card is used.
Siegfried Lackland	Base	Regional Expansion – Knight Basic Knight – 1 ore – 1 strength, 1 tournament
Sigmund the Sea Hero	B&T	Action – Defense Protects against the effect of the Pirate Fleet development card.
Sven the Merchant-Knight	B&T	Regional Expansion – Knight Basic Knight – 1 grain, 1 wool – 0 strength, 2 tournament Discard the card at a later time, and pay 1 gold, to move the merchant to a hex adjacent to Sven's former location.

Bonus Section

Walter the Recreant	Base	Regional Expansion – Knight Strong Knight – 1 ore, 1 grain, 1 wool – 3 strength, 1 tournament
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Magic Development Card Deck

Name	Set	Effect
Ari	W&D	Citadel Expansion – Wizard Wizard – 3 gold
Arsa	W&D	Citadel Expansion – Wizard Wizard – 1 brick, 1 gold
Better World	W&D	Magic Action – Neutral Cost: 1 magic Remove the pirate from the game. No further action is taken if the ship appears on the event die.
By Magic's Hand	W&D	Magic Action – Attack Cost: 1 magic Take a magic book from an opponent.
Change Places!	W&D	Magic Book – Neutral – 2 magic Switch the locations of two of the player's own knights.
Hafil	W&D	Citadel Expansion – Wizard Wizard – 1 lumber, 1 gold
Hor	W&D	Citadel Expansion – Wizard Wizard – 1 wool, 1 gold
Inspiration	W&D	Magic Book – Neutral – 2 magic Draw the top two cards from two progress decks. At the end of the turn, return any excess progress cards to the bottom of their respective decks.
Ira	W&D	Citadel Expansion – Wizard Wizard – 1 ore, 1 gold
Knowledge of the Ancients	W&D	Magic Action – Neutral Cost: 2 magic Take an action or magic action card from the discard pile.
Land, Change Thyself!	W&D	Magic Action – Neutral Cost: 1 magic Exchange a desert or jungle hex for any hex in the reserve. If the replacement hex is a resource-producing hex, assign it a number token from the reserve.
Magic Potion	W&D	Magic Book – Neutral – 2 magic Double the strength or tournament value of a single knight.
Magical Eye	W&D	Magic Book – Neutral – 1 magic Search through either development card deck and take one card. Return an unplayed card of the same type to the deck.
Materialization	W&D	Magic Action – Neutral Cost: 1 magic Upgrade a settlement to a city for free, relocate an existing settlement, or upgrade one city improvements by two levels (provided that the requirements of both levels are met).
Prophecy	W&D	Magic Book – Neutral – 1 magic Peek at the top card in both development card decks.
Tali	W&D	Citadel Expansion – Wizard Wizard – 1 grain, 1 gold
Timejump	W&D	Magic Book – Defense – 2 magic Negate the roll of the event die. The die must be re-rolled.
Wheel of Time	W&D	Magic Book – Neutral – 2 magic May only be used before the dice are rolled. Choose the result of the event die roll.
Witch	W&D	Magic Action – Attack Cost: 1 magic May only be played if a player has two wizards. An opponent must reduce the level of a city improvement of the player's choosing. This card cannot be targeted against a fourth or fifth level city improvement.

Wizard's Alliance	B&T	Citadel Expansion – Wizard Wizard – 1 gold May only be played if another player has a wizard.
Wizard's Duel	W&D	Magic Action – Attack Cost: 1 magic Select an opposing wizard. The player and the owner of the opposing wizard must each 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.

The Volcano Hexes and the Dragon Isles

In addition to the cards from the *Catan Card Game* that form the development card decks, two additional cards from the *Catan Card Game* are needed: Ismai the Green Dragon and Samsor the Black Dragon. Each card is associated with a volcano hex, and the volcano hexes and the islands that they are on are collectively referred to as the **dragon isles**.

- At the start of the game, 8 gold pieces are placed on the gold field hex on the island with Ismai the Green Dragon, and 12 gold pieces are placed on the gold field hex with Samsor the Black Dragon.
- Players may not expand to either dragon isle until the dragon has been defeated and all gold pieces on the isle's gold field hex are removed from the board.
- **Slaying the Dragon:** If a player has an activated knight on a dragon isle while the dragon is present, then the knight may attempt to slay the dragon as a knight action. Both dice are rolled, with the outcome of the yellow die added to the strength points of the knight and the outcome of the red die added to the strength points of the dragon. (Note the effect of Johanna the Warrior-Maiden.)
 - If the dragon wins, the knight is removed from play.
 - If the outcome is a draw, then the knight is deactivated.
 - If the knight wins, the dragon is considered slain. The card is removed from the board, and one Catan chit is placed on the knight. Additionally, if the knight had a lower strength point value than the dragon, the player earns gold equal to the strength difference.
- **Assisted Slaying:** Whenever a player attempts to slay a dragon, any opponent may lend their knight to assist. In this case, both dice are rolled twice, once for each knight, with the higher of the two yellow die rolls adding to the combined strength point total of the two knights, and the lower of the two red die rolls adding to the strength of the dragon.
 - If the dragon wins, both knights are removed from the board.
 - If the outcome is a draw, both knights are deactivated.
 - If the knights win, both knights are deactivated, and both knights earn a Catan chit. If the combined strength of both knights is less than the strength of the dragon, then an amount of gold equal to the difference is to be split equally between both players, with any odd gold piece is claimed by the owner of the lower-strength knight.
- No more than one opponent may assist a knight, and assistance cannot be refused.
- As a variant rule, players may choose to instead use the blue die from *Starship Catan* to augment both knight and dragon strength for battle rolls.
- **Claiming Treasure:** Once the dragon on an island is defeated, the gold pieces on the gold field hex may be claimed. Whenever the gold field hex produces, each player with a knight, active or not, may take one gold piece from the hex.
- If there are not enough pieces for all players, the players with the knights that defeated the dragon on the island have first priority, should they be able to receive gold. Otherwise, priority is given to players with knights of higher tournament point value.
- Once players are able to settle on the dragon isles, a number token is taken from the reserve and assigned to the volcano hex. Thereafter, both volcanoes and gold fields produce resources (not gold pieces) whenever their number is rolled for production.
- **Volcano Eruption:** Whenever the “opposite” number is rolled for production (2 if 12 is assigned to the volcano hex, 3 if 11 is assigned, etc.), the volcano erupts. Roll one die; any settlement in the direction of the number indicated on the die is destroyed. A city that is affected will be reduced to a settlement, and a city with walls merely loses its city walls.
- Settlements adjacent to the volcano hex cannot be upgraded to cities, unless they are also adjacent to the gold field hex.
- Cities adjacent to the volcano cannot be used to claim a metropolis.

Name	Set	Effect
Ismai the Green Dragon	W&D	Citadel Expansion – Dragon – 2 magic, 1 gold 4 Strength
Samsor the Black Dragon	W&D	Citadel Expansion – Dragon – 3 magic, 2 gold 6 Strength

Bonus Section

The Barbarian Isle and the Pirate

The island consisting of a single mountain hex is known as the **barbarian isle**, whose mechanics replace that of the pirate from *Seafarers* and the barbarian track from *Cities & Knights*.

- Players may not expand to the barbarian isle, meaning that despite it being a mountains hex with a number token, it never actually produces ore during the game.
- At the start of the game, one gold piece is placed on the isle.
- The first player to build a line of ships extending to the isle claims the gold piece.
- Whenever a ship appears on the event die, the pirate is moved one harbor clockwise around the main island.
- No resources are stolen as a result of pirate movement, unlike *Seafarers*.
- The pirate blocks the use of the harbor it is located; players with a settlement or a city where the pirate is blocking the harbor will have their prevailing trade rate for resources set as if the harbor was not present as long as the pirate remains at its current location.
- If the pirate returns to its starting position, and there are no resources on the isle, each player must place a resource, chosen by the player on their left, on the isle.
- A player with a knight adjacent to the barbarian isle may claim a resource placed on the hex whenever the barbarian isle hex produces. Resource shortage rules apply if there are not enough resources on the isle, or if players cannot agree on which resources to take from the isle when it produces.
- **Desertification:** If the pirate returns to its starting position, and there are resources on the isle, then desertification occurs. After production is resolved, one field, forest, or pasture hex is chosen at random and is replaced by a desert hex. The chosen hex and its number token are placed in the reserve.
- Desertification does not occur if any of the following occur:
 - The pirate was displaced to its starting position from a knight action.
 - A 7 was rolled for production.
 - There are no desert hexes remaining in the reserve.
 - There are no eligible hexes that may be replaced by a desert hex.
- If the merchant was on the hex that was replaced by the desert, it is removed from the board; the merchant is no longer under the control of any player.
- If the robber was on the hex that was replaced by the desert, it remains in place.

Citadels

The citadel hex is a special hex that produces magic development cards whenever their numbers are rolled for production. The settlements adjacent to a citadel hex are also termed citadels.

- The distance rule is ignored with respect to the intersections around the citadel hex. Note that it is still possible for intersections adjacent to the citadel hex to be unbuildable due to the presence of other settlements or cities.
- All citadel settlements are represented by cities. Note that they are still considered settlements: that is, they only collect one resource or magic development card whenever an adjacent hex produces, they cannot have city walls added to them or be named a metropolis, and they do not satisfy the requirement for building city improvements. (This provision is to reflect that, in the *Catan Card Game*, citadels, like cities, are upgrades to settlements.)
- Additionally, as a citadel is not a city, when playing with the rules from the 3rd edition of *Cities & Knights*, they cannot be targeted by the Saboteur progress card.
- Players may only have one citadel settlement.
- Players may not build on the edges of the citadel hex.
- Note that players with a citadel settlement may still buy development cards, and indeed draw from the magic deck, despite being able to produce them.

Knights

Knights are represented by both individual development cards and the knights from *Cities & Knights*.

In the *Catan Card Game*, knights are a type of units that are played as regional expansions, with a strength point value and a tournament point value, as well as a unique cost, different for each knight. In this scenario, these concepts are generally re-imagined to fit the three different ranks of knights found in *Cities & Knights*. In general, basic knights are cards that have combined strength and tournament point value between 1 and 3, strong knights have combined values of 4 or 5, and mighty knights have combined values of 6 or greater.

- Knights are not built conventionally – rather, they are placed by development cards corresponding to knights from the *Catan Card Game*. Basic knights cost the resources listed on the card, while strong and mighty knights cost any three resources listed on the card.
- Note that the placement of mighty knights still requires that the player has built a fortress, as per the rules of *Cities & Knights*.

- Each knight card is always associated with a knight piece on the board. If a knight is removed from play, the card is discarded and the piece returns to the player's supply.
- All knights costing three or fewer resources are placed activated. Knights costing three or more resources are placed deactivated.
- The cost of activating a strong or mighty knight the first time is the cost printed on the card, less the cost paid to build it.
- The cost to activate a knight each subsequent time is the normal cost to activate it, as per the rules of *Cities & Knights*.
- When deployed, knights must be placed on an intersection adjacent to a player's own settlements or cities, on the player's own road network.
- The Warlord progress card reduces the cost of the initial activation by 1 grain.
- **Knight Displacement:** A knight may only displace another knight, regardless of rank, if the tournament point value of the displacing knight is higher than the tournament point value of the displaced knight. For example, Hagen the Sinister, a basic knight, may displace Karl the Strong, a mighty knight, but not the other way around.
- **Driving the Pirate:** A knight, as a knight action, may drive away from the pirate, if they are located on an intersection adjacent to the pirate's location. Once driven away, the pirate moves a number of harbors clockwise equal to the knight's rank.
- The Deserter progress card allows a player to take possession of an opponent's knight card, subject to the limitations of the knight piece it is associated with. The player playing the Deserter cannot replace the knight with a different knight, nor may they substitute a knight of lower rank if they do not have a piece of matching rank, unlike the base *Cities & Knights* game. (Also note that Johanna the Warrior-Maiden is immune to the Deserter.)
- The Smith progress card may only be played if a player has the necessary knight cards to replace the knight pieces that are to be promoted. In effect, the Smith allows a player to replace two knights with two different knights of one higher rank.
 - Note that it is permitted to "re-use" a knight for the purposes of the Smith card. For example, if a player with a fortress has Siegfried Lackland and Pippin the Short on the board and Roland the Hammer in hand, then the player may play the Smith to place Pippin at Siegfried's location, and then place Roland at Pippin's former location; only Siegfried is discarded as a result.
- Over the course of the game, knights may be awarded Catan chits, which are worth victory points to their owner. These Catan chits are associated with the knight: if the knight changes hands due to the Deserter progress card, these points will thereby belong to its new owner. Similarly, if the knight is removed from play, the Catan chits and the victory points they award are lost.

Wizards and Magic Books

Wizards are a type magic development card that consumes resources to build up another resource known as magic, which may then be used as a resource for other actions.

For those unfamiliar with the *Catan Card Game*, each of the four sides of the card depicts zero to three magic symbols, and the orientation of the card determines how much magic the wizard has accumulated.

- A player must have a settlement adjacent to a citadel hex in order to play a wizard. The cost to play a wizard is the cost stated on the card.
- The settlement adjacent to a citadel hex is worth one victory point when the player does not have any wizards, and two victory points when the player has played at least one. (This is consistent with the treatment of citadels in the *Catan Card Game*.)
- Magic cannot be transferred between different wizards, even belonging to the same player.
- When paying costs involving magic, they may be taken from any combination of wizards.
- Magic does not contribute to the hand limit.
- A player may accumulate one unit of magic on a wizard by discarding one resource card of type associated with the wizard. For Ari and Wizard's Alliance, gold pieces are spent instead of resources.
- **Magic Books:** Magic books are special magic development cards with an effect that may be invoked any number of times, for the magic cost indicated on the card. It does not cost anything to play a Magic book.
- A player may have up to four magic books in play.

Largest Army Bonus

Unlike a regular game of *Cities & Knights*, the Largest Army bonus is used in this scenario.

- The player with the greatest combined strength and tournament point value of their knights (at least 6) gains the Largest Army bonus, worth two victory points.
- In the event of a tie, the tied player with the greatest number of knights is awarded the Largest Army.

Bonus Section

Greatest Magician Bonus

This scenario does not make use of the Defender of Catan cards. Instead, a single Defender of Catan card acts as a scoring bonus, known as the Greatest Magician.

- The player with the most wizards played is named the Greatest Magician, worth one victory point.
- If multiple players are tied for having the most wizards, the Greatest Magician is unclaimed. The exception is if a player has played Ari; this player claims the scoring bonus if they are amongst the tied players.

Scenario Rules

- The rules for undiscovered terrain, introduced in the scenario "The Fog Islands", is in effect for this scenario. Consult with that section of the Guide for additional information on those mechanics.
- In addition to the rules described therein, a player may pay one commodity upon discovery to select either the land hex to be discovered, or the number token to be assigned to the hex.
- The robber is not in play during the first two sets of turns. If a 7 is rolled for production during this time, the player on move may take any resource of their choice from the supply.
- Once the robber enters play, the robber may only be moved to hexes on the central island or any island connected to it by shipping lines.
- Players must place their initial settlements on the main island, and may not place their initial settlements adjacent to the citadel hex.
- The first settlement a player builds on each outlying island is worth one additional victory point.
- The merchant may only be placed on the main island.
- The Inventor progress card may only be used to exchange number tokens on the main island, or any island connected to it by a player's own shipping routes.
- The Spy may be used against both development and progress card decks, but only one type at a time.

Game is to 18 points. A player cannot declare victory unless there are no other players with a greater number of victory points.

References

Player Supplies

- | |
|--------------------|
| • 5 Settlements |
| • 4 Cities |
| • 15 Roads |
| • 15 Ships |
| • 3 City Walls |
| • 2 Basic Knights |
| • 2 Strong Knights |
| • 2 Mighty Knights |

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Citadel	1 grain, 2 ore, 2 gold
Development Card	1 grain, 1 ore, 1 wool
City Wall	2 brick
Knight	1 ore, 1 wool
Knight Activation	1 grain
Knight Promotion	1 ore, 1 wool

Setup Diagrams



3-4 Player Game

Hexes

	Hills	Fields	Forest	Mountains	Gold Field	Jungle	Desert	Volcano	Citadel	Ocean
On Board	2	2	2	4	2	2	1	2	1	27
Reserve	2	2	2		2	4				4

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Harbors

Brick	Grain	Lumber	Ore	Wool	3:1
1	1	1	1	2	4

Bonus Section

The Wall Peckers

by Brigitte and Wolfgang Ditt

This scenario, the last *Catan* scenario from the Ditt family, was published to mark the 15th anniversary of German reunification and the fall of the Berlin wall.

Wall Pieces

This scenario makes use of 12 wall pieces, representing the Berlin wall: six lower wall portions and six upper wall portions. Each wall piece covers two edges, and has a unique building cost on it. In addition, six number tokens, 4, 5, 6, 8, 9, and 10, are also associated with the wall pieces.

- At the start of the game, one lower wall piece and one upper wall piece is assigned to each of the six wall areas. The six number tokens are set aside
- Players may not place their initial settlements on the wall.
- Players may only place settlements on intersections not covered by wall pieces.
- Players may only place roads on edges not covered by wall pieces.
- **Pecking the Wall:** The first player to reach 4, 5, 6, 8, 9, and 10 victory points may take the corresponding number token and place it next to any wall section without a number token. Thereafter, any player may peck at the wall by paying the cost of the wall piece.
- Only one wall piece may be purchased per turn, and the player unlocking the wall section may purchase a wall piece on the same turn. The upper wall piece must be purchased before the lower wall piece.

Lower Piece Costs

1 brick, 1 grain
1 brick, 1 ore
1 brick, 1 wool
1 brick, 1 grain, 1 lumber
1 brick, 1 grain, 1 ore
1 brick, 1 grain, 1 wool

Upper Piece Costs

1 brick, 1 lumber, 1 ore
1 brick, 1 lumber, 1 ore
1 brick, 1 lumber, 1 wool
1 brick, 1 lumber, 1 wool
1 brick, 1 ore, 1 wool
1 brick, 1 ore, 1 wool

Hotel Cards

There are six hotel cards in this scenario, with each hotel card being associated with a hex. This card has three sets of building costs, with each building cost associated with two of the number tokens used in the wall pieces. Each hotel card has the hex labeled on both sides, with the building costs printed on one side only.

- At the start of the game, all six hotel cards are placed face down on the board.
- **Unlocking Hotels:** Once the lower wall piece from any wall section is purchased, the player may turn one hotel card face up. Thereafter, that hotel card is made available for purchase. The number token associated with that wall section is then set aside, next to the hotel cards.
- **Purchasing Hotels:** Players may only purchase hotels that are unlocked. When purchasing a hotel, one number token that has been set aside is selected, and the cost shown on the card corresponding to that number token must be paid. Once the hotel is paid, the number token selected replaces the number token on the hex associated with the hotel.
- Note that the number token chosen with the hotel need not be the number token associated with the wall section that unlocked the hotel.
- Whenever the hex associated with a hotel produces, the owner of the hex collects two resources of the type produced by the hex.
- In the event of a resource shortage during production, hotel owners choose their resources first, followed by all other players. Normal resource shortage rules apply if there are not enough resources for even the hotel owners.
- Hotels are worth one victory point to their owner.

Hotel	Hex	Cost (4, 10)	Cost (5, 9)	Cost (6, 8)
Alexanderplatz	Pasture	2 grain, 1 lumber	2 grain, 2 lumber	2 grain, 2 lumber, 1 wool
Brandenburg Gate	Hills	1 lumber, 2 wool	2 lumber, 2 wool	1 brick, 2 lumber, 2 wool
Friedrichstraße	Mountains	1 brick, 2 grain	2 brick, 2 grain	2 brick, 2 grain, 1 ore
Potsdamer Platz	Forest	2 grain, 1 ore	2 grain, 2 ore	2 grain, 1 lumber, 2 ore
Stadtmitte	Mountains	1 brick, 2 wool	2 brick, 2 wool	2 brick, 1 ore, 2 wool
Unter den Linden	Fields	1 ore, 2 wool	2 ore, 2 wool	1 grain, 2 ore, 2 wool

Tiergarten Hex

An additional hex on the board is named the Tiergarten hex. Over the course of the game, the Tiergarten hex accumulates Catan chits, which are periodically auctioned off.

- At the start of the game, the Tiergarten hex has no Catan chits.

- Once the lower wall piece from any wall section is purchased, one Catan chit is placed on the Tiergarten hex.
- One Catan chit is also added if, as a result of hotel purchases, no hexes produce on a production roll of 2 or 12.
- The Love Parade:** Whenever the Tiergarten hex produces, one Catan chit from the hex is auctioned off to the player who pays the most resources. The player on move may make the first bid. Players who pass on their bid may not later re-enter the auction.
- Each Catan chit is worth one victory point.

Best Wall Pecker Bonus

This scoring bonus, worth one victory point, enters play once both pieces from one section have been purchased.

- The player with the most wall pieces is awarded this scoring bonus.
- The rules do not specify how the scoring bonus is awarded in the event two or more players are tied for having the most pieces.

Best Raver Bonus

This scoring bonus is a bonus that tracks the number of Catan chits owned by players. It is worth one victory point.

- The player with the most Catan chits is awarded this scoring bonus.
- The rules do not specify how the scoring bonus is awarded in the event two or more players are tied for having the most Catan chits.

Scenario Rules

- During initial settlement, players must start with one settlement on each side of the wall.
- Ships may only be placed on edges with ocean on both sides.
- Roads and ships are considered connected even if there are no settlements or cities between them.
- While each wall section has at least one piece, the robber must move to the opposite side of the wall whenever it is moved.

Game is to:

- 15 points in a 3-player game
- 17 points in a 4-player game.

Setup Notes

- For variable setup, the hexes may be rearranged, with the exception of the hotel hexes.

References

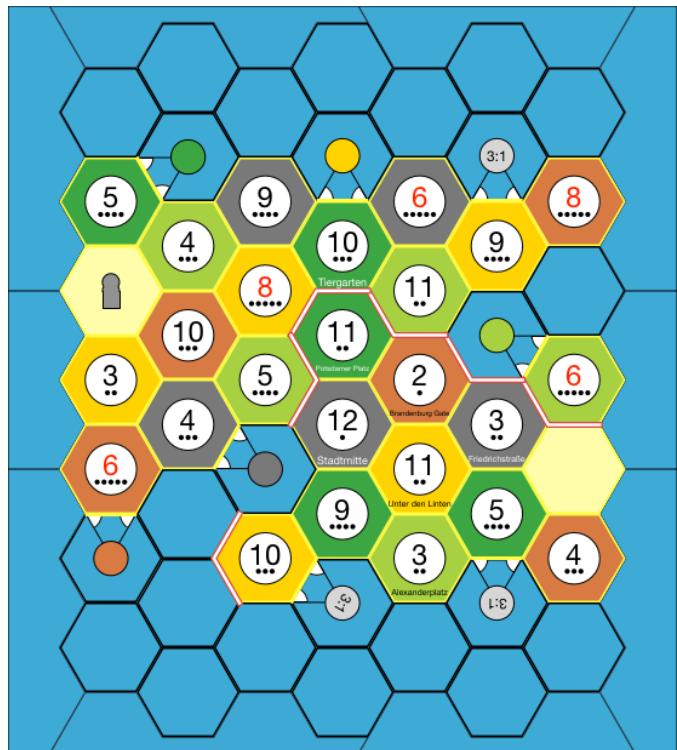
Player Supplies

- | |
|---|
| <ul style="list-style-type: none"> 5 Settlements 4 Cities 15 Roads 15 Ships |
|---|

Building Costs

Road	1 brick, 1 lumber
Settlement	1 brick, 1 grain, 1 lumber, 1 wool
City	2 grain, 3 ore
Development Card	1 grain, 1 ore, 1 wool

Bonus Section
Setup Diagrams



3-4 Player Game

Hexes

Hills	Fields	Forest	Mountains	Pasture	Desert	Ocean
5	5	5	5	5	2	19

Hexes do not include pre-printed hexes on the frame.

Number Tokens

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

Number tokens do not include those used for the wall sections and hotels.

Harbors

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

The Ministers of Catan

by Stefan Risthaus

This scenario attempts to combine *Catan* with the *Catan Card Game*. Because of the sheer complexity of the *Catan Card Game*, a full treatise of the rules is not possible here; consult with the *Catan Card Game and Rivals for Catan Guide to Miscellany* for additional information about the rules of the *Catan Card Game*.

This variant is known not to be compatible with *Cities & Knights*.

Region Cards

In addition to the hand, resources may be kept in region cards, as in the *Catan Card Game* (as well as its successor, *The Rivals for Catan*). Region cards are square cards that depict one type of terrain as well as an amount of resources produced by that terrain, from zero to three; the orientation of the region card determines the number of resources that are currently being held by the region card. Each region card also bears a single die, representing the roll of the single production die that determines when the region produces resources.

In the *Catan Card Game*, each player begins with one region card for each of the six types of terrain, and there are 11 additional region cards used when the players expand their principalities. Each of the starting six region cards covers all six die rolls, thus players are guaranteed that at least one region will produce each turn.

In a four-player game, an additional region card (Gold 2) is needed. (Note that *The Rivals for Catan*, unlike its predecessor, has 12 additional region cards, meaning that although the number distribution may be different, no additional region cards are needed.)

- At the start of the game, all region cards have no stored resources.
- Each player, at the start of the game, is given six region cards, which must be arranged in two rows of three, with enough space to fit one card between each row and column of region cards.
- Resources may not be freely transferred between region cards and the hand. A player may exchange three resources held in a region card for two resource cards. (Note that as gold does not have resource cards, this cannot be done for that resource.)
- Resources on region cards may only be traded for other resources on region cards, in accordance with the rules of the *Catan Card Game*, and resource cards may only be traded for other resource cards (or other currencies, where appropriate), in accordance with the rules of *Catan*.
- The prevailing trade rates for both resources on region cards and resource cards are lowered by both harbors and trade fleets.
- Resources on region cards are not considered part of the hand, and do not contribute to the hand limit as defined by *Catan*. Conversely, resource cards are not considered during the Brigand Attack event, and are not affected by them regardless of the outcome of said event.
- Note that the Monopoly development card affects both resource cards and resources in region cards. For the latter, conversion to resource cards must be done whenever possible.
- Resource cards and resources in region cards may be used in any combination to pay for any building or other resource cost.

Player	Brick	Grain	Lumber	Ore	Wool	Gold
Red	5	1	4	2	3	6
White	6	2	5	3	4	1
Blue	2	4	1	5	6	3
Orange	1	3	6	4	5	2

Scenario Rules

- Set up the Event Card deck and the expansion decks, in accordance with the rules of the *Catan Card Game*.
- The Scout card from the *Catan Card Game* cannot be used in this scenario, and must be removed from the expansion decks.
- As a formality, each player is assigned a minister portfolio.
 - The **Trade Minister** is in charge of determining possession of the Windmill Token
 - The **Defence Minister** is in charge of determining possession of the Knight Token
 - The **Construction Minister** is in charge of enforcing the building rules as laid out in the *Catan Card Game*, and those specific to this variant.
 - The **Finance Minister** is, in a four-player game, in charge of distributing resources following the production roll, as well as determining possession of all *Catan* scoring bonuses.
- At the start of the game, players draw their starting hands from the Expansion Decks, in accordance with the rules of the *Catan Card Game*.

Bonus Section

- At the start of a player's turn, the event die, the yellow die, and the red die are rolled. The event die is resolved in accordance with the rules of the *Catan Card Game*, and the yellow die is used for the production roll for region cards, in accordance with the rules of the *Catan Card Game*. Finally, the yellow and red dice are used for production in accordance with the rules of *Catan*.
- At the end of the turn, the *Catan Card Game* hand is replenished, in accordance with the rules set out therein.
- Regional Expansions and City Improvements:** As in the *Catan Card Game*, each player may play two regional expansion cards per settlement, and any combination of regional expansions and city improvements totaling 4 for each city. Unlike the *Catan Card Game*, though, these cards are not associated with any particular settlement or city.
- Regional expansion and city improvement cards affecting region cards must be placed in the spaces between region cards set up at the beginning of the game. Note that unlike the *Catan Card Game*, these cards may be placed between the top row and bottom row of cards.
- Because there is no strong association between regional expansions and settlements, there is no requirement that regional expansion and city improvement cards affecting region cards be placed between regions for which a player has a settlement or city adjacent to one or both of the corresponding hexes.
- Victory point development cards are not treated differently from other development cards. In particular, this means that although they may be played at any time, only one may be played each turn, and you cannot play one on the same turn that they are purchased. Note that this is due to the fact that all victory point development cards have different effects.
- Knight Veto:** whenever the robber is moved, the player with the knight token may veto its placement, which compels the player moving the robber to choose a different location. This option may only be exercised once per robber movement, meaning that the second placement cannot be vetoed.

Game is to 20 points.

References

Development Card Changes

Name	Effect
Chapel	Protects up to three units against the effects of the Civil War event. Counts as a Church for the purposes of <i>Catan Card Game</i> building requirements.
Library	Raises the <i>Catan Card Game</i> hand limit by 1. Counts as a Library for the purposes of <i>Catan Card Game</i> building requirements.
Marketplace	Provides 2 commerce points. Counts as a Marketplace for the purposes of <i>Catan Card Game</i> building requirements.
Palace	Reduces the cost of searching through an expansion deck, in the same manner as the Town Hall. Counts as a Town Hall for the purposes of <i>Catan Card Game</i> building requirements.
University	Counts as a university for the purposes of <i>Catan Card Game</i> building requirements.

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 the Plague event in the same manner as the Garrison card against the Brigand Attack event.
Bishop	Action – Defense	May be used against an opponent's played Knight development card. The robber is not moved, and the targeted card is returned to the bottom of the development card deck.
Black Knight	Action – Attack	May be used against an opponent's played Knight development cards. On a roll of 1-5, the targeted card is returned to the bottom of the development card deck; on a roll of 6, the player must remove one of their own played Knight development cards, or a knight if they do not have any. May not target a knight belonging to the player with the Largest Army bonus.
Brigands	Action – Attack	Does not affect resource cards. The player with the Largest Army bonus is protected against the effects of this card in the same manner as the Bishop.
Caravan	Action – Neutral	May be used on resource cards instead of resources stored on region cards.
Civil War	Event	Does not affect Knight development cards or harbors. The unit returned is chosen by the player on their right.
Conflict	Event	The player with the Largest Army bonus discards only one card instead of two.

Bonus Section

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 played Knight development cards acts as a tiebreaker in determining possession of the knight token.
Spy	Action – Attack	If played against the player with the Largest Army bonus, a success roll must be made; on a roll of 5 or 6, this card has no effect.

Bonus Section

Bridge Building on Catan

by Bastian Schulz

Although bridges are not a new concept to *Catan* prior to its inclusion as part of "The Rivers", most were early attempts to cross water with roads before the advent of *Seafarers*. This variant introduces a *Seafarers*-friendly version of bridges.

Bridges

Bridges are a piece that extend the road network through a hex, from one intersection to a non-adjacent intersection. Each player begins with 3 bridges in their player supply.

- Bridges may be built over land hexes or water hexes. Note that the cost of building a bridge over water is not the same as building a bridge over land: bridges over land cost 2 brick, 1 lumber, and 2 ore, while bridges over water cost 1 lumber, 2 ore, and 2 wool.
- **Bridges Over Water:** Although bridges extend the road network over water, they are not ships, and thus cannot be moved once built.
- The rules do not specify if multiple bridges may be built over one hex, or if bridges may cross over each other.

The following rules are in effect when playing with rules from *Seafarers*. Consult with the *Seafarers* section of the guide for additional details on the rules within.

- Each player begins with 5 bridges instead of 3.
- A line of ships is considered closed if they end at a bridge. Note that this means that a road and a ship may connect to each other and be considered part of a single trade route through a bridge, regardless of whether that bridge is over land or water, and, if the bridge and ship meet on the coast regardless of whether or not there is a settlement in between.

Variant Rules

- The Road Building development card may be used to build one bridge instead of two roads or ships for 1 ore.

Catan for Roleplayers

by Brigitte and Wolfgang Ditt

This variant was inspired by the fact that dice sets used in role-playing games consist of many types of dice, not simply six-sided ones (and even the six-sided dice used in role-playing games are different, in that their faces are numbered rather than given pips). To that end, this variant explores the use of four-sided, eight-sided, and twelve-sided dice for resource production rolls.

This variant is known not to be compatible with *Cities & Knights*.

Variant Rules

	One option to replace the two six-sided dice is to simply use a four-sided die with an eight-sided die. The net result is that there are only 32 outcomes, with 5, 6, 7, 8, and 9 all equally likely with one-in-eight odds each.
	Another suggested option is to roll a four-sided die and a 12-sided die, and adding or subtracting the two dice such that the range is between 2 and 12; if both adding and subtracting results in numbers within that range, then the player has a choice of either. Note that there will be 24 outcomes where addition or subtraction is forced (10 forced subtraction, 14 forced addition), and 24 where the player may choose.

Disasters on Catan

by Ronald Hoekstra

Dikes

Dikes are represented by a road over water. Over the course of the game, hexes may be replaced by ocean hexes as a result of storm surges, and dikes may be employed to reclaim ocean hexes. This variant recommends the use of additional hexes and number tokens in a reserve, in unspecified quantities.

- Dikes cost 1 brick, 1 lumber, and 1 ore to build.
- **Reclamation:** If an ocean hex is either surrounded by land hexes or dikes built by any combination of players, the ocean hex is reclaimed, and removed from the board and replaced with a land hex. If this hex produces resources, a number token is assigned to the hex from the reserve. All dikes employed in reclaiming the hex are removed from the board and returned to their owners.

Vaccine Tokens

This variant requires an unspecified number of vaccine tokens, which protect cities against epidemics.

- If a city with a vaccine token is affected by the epidemic disaster, the vaccine token is removed instead of a city.
- Vaccine tokens cost 1 grain and 2 wool.

Variant Rules

- **Disasters:** Whenever doubles are rolled, after production is resolved, a disaster occurs. The dice are rolled again, and the hexes with number tokens matching the outcome of the dice are affected. Depending on the doubles that were rolled, an additional effect is performed.
- No action occurs if the chosen hex cannot be affected by the disaster.
- **Irrigation:** Any resource-producing hex whose number token has been removed as a result of disasters may have a number token restored to it for a cost of three resources, if the player has settlement or city adjacent to the hex, and it is connected to an ocean hex through the player's road network.
- **Reforesting:** A player with a settlement or city adjacent to a hills hex may transform the hex into a forest hex, if it is connected to an ocean hex through the player's road network. This costs 2 lumber and 1 additional resource. Note that the hex need not have been previously affected by the tornado disaster.
- **Desert Reclamation:** A player may exchange a desert hex on the board may pay 5 resources to replace it with a resource-producing hex. When this occurs, a number token is assigned to the hex from the reserve.

References

Disaster Table

Disaster	Dbl.	Effect
Storm Surge	1	<p>All affected coastal hexes are replaced by ocean hexes, and its number tokens, if any, is placed in the reserve. Any settlement, city, or harbor that is entirely surrounded by water as a result of this disaster are destroyed.</p> <p>The rules do not state whether roads entirely surrounded by water are destroyed, or turn into dikes as a result of this disaster.</p>
Drought	2	The number tokens of all fields, forest, and pasture hexes are removed from the board and placed in the reserve. Thereafter, these hexes no longer produce resources.
Earthquake	3	All cities adjacent to affected hexes are reduced to settlements. If a player does not have enough settlements in their supply, any excess cities are destroyed outright; the affected players may choose which of their own cities to remove if this occurs.
Eruption	4	All roads adjacent to mountains and gold field hexes are destroyed. The number token from affected hexes are then removed and placed in the reserve. Thereafter, these affected hexes no longer produce resources.
Tornado	5	<p>All roads adjacent to affected hexes are destroyed. Additionally, all forest hexes are replaced with hills hexes, or desert hexes if no hills hexes remain in the reserve; the number token belonging to the hex is removed and placed in the reserve in the latter case.</p> <p>If there are no hills or desert hexes in the reserve, the number token is simply removed and placed in the reserve.</p>
Epidemic	6	All cities adjacent to affected landlocked hexes are destroyed.

Bonus Section

Fishermen

by Ronald Hoekstra

Before "The Fishermen of Catan", this variant introduced the notion of fish as a currency.

Variant Rules

- Desert and ocean hexes are assigned number tokens during initial setup. Not all desert or ocean hexes need to be assigned number tokens.
- Cities do not gain any production bonuses compared to settlements.
- **Fish:** Fish are represented by Catan chits. Whenever an ocean hex produces, each player with an adjacent settlement or city gains 1 fish, and each player with a ship in an open shipping line gains 2 fish.
- Note that ships in closed shipping lines do not collect fish when ocean hexes produce.
- Fish are not resources, do not count against the hand limit, and cannot be claimed by the Monopoly development card. Fish may be traded between players, and for resources in maritime trade, but resources may not be traded for fish in maritime trade.
- Players may use 2:1 harbors to trade in two of the same resource (or two fish) for the harbor's resource type.
- The pirate blocks the production of fish whenever it is on an ocean hex with a number token.
- **Drought:** Whenever a desert hex produces, all players lose all accumulated fish. In addition, all number tokens on all desert and ocean hexes are reshuffled.

Ice Age

by Ronald Hoekstra

Glacier Counters

A number of glacier counters are needed for this variant. There needs to be one for every hex on the board. Glacier counters are placed on the board during the freezing phase, and removed during the thawing phase.

- **Freezing Phase:** The freezing phase begins after each player has taken one turn. At the end of each player's turn, the player whose turn has ended must place a glacier counter on either a hex on the outside of the board, or on a hex adjacent to one that already has a glacier counter.
- **Thawing Phase:** Once all hexes on the board have a glacier counter, the thawing phase begins. At the end of each player's turn, the player whose turn has ended must remove a glacier counter on either a hex on the outside of the board, or on a hex adjacent to one that lacks a glacier counter.

Variant Rules

- During the freezing phase, hexes with a glacier counter do not produce resources. Hexes that have number tokens assigned to them have their number tokens removed from the board and placed in a reserve.
- Roads may be built adjacent to any ocean hex with a glacier counter.
- During the thawing phase, if a glacier counter is removed from a resource-producing hex, a number token from those that were removed from the board during the freezing phase is assigned to the hex. This need not be the number token assigned to it from before the freezing phase.
- If a glacier counter is removed from an ocean hex, and it causes a road to be entirely surrounded by thawed ocean hexes, the road is destroyed.
- The hand limit is not in effect as long as a glacier counter is on the board.

Merchant Fleet

by Ronald Hoekstra

Merchant Fleet

Each player has control of a merchant fleet in this variant.

- **Fleet Actions:** A player may perform one fleet action each turn. There are three merchant actions: moving the fleet, loading the fleet, and unloading the fleet.
- **Fleet Movement:** A fleet may be moved up to two ocean hexes away.
- **Loading Fleets:** If a fleet is in on a hex adjacent to a player's own coastal settlements or cities, they may load the ship with resource cards.
- Resources on the fleet do not count against the hand limit.
- **Unloading Fleets:** A player with a fleet at the location of a 2:1 harbor may trade resources stored on the fleet using the harbor. The resources received from this trade are placed in the player's hand, and not on the fleet.
- The rules do not specify how the fleet is placed on the board at the start of the game.

Variant Rules

- The Monopoly development card cannot be used to take resources stored on fleets.
- 2:1 harbors may only be used for trading by unloading from a fleet. 3:1 harbors may only be used for regular maritime trade.
- The robber may occupy a harbor. If a fleet is at the robber's location, all resources on the fleet are lost. In addition, the robber may steal a resource from the hand of the owner of any fleet at its location.

The Oil Drillers

by Ronald Hoekstra

Oil Fields

At the start of the game, a number of number tokens are placed face-down on land hexes, representing oil fields. A random number of Catan chits, representing oil, is also assigned to each face-down number token, representing the oil that may be extracted from the hex.

- Number tokens for oil fields are turned face-up whenever the first player builds an oil rig on the hex. Thereafter, whenever the production roll matches the number token on the oil field, each player with an oil rig takes one Catan chit for each adjacent settlement, and two Catan chits for each adjacent city.
- If there are not enough Catan chits for all players, Catan chits are taken in turn order, starting with the player on move.
- Note that, for resource-producing hexes, the number token governing resource production is separate from the number token governing oil production.
- The rules do not specify whether or not oil fields without Catan chits may be removed so as to not clutter the board.

Oil Rigs

Oil rigs are a new type of structure placed in the middle of hexes. Each player has three oil rigs in their supply. As originally presented, the pieces were recommended to be taken from the 1999 board game *Giganten* (by Wilko Manz, published by Kosmos). This game was localized, revised, and republished under the title of *Black Gold* by Fantasy Flight Games in 2011; note that the colors of the pieces in either *Giganten* or *Black Gold* do not match up with those from *Catan*.

- **Building Oil Rigs:** A player may build an oil rig on a hex with an oil field adjacent to one of their own settlements or cities.
- Oil wells cost 1 lumber and 2 ore to build.
- A player may remove their oil rigs at any time.

Variant Rules

- The game ends whenever the first player reaches the scenario's victory condition. However, instead of players claiming victory, the player with the most Catan chits when the victory conditions are met is declared the winner.
- The rules do not specify whether players are compelled to end the game at the earliest opportunity, or whether a player may choose to let the game continue even though they meet the conditions for ending the game because they are trailing.
- The rules do not specify how ties in the number of Catan chits are restored.

Bonus Section

The Pioneers

by Brigitte and Wolfgang Ditt

This variant introduces a set of cards that grant each player a unique privilege for the game.

Pioneer Cards

Each pioneer card grants the player a special ability that takes effect for the entirety of the game. Note that some cards require expansions, or have little applicability in certain scenarios.

- At the start of the game, each player draws three pioneer cards, retaining one and discarding the other two.

Name	Effect
The Auctioneer	Once during the player's turn, the player may auction off a card from their hand. Bids must be in resource cards only; if no bids are made, the card is returned, and one additional resource of the type auctioned off is gained from the supply.
The Beggars	An opponent currently leading the player must give the player one resource of the player's choosing, in addition to paying the normal building cost, in order to build a settlement or city. If they cannot do so, they cannot perform the build action. This player requires one additional victory point in order to declare victory.
The Believers	If, after production is resolved, the player cannot perform any build actions, the player may roll both dice. If the number on either die is greater than the number of cards in the player's hand, the player gains one resource.
The Brokers	On opposing turns, if there are multiple trade offers, the player's offers must be accepted over identical offers from opponents.
The Carters	This player may build roads where other players have placed roads, and this player may expand past opposing settlements and cities. All opposing players may also build roads where this player has already placed theirs. <i>Seafarers:</i> also applies to ships. <i>Cities & Knights:</i> this player may expand past opposing knights.
The Consultants	Whenever an opponent builds a road, the player may suggest a location. If the player places the road there, they must give one resource card. This player requires one more point to declare victory in games that do not use rules from <i>Cities & Knights</i> . <i>Seafarers:</i> may also be applied to ships.
The Egoist	The production roll may be rerolled if it is not to the player's liking; however, the second roll must be accepted.
The Extremes	If 2, 3, 11, or 12 is rolled for production, this player may take one additional resource.
The Farmers	Whenever a field or pasture hex produces, this player collects two grain or wool, whichever is applicable, for each adjacent settlement. There is no increased production for cities.
The Fast	The player begins the game with possession of both the Largest Army and Longest Road scoring bonuses. Cannot be used with <i>Cities & Knights</i> .
The Friends	If the player has the same number of hand cards as an opponent, they may swap hands.
The Harbor Master	If an opponent uses maritime trade, the player may take one of the resources traded in.
The Honest	This player must keep their card visible at all times, except when a resource is to be stolen from the player. This player requires two less victory points in order to declare victory.
The Judges	The player may allow an opponent to use the pioneer card abilities belonging to a second opponent; whenever the opponent does so, the player gains one resource. The player cannot themselves use the pioneer card abilities of any opponents. This player requires one less point to declare victory in a 3-player game, but one more point in a 6-player game.
The Neighbors	The distance rule does not apply if placing a settlement between two roads. This player requires one more victory point to declare victory. <i>Seafarers:</i> may also be applied to ships.
The Nomads	Settlements and cities adjacent to a desert hex are worth one additional victory point.
The One-Sided	Requires <i>Cities & Knights</i> Whenever a hex produces, the player must collect either two resources or two commodities, instead of one of each, for each city, where applicable.

The Outlaws	Whenever a 7 is rolled for production, the player, after hand limits are enforced but before the robber is moved, receives all hand cards discarded by opponents due to the enforcement of the hand limit.
The Players	Before the production roll is made, the player may bet a single resource from their hand. If an even number is rolled for production, the player receives a second resource from the supply before production is resolved; otherwise the card is discarded. This player requires one less point to declare victory. <i>Cities & Knights:</i> players may bet commodities instead of resources.
The Police	The player cannot have their resources stolen. <i>Seafarers:</i> the player is additionally not affected by the pirate. This means that a player may build a ship adjacent to the pirate, or move a ship to or away from the pirate.
The Poor	The player may take a resource whenever a number other than 7 is rolled for production and the player does not collect resources. The player requires one more point to declare victory in a 3-4 player game, and two more points in a 5-6 player game.
The Port Managers	The player may perform trade actions with harbors on opposing turns. This player requires one more victory point to declare victory.
The Researchers	The player, upon drawing a development card, may draw three cards and return two to the bottom of the development card deck. <i>Cities & Knights:</i> this applies to progress cards instead. Note that if Constitution or Printer is drawn, it is automatically selected.
The Rich	The player's hand card limit is increased to 10 cards. This player requires one less point to declare victory in a 5-6 player game.
The Road Builders	Opposing settlements and cities do not affect the continuity of this player's road network for the purposes of determining Longest Road. <i>Cities & Knights:</i> similarly for knights.
The Sailors	Requires Seafarers This player may not build roads. This player requires two less points in order to declare victory.
The Shepherds	The prevailing trade rate for wool is 2:1 for this player.
The Shipyard Workers	Requires Seafarers The player may build ships for a cost of 2 lumber or 2 wool.
The Townsfolk	Three resources are collected for each city whenever a hex produces. This player requires one more victory point to declare victory. <i>Cities & Knights:</i> Two resources and one commodity are collected for forest, mountain, and pasture hexes.
The Traders	Once per turn, the player may trade one of their hand cards for an opponent's hand card. The opponent may choose which card to give in the forced trade.
The Transport Planner	The player may defer the placement of roads or ships until a later turn.
The Transporters	Whenever any trade is made between two players, this player gains one resource of type amongst those being traded. This player requires one less point to declare victory in a 3-player game, one more point in a 5-player game, and two more points in a 6-player game. <i>Cities & Knights:</i> If a commodity is being traded, the player may choose to gain the commodity.

Bonus Section

Settlers with Bluff

by Brigitte and Wolfgang Ditt

This variant introduces an element of bluffing in production rolls, while making them more predictable.

Variant Rules

- Whenever players roll for production, the player to move and the player to their left may set the outcome of one of the dice. Both dice are then revealed at the same time.
- The player to move may attempt to influence the outcome of the die controlled by the player on their left by paying them up to three resources. This payment may be declined by the player on the left.
- If one resource is accepted, the player may dictate that the player on the left choose a value from the 1-3 or 4-6 range. If two resources are accepted, the player may dictate that the player on the left choose between 1 and 2, 3 and 4, or 5 and 6. If three resources are accepted, the player chooses the outcome of both dice.

Witches, Wizards, and Dragons

by Katja and Reinhard Jatzke

This is a popular fan expansion to *Cities & Knights* within the German language *Catan* community, though fan interest in the English-speaking community has been lacking. This expansion was inspired by the *Wizards & Dragons* expansion to the *Catan Card Game*, and is often played with "Church, Faith, and Reformation", another fan expansion similar in principle.

Citadels

Citadels are a new upgrade to cities, which allow the collection of magic from adjacent hills hexes. Each player is given one citadel marker in their player supply.

- Cities may only be upgraded to citadels if they are adjacent to a hex capable of producing brick. If at any point a citadel no longer borders such a hex, it is immediately downgraded to a city.
- Note that a citadel is not automatically downgraded if it is adjacent to a hex normally capable of producing brick but is temporarily prevented from doing so (for example, a hills hex blocked by the robber).
- To denote that a city is upgraded to a citadel, the citadel marker is placed next to the city.
- As citadels are upgrades of cities, they may be augmented with city walls, be declared a metropolis, or downgraded into a settlement through barbarian attacks.
- A city may be upgraded to a citadel for 2 brick and 1 ore.
- Citadels may be directly upgraded from settlements for 1 ore less than the combined upgrade cost.

Magic Commodity Cards

This fan expansion adds a fourth commodity type, known as magic. Like the three commodity types, it is paired with a resource, in this case, brick. The supply of magic commodity cards is identical to that of the other commodity types.

- Hills hexes continue to produce two brick for adjacent cities; magic may only be collected by adjacent citadels. Hills hexes produce one brick and one magic for adjacent citadels.
- All other commodity rules apply for this commodity type.

Magic City Improvements

Like the other commodity types, the magic commodity is associated with its own type of city improvements, also known as magic. As such, each player has a magic city improvement calendar, and there is an additional metropolis arch for magic city improvements.

- A player must have placed their citadel in order to build magic city improvements.
- Otherwise, all other rules for city improvements apply to the magic city improvements, including rules concerning the metropolis.
- **Magic Kitchen:** A player building the magic kitchen, the third level of the magic city improvements, may exchange brick for any other resource (not commodity) at 1:1.

Name	Red Die	Cost
Magic Book	1-2	1 magic
Stone Circle	1-3	2 magic
Magic Kitchen	1-4	3 magic
Magic Mill	1-5	4 magic
Magic Castle	1-6	5 magic

Magic Progress Cards

Like the other commodity types, there is also a magic progress deck. There are no special rules for magic progress cards beyond those of progress cards in general.

Magic (Purple) 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 cannot be used if the player is incapable of adding the city improvement, and may not be used against the final level of city improvements.
Dance of the Unicorns	1	May only be played before the dice are rolled. Determine the outcome of the event die. This card may not be used with the Alchemist progress card.
Favor of the Stars	1	Swap any two number tokens. Unlike the Inventor, there are no restrictions on number tokens that may be swapped, however, the swap cannot result in the 6 or 8 number tokens being assigned to adjacent hexes.

Bonus Section

Little Magic Dragon	1	May be played on opposing turns. If a player is forced to discard due to the hand limit, the player may discard four fewer cards than normal.
Magic Dispense	1	The cost of building a settlement is reduced by two resources.
Magic Flow	1	Move the barbarian ship two spaces in either direction.
Magic Formula	1	Each opponent must give the player one of their unplayed progress cards. The player keeps one for themselves, and returns the remainder to the bottom of their respective progress card decks.
Magic of Nature	1	Take three resources.
Magic Power	1	May be played on opposing turns. Whenever the barbarians attack, the player's own activated knights have doubled strength.
Magic Swap	1	Swap any two land hexes. Number tokens remain in their locations, unless swapping a hex with a number token with a hex without one. All other pieces on the hexes being swapped remain at their locations, and are not moved with the hex.
Magic Veto	1	May be played on opposing turns. Any action specifically targeting the player considered detrimental may be negated. Note that when played during a barbarian attack, the barbarian attack itself cannot be negated, as it affects all players equally, but a player may play this card to avoid reducing a city to a settlement.
White Magic	1	1 victory point. Must be played immediately.
Witch's Spell	1	All knights of one opponent are deactivated, and the opponent cannot activate knights for the next three turns. (This is the next three turns overall, not the player's next three turns.) In a 5-6 player game, for the purposes of this card, the Special Build Phase and the turn proper each reduces the count.
Wizard	4	May be placed before the dice are rolled. Place the wizard on a player's own settlements, cities, or citadels.

The Wizard

The wizard, like the merchant, is a nominally neutral piece that is placed only by the effects of progress cards.

- When deployed, the merchant is placed on a player's own settlements, cities, or citadels.
- The player to have last played the Wizard progress card is said to be in control of the wizard.
- A settlement, city, or citadel with the wizard may collect resources and commodities from hexes that are blocked by the robber. Additionally, the player in control of the wizard may not have their resources stolen, nor be targeted by progress card effects that take resources away from them.
- Control of the wizard is worth one victory point.

Event Die

In order to make room for the new type of city improvement, the event die from *Cities & Knights* is set aside for a different die that accommodates a purple city gate face for the magic city improvements.

- As originally presented, a six-sided die is used, with two barbarian ship faces and four city gate faces, one for each type of city improvement. If this die is used, then barbarians advance two spaces on the barbarian track whenever the barbarian ship is rolled. This effectively halves the barbarian track.
- To maintain the *Cities & Knights* property that barbarian ships have half of all faces, an eight-sided die may be used. This die uses four barbarian ship faces and four city gate faces.
- A third option, based on the event die in "Church, Faith, and Reformation", uses a ten-sided die, with five barbarian ship faces, four normal city arch faces, and a custom multi-colored city arch face, which acts as a "wildcard arch". When that face is rolled, players may treat the city arch as any color.

Variant Rules

- When playing under the English 3rd edition rules, the Saboteur progress card may be used to sabotage citadels in a manner identical to cities. The cost to repair a sabotaged citadel is the same as the cost to repair a sabotaged city.
- The number of victory points needed in order to claim victory is increased by three.

Church, Faith, and Reformation

by Jochen Steininger

Published under the handle ErzEngel, this fan expansion of *Cities & Knights* is popular within the German language *Catan* community, and has been revised a number of times. Because the rules of this fan expansion complement with that of "Witches, Wizards, and Dragons", the two are often played together, to the point where the latest version of this fan includes its own revision of the other fan expansion.

Dioceses

Like the citadel in "Witches, Wizards, and Dragons", dioceses are upgrades of cities. Each player is given one diocese marker in the player supply.

- Cities may only be upgraded to dioceses if they are adjacent to a hex capable of producing grain. If at any point a diocese no longer borders such a hex, it is immediately downgraded to a city.
- Note that a diocese is not automatically downgraded if it is adjacent to a hex normally capable of producing grain but is temporarily prevented from doing so (for example, a fields hex blocked by the robber).
- To denote that a city is upgraded to a diocese, the diocese marker is placed next to the city.
- As dioceses are upgrades of cities, they may be augmented with city walls, be declared a metropolis, or downgraded to a settlement through barbarian attacks.
- A city may be upgraded to a diocese for 1 brick, 1 grain, and 1 lumber.
- A diocese is worth three victory points.

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

- Citadels and dioceses are considered mutually exclusive upgrades. That is, a city cannot be upgraded into both a citadel and diocese, even if it borders hexes capable of producing brick and grain.
- The wizard may not be deployed at a diocese. If a city with a wizard is upgraded to a diocese, the wizard is removed, and the player relinquishes control of the wizard.

Bread Commodity Cards

This fan expansion introduces two new commodity types. The first commodity type is bread, which acts as the commodity counterpart to grain. The supply of bread commodity cards is identical to that of the other commodity types.

- Fields hexes continue to produce two grain for adjacent cities; bread may only be collected by adjacent dioceses. Fields hexes produce one grain and one bread for adjacent dioceses.
- As an optional rule, the requirement for a diocese to produce bread may be dropped. Instead, field hexes produce one grain and one bread for all adjacent cities.
- All other commodity rules apply for this commodity type.

Religion City Improvements

Like the other commodity types, the bread commodity is associated with its own type of city improvements, known as religion. As such, each player has a religion city improvement calendar, and there is an additional metropolis arch for religion city improvements.

- A player must have placed their diocese in order to build religion city improvements.
- Otherwise, all other rules for city improvements apply to the religion city improvements, including the rules concerning the metropolis.
- **Domain:** A player building the domain, the third level of the religion city improvements, may collect one beer if the player otherwise produces no resources on a production roll other than 7.
- A player with both the aqueduct and domain cannot benefit from both buildings at the same time. Specifically, the player may collect one resource or one beer, not both.
- Players cannot build both the theater (fourth level science city improvement) and the mission.
- Note that it is possible for a player to have a theater and a mission at different points during the game – for example, if a city improvement were to be downgraded.

Name	Red Die	Cost
Temple	1-2	1 bread
House of Prayer	1-3	2 bread
Domain	1-4	3 bread
Mission	1-5	4 bread
Cathedral	1-6	5 bread

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

Bonus Section

- Players cannot build both the magic mill (fourth level magic city improvement) and the mission. Additionally, players cannot build both the magic mill and the theater, contrary to the rules of "Witches, Wizards, and Dragons" alone.

Beer Commodity Cards

Beer is the second commodity type introduced in this fan expansion. Unlike the other commodity types, beer is not associated with any basic resource type, and does not have its own set of city improvements. As a commodity type, the supply is identical to that of the other commodity types.

- Beer may only be gained through the use of the abbey.
- Beer may be traded for other resources or other commodities in maritime trade, but resources and commodities may not be traded for beer through maritime trade.
- As an optional rule, one beer may also be purchased for three grain. This is considered a build action and not a trade action.
- All other commodity rules apply for this commodity type.

Normally, beer is only spent in beer festivals, described in the "Festival Tokens" section. However, players may choose to, in place of beer festivals and festival tokens, use the following rules instead:

- Beer is no longer considered a commodity, but as another type of currency. As such, beer commodity cards are always visible to all players, beer is no longer considered part of the hand, and thus not subject to the hand limit.
- Beer may not be traded, and a player may only have an amount of beer equal to one less than the number of victory points needed to claim victory.
- **Beer Activations:** A player may pay a number of beer equal to their current victory point total in order to activate their weakest knight.
- The rules do not specify if stronger knights may be activated if weaker knights are already activated.
- Beer activations may only be performed once per Special Build Phase. They may be done any number of times in the turn proper.

Festival Tokens

Festival tokens are used as part of an event known as a beer festival. Beer festivals temporarily disable a player piece on the board. Each player has one festival token in their supply.

- **Beer Festivals:** A player may, as a build action, spend beer on a beer festival. There are different types of beer festivals, each with a different cost. Each beer festival is associated with a player piece.
- Beer festivals targeting roads cost 2 beer. Beer festivals targeting knights cost 3 beer, regardless of the rank of the targeted knight. Beer festivals targeting settlements cost 4 beer, while beer festivals targeting cities (including dioceses) cost 5 beer.
- At the start of a beer festival, the player places a festival token on an opposing piece of the specified type. Until the start of the player's next turn, the piece with the festival token no longer functions.
- Metropolises may not be targeted by beer festivals.
- A player may only have one beer festival at any given time. A player piece may only have at most one festival token, though players may have more than one piece with a festival token.

The following additional rules apply when playing in combination with *Seafarers*. Consult with the *Seafarers* section on the Guide for additional details on the mechanics therein.

- Beer festivals targeting ships cost 2 beer, the same as roads.

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

- As citadels are upgrades of cities, beer festivals targeting citadels also cost 4 beer.

Religion Progress Cards

Like the other main commodity types, there is also a set of progress cards for religion.

- A player must have placed their diocese in order to draw a religion progress card, in addition to the existing requirements of a red city arch and the value of the red die corresponding to the level of the religion city improvement.

Religion (Red) Card Manifest

Name	Qty	Effect
Anathema	2	Name an opponent. The opponent may not gain science progress cards or build science city improvements until three resources of the player's choosing are paid to the player; the opponent may continue to use the effects of the aqueduct if built. The player must choose the three resources in such a way that the opponent is able to pay these resources through production alone. "Witches, Wizards, and Dragons": the opponent may not also gain magic progress cards or build magic city improvements when targeted; they may continue to use the magic kitchen if built.
Book Burning	1	Each player must discard one unplayed progress card.
Census	1	Each opponent must discard from their hand a number of resources equal to the number of unplayed progress cards in their possession.
Church Tithe	1	Each opponent must give one resource of the opponent's choice to the player. Opponents without resources in their hand must show their hand to the player.
Crusader	2	Place a basic knight for free. The knight is automatically activated. Cannot be played if the player has placed all of their basic knights, or cannot otherwise place a knight.
Dogma	1	Take an unplayed science progress card from each player. Keep one, and return the rest to the bottom of the science progress card pile.
Exile	1	Remove the robber, merchant, and inquisitor from the board. <i>Seafarers</i> : also remove the pirate. "Witches, Wizards, and Dragons": also remove the wizard.
Indulgence	1	This card may be played on opposing turns, after the dice are rolled but before production is resolved. Each die may be rolled a second time, with the new roll superseding the previous roll. May not be used with the Alchemist progress card. "Witches, Wizards, and Dragons": may not be used with Dance of the Unicorns.
Inquisitor	4	Place the inquisitor on an opposing city.
Lent	1	Name an opponent. The opponent may not perform any build action or any action equivalent to building (such as playing the Road Building progress card), except for placing, promoting, and activating knights, until they pay 1 grain and 1 wool to the supply.
Reformation	1	Discard all of the player's unplayed progress cards, and, for each card discarded, draw one progress card of the same type. This card may be used instead to force all opponents to do the same.
Refuge	1	Play during a barbarian attack. The player is exempt from consideration when determining which player is forced to reduce a city to a settlement.
Superstition	1	Deactivate all knights of an opponent with a science city improvement level higher than their religion city improvement level. Players with no knights, or whose only knights are already deactivated, may not be targeted. "Witches, Wizards, and Dragons": may also target opponents with magic city improvement level higher than religion city improvement level.
Witch Burning	1	Requires "Witches, Wizards, and Dragons" – Remove an Inquisitor card from the deck. Each player must discard one unplayed magic progress card.

- As a variant, the Book Burning card may be replaced by a Dogma card.

Magic Progress Cards

When playing with "Witches, Wizards, and Dragons", the makeup of magic progress cards is slightly different, in order to accommodate this fan expansion. The two new cards replace one copy of Wizard and one copy of Magic Power.

Magic (Purple) Card Manifest

Name	Qty	Effect
Lightning	1	Replace any land hex with a desert hex. If there is a number token on the hex, set it aside.
Magic Relocation	1	Move any settlement, city, citadel, or knight to any place where they may be placed. Any knights that are stranded as a result of this movement are removed from the board. <i>Seafarers</i> : may also apply to ships.

Bonus Section

Inquisitor

The inquisitor is a neutral piece that is placed only through the Inquisitor progress card. It inflicts a significant penalty on the owner of the city it is placed on.

- When deployed, the inquisitor is placed on an opponent's cities.
- The inquisitor may not be placed in a metropolis. If the city hosting the inquisitor claims metropolis status, the inquisitor is removed from the board.
- If the city hosting the inquisitor is reduced to a settlement, the inquisitor is removed from the board.
- If a player has the inquisitor located in one of their cities, they may not use abilities granted by city improvements.
- While a player is affected by the inquisitor, they lose one victory point.
- As an optional rule, the inquisitor may be placed on a player's own cities. If this rule is adopted, the following rule changes apply:
 - The Refuge progress card is replaced with an additional copy of the Inquisitor progress card.
 - A city hosting the inquisitor, whether placed there by the player or an opponent, cannot be reduced to a settlement.
 - The player to have last played the Inquisitor progress card is said to be in control of the inquisitor. If the inquisitor is under the control of the owner of the city at its location, then the inquisitor is worth one victory point.

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

- A city hosting the inquisitor may not be upgraded to a citadel.
- The inquisitor may not be placed in a citadel.
- If the inquisitor is deployed to the city with the wizard, the wizard is removed from the board.

Event Die

In order to make room for the new type of city improvement, the six-sided event die is set aside for a new eight-sided event die. This die has four barbarian ship faces and four city gate faces, preserving the *Cities & Knights* event die property of having one city gate face for each city improvement type and half of the total faces being barbarian ships.

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

- Because both fan expansions introduce new city improvement types, a ten-sided event die is needed.
- A 12-sided event die may also be optionally used, with six barbarian ship faces and one city gate face for each city improvement type. The final face is a multi-colored city gate face which acts as a "wildcard face", allowing players to treat the face as any city gate face of their choosing.
 - A player must have placed their citadel in order to use the wildcard face to draw a magic progress card.
 - Similarly, a player must have placed their diocese in order to use the wildcard face to draw a religion progress card.

Variant Rules

There are no additional rules in this variant.

The following additional rules apply when playing in combination with "Witches, Wizards, and Dragons". Consult with the section on the Guide for additional details on the mechanics therein.

- Players may keep five unplayed progress cards instead of four.
- Citadels, like dioceses, are worth three victory points.
- Similarly to the religion progress cards, players may only draw magic progress cards if they have placed their citadel, contrary to the rules of "Witches, Wizards, and Dragons" alone.