

# CATAN

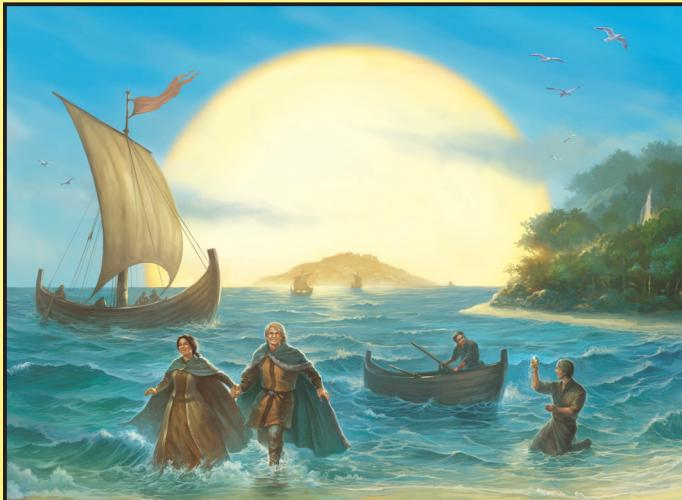
5-6 PLAYER EXTENSION  
SEAFARERS™



*The unknown islands of Catan lie before you. Some dot the horizon, while others are shrouded in the shifting mists. Some are charted, while others are known only through wild tales. Some, like the legendary gold fields, offer fortune beyond measure. Others offer danger and despair. Together, they offer the promise of bountiful harvests and limitless riches to the first explorers to reach their shores.*

*But alas, other princes have also risen to the challenge to become the first to explore and settle the great archipelago! Only one question remains... Can you outsail and outmaneuver them to become the master of the Isles of Catan?*

**NOTE:** This 2023 revision of *CATAN® – Seafarers 5-6 Player Extension™* has new “paired player” rules that must be played with the 2023 edition of *CATAN – 5-6 Player Extension™*. These rules replace the “special building phase” found in previous rules versions. All 2023 5-6 player extension rules can be found online at [catan.com](https://catan.com) for free.



*CATAN® – Seafarers 5-6 Player Extension (aka Seafarers 5-6) allows you to play the exciting game of seafaring, exploration, trade, and development with up to six players. Nine splendid new scenarios follow, all full of challenge and excitement. The islands are new and more varied, the demand for resources is fiercer, and the thrills are even greater!*

## EXTENSION RULES

Except where noted below, *Seafarers 5-6* uses the same rules as CATAN, *CATAN – Seafarers™* (aka *Seafarers*), and *CATAN – 5-6 Player Extension™* (aka *CATAN 5-6*).

## GAME COMPONENTS

*CATAN – Seafarers 5-6 Player Extension* contains:

- 30 wooden ships (15 in each of two colors)
- 7 sea hex tiles
- 2 gold field hex tiles
- 1 desert hex tile
- 2 frame pieces
- 2 harbor tokens
- 35 CATAN chits
- Extension rules & scenarios

Before you begin your first game, you have to remove the pieces from the die-cut frames.

## WHAT YOU NEED

To play the scenarios in *Seafarers 5-6*, you need the components from a copy of CATAN, *Seafarers*, and *CATAN 5-6*.

Each scenario includes a scenario diagram and a table listing all the specific components you need to play that scenario.

## ASSEMBLING THE BOARD

Before you can start a scenario, you must first construct the board. Each scenario in this book includes a scenario diagram that shows how the board should be built.

Assemble the frame as shown in the image on the right as well as the individual scenario diagrams.

After you build the frame, place the hexagonal tiles (hexes). Arrange these hexes exactly as shown in the scenario diagram.

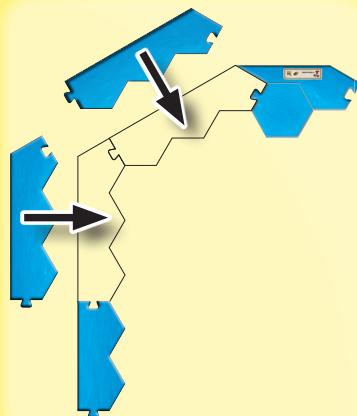
After you place the hexes, you need to arrange the round tokens with the production numbers. These are also placed as shown in the scenario diagram.

After you build the board, randomly place the harbor tokens. Take the harbor tokens listed in the scenario

### IMPORTANT INFORMATION!

It is easy to assemble the frame when you insert the *CATAN* frame pieces from above, placing them **down** into the *Seafarers* frame pieces!

If you proceed the other way around, you'll need more force. This may damage the frame sections.



## RULES

description and shuffle them face down in a pile. Randomly select the harbor tokens, one at a time, and place them on the board where the scenario diagram indicates.

### New Rules for 5-6 Players

The paired player rules are explained in *CATAN 5-6*. This chart shows the updated actions specific to *Seafarers 5-6*.

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Seafarers scenario-specific actions	● Seafarers scenario-specific actions



## SCENARIOS

Each scenario is presented in this format:

### NAME OF SCENARIO

#### 1. Components

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

#### 2. Preparation

If the scenario has any special instructions for preparing the game, they are explained in this section.

#### 3. Additional Rules

Any additional rules for the scenario are described here.

#### 4. Variable Set-up

This section provides advice on how to vary the standard set-up.

## SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

## RULES

# VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by means of these famous “voyages” from the history of Catan. In the diagram below you can find 8 destinations of these voyages of discovery. Experience the history of Catan for yourself!

This epic campaign consists of 8 scenarios. The first four scenarios are modeled on the basic rules of *Seafarers*. They are easy to play.

Scenarios 5 through 8 are more complex. We've added new rules. So you should play the scenarios in the order shown.

Scenario 9 is intended for free play. Use your own ideas to construct an island mix.

**The Pirate Islands**



**The Fog Islands**



**The Wonders of Catan**



**Through the Desert**



**The Six Islands**



**Cloth for Catan**

**Heading for New Shores**



**The Forgotten Tribe**

# SCENARIO 1: HEADING FOR NEW SHORES

## 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

**Terrain & Tokens:** In addition to the 30 terrain hexes and 28 number tokens from CATAN and *CATAN 5-6*, you need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	16	2s	1
Desert	0	3s	1
Gold field	3	4s	1
Fields	1	5s	1
Hills	2	6s	1
Mountains	2	8s	1
Pasture	1	9s	1
Forest	1	10s	1
<b>Total:</b>	<b>26</b>	<b>11s</b>	<b>1</b>
		12s	1
		<b>Total:</b>	<b>10</b>

**Additional Components:** 48 CATAN chits

## 2. Preparation

Set up the game map as shown in the scenario diagram—build the big island (main island) according to the rules for *CATAN 5-6*. The additional required game components are listed in the component section. Finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

## 3. Additional Rules

As specified in the 3-4 player scenario “Heading for New Shores” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “Heading for New Shores” in *Seafarers*.

# **RULES**



## SCENARIO 2: THE SIX ISLANDS

### 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

#### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	24	2s	2
Desert	0	3s	3
Gold field	0	4s	4
Fields	6	5s	4
Hills	6	6s	4
Mountains	6	8s	3
Pasture	7	9s	4
Forest	7	10s	4
<b>Total:</b>	<b>56</b>	<b>11s</b>	<b>2</b>
		<b>12s</b>	<b>2</b>
		<b>Total:</b>	<b>32</b>

**Additional Components:** 60 CATAN chits

### 2. Preparation

As specified in the 3-4 player scenario “The Four Islands” in *Seafarers*.

### 3. Additional Rules

As specified in the 3-4 player scenario “The Four Islands” in *Seafarers*.

### 4. Variable Set-up

As specified in the 3-4 player scenario “The Four Islands” in *Seafarers*.

# RULES



# SCENARIO 3: THE FOG ISLAND

## 1. Components

**Harbors:** You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

### Terrain & Tokens:

Face-up Terrain Hexes	Face-up Number Tokens	Face-down Stack Terrain Hexes	Face-down Stack Number Tokens
Type .....#	Value .....#	Type .....#	Value .....#
Sea .....12	2s .....1	Sea .....12	2s .....2
Desert .....1	3s .....3	Desert .....0	3s .....1
Gold field .....2	4s .....3	Gold field .....1	4s .....1
Fields .....5	5s .....2	Fields .....2	5s .....2
Hills .....5	6s .....3	Hills .....2	6s .....1
Mountains .....5	8s .....3	Mountains .....2	8s .....1
Pasture .....4	9s .....2	Pasture .....3	9s .....2
Forest .....4	10s .....3	Forest .....3	10s .....1
<b>Total:.....38</b>	<b>11s .....3</b>	<b>Total:.....25</b>	<b>11s .....1</b>
	12s .....2		12s .....1
	<b>Total:.....25</b>		<b>Total:.....13</b>

**Additional Components:** None

## 2. Preparation

As specified in the 3-4 player scenario “The Fog Island” in *Seafarers*.

## 3. Additional Rules

As specified in the 3-4 player scenario “The Fog Island” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “The Fog Island” in *Seafarers*.

## RULES



# SCENARIO 4: THROUGH THE DESERT

## 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	.20	2s	.3
Desert	.5	3s	.4
Gold field	.3	4s	.4
Fields	.7	5s	.4
Hills	.7	6s	.4
Mountains	.7	8s	.4
Pasture	.7	9s	.4
Forest	.7	10s	.4
<b>Total:</b>	<b>.63</b>	<b>11s</b>	<b>.4</b>
		12s	.3
		<b>Total:</b>	<b>.38</b>

**Additional Components:** 20 CATAN chits

## 2. Preparation

As specified in the 3-4 player scenario “Through the Desert,” in *Seafarers*.

## 3. Additional Rules

As specified in the 3-4 player scenario “Through the Desert,” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “Through the Desert,” in *Seafarers*.

# **RULES**



## SCENARIO 5: THE FORGOTTEN TRIBE

### 1. Components

**Harbors:** You need 8 harbor tokens: 5 special 2:1 (one for each resource) and 3 generic 3:1.

#### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	.22	2s	.1
Desert	.4	3s	.4
Gold field	.3	4s	.4
Fields	.7	5s	.4
Hills	.7	6s	.3
Mountains	.6	8s	.3
Pasture	.7	9s	.3
Forest	.7	10s	.3
<b>Total:</b>	<b>.63</b>	<b>11s</b>	<b>.3</b>
		12s	.1
		<b>Total:</b>	<b>.29</b>

**Additional Components:** 10 CATAN chits

### 2. Preparation

As specified in the 3-4 player scenario “The Forgotten Tribe” in *Seafarers*.

### 3. Additional Rules

As specified in the 3-4 player scenario “The Forgotten Tribe” in *Seafarers*.

### 4. Variable Set-up

As specified in the 3-4 player scenario “The Forgotten Tribe” in *Seafarers*.

## **RULES**



# SCENARIO 6: CLOTH FOR CATAN

## 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	24	2s	3
Desert	4	3s	4
Gold field	2	4s	4
Fields	6	5s	4
Hills	4	6s	4
Mountains	5	8s	4
Pasture	5	9s	4
Forest	6	10s	4
<b>Total:</b>	<b>56</b>	<b>11s</b>	<b>4</b>
		12s	3
		<b>Total:</b>	<b>38</b>

**Additional Components:** 70 CATAN chits

## 2. Preparation

As specified in the 3-4 player scenario “Cloth for Catan” in *Seafarers* —with the following exceptions:

There are 12 “villages” with 5 CATAN chits each. The “general supply” consists of 10 CATAN chits.

The robber begins the game on the fields hex with token number “11.”

## 3. Additional Rules

As specified in the 3-4 player scenario “Cloth for Catan” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “Cloth for Catan” in *Seafarers*.

# **RULES**



## SCENARIO 7: THE PIRATE ISLANDS

### 1. Components

**Harbors:** You need 9 harbor tokens: 5 special 2:1 (one for each resource) and 4 generic 3:1.

#### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	.26	2s	.1
Desert	.5	3s	.4
Gold field	.4	4s	.4
Fields	.5	5s	.4
Hills	.4	6s	.4
Mountains	.7	8s	.4
Pasture	.6	9s	.3
Forest	.6	10s	.3
<b>Total:</b>	<b>.63</b>	<b>11s</b>	<b>.4</b>
		12s	.1
		<b>Total:</b>	<b>.32</b>

**Additional Components:** 18 CATAN chits

### 2. Preparation

As specified in the 3-4 player scenario “The Pirate Islands” in *Seafarers*—with the following exception. In a 5-player game, do not use the brown pieces.

### 3. Additional Rules

As specified in the 3-4 player scenario “The Pirate Islands” in *Seafarers*—with the following exception: if the pirate fleet ends its move for a turn on the hex marked with a large white “!” on the scenario diagram, there are no pirate attacks that turn (i.e., for that dice roll).

### 4. Variable Set-up

As specified in the 3-4 player scenario “The Pirate Islands” in *Seafarers*.

# **RULES**



# SCENARIO 8: THE WONDERS OF CATAN

## 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	24	2s	2
Desert	4	3s	3
Gold field	3	4s	4
Fields	6	5s	4
Hills	6	6s	4
Mountains	6	8s	4
Pasture	7	9s	4
Forest	7	10s	4
<b>Total:</b>	<b>63</b>	<b>11s</b>	<b>4</b>
		12s	2
		<b>Total:</b>	<b>35</b>

**Additional Components:** 7 wonder cards and 18 CATAN chits

## 2. Preparation

As specified in the 3-4 player scenario “The Wonders of Catan” in *Seafarers*—with the following exception: the robber starts on one of the 4 desert hexes.

There are 7 wonder card choices—the 5 from *Seafarers* and 2 new ones on page 3.

## 3. Additional Rules

As specified in the 3-4 player scenario “The Wonders of Catan” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “The Wonders of Catan” in *Seafarers*.

## RULES



# SCENARIO 9: NEW WORLD

## 1. Components

**Harbors:** You need 11 harbor tokens: 6 special 2:1 (2 wool) and 5 generic 3:1.

### Terrain & Tokens:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	.21	2s	.2
Desert	.3	3s	.3
Gold field	.4	4s	.4
Fields	.7	5s	.5
Hills	.7	6s	.5
Mountains	.7	8s	.5
Pasture	.7	9s	.5
Forest	.7	10s	.4
<b>Total:</b>	<b>.63</b>	<b>11s</b>	<b>.4</b>
		12s	.3
		<b>Total:</b>	<b>.39</b>

**Additional Components:** 50 CATAN chits

## 2. Preparation

As specified in the 3-4 player scenario “New World” in *Seafarers*.

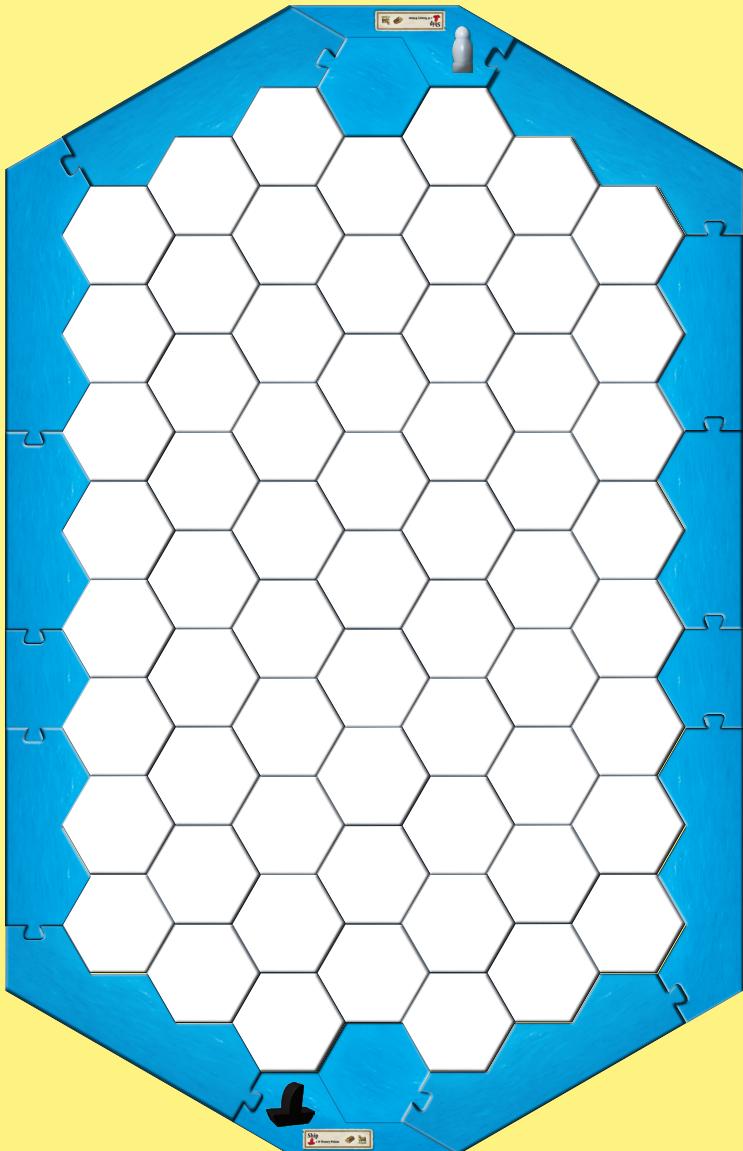
## 3. Additional Rules

As specified in the 3-4 player scenario “New World” in *Seafarers*.

## 4. Variable Set-up

As specified in the 3-4 player scenario “New World” in *Seafarers*.

## RULES



# RULES

## CONTENTS

<b>EXTENSION RULES</b>	2
What You Need	2
Assembling the Board	2
Rules for Five and Six Players	3
<b>SCENARIOS</b>	4
Voyages of Discovery in Catan	5
Scenario 1: Heading for New Shores	6
Scenario 2: The Six Islands	8
Scenario 3: The Fog Island	10
Scenario 4: Through the Desert	12
Scenario 5: The Forgotten Tribe	14
Scenario 6: Cloth for Catan	16
Scenario 7: The Pirate Islands	18
Scenario 8: The Wonders of Catan	20
Scenario 9: New World	22

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For all other inquiries, contact us at:

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If you would like to protect your cards in this game, we recommend Gamegenic card sleeves.

The badge here indicates what style of sleeves and the number of packs required to sleeve all of the cards in this CATAN extension.

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