KLAUS & BENJAMIN TEUBER

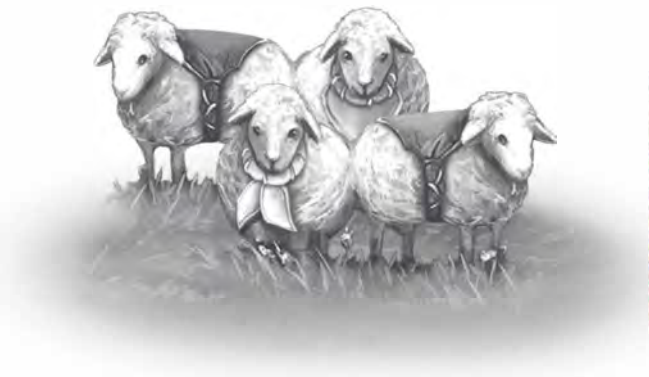
CATAN

SCENARIO

SOCCER FEVER

			Goals	Points
1			:	:
2			:	:
3			:	:
4			:	:
5			:	:
6			:	:
7			:	:
8			:	:
9			:	:
10			:	:
11			:	:
12			:	:
13			:	:
14			:	:
15			:	:

			Goals	Points
1			:	:
2			:	:
3			:	:
4			:	:
5			:	:
6			:	:
7			:	:
8			:	:
9			:	:
10			:	:
11			:	:
12			:	:
13			:	:
14			:	:
15			:	:



Player Names

Winner

KLAUS & BENJAMIN TEUBER

CATAN

SCENARIO

SOCCER FEVER

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

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

Player Names

Winner

KLAUS & BENJAMIN TEUBER

CATAN

SCENARIO

SOCCER FEVER™

RULES

In this scenario for CATAN®, a new game is sweeping the island. The Catanians have been gripped by Soccer Fever! After building structures, players compete in soccer matches to secure additional victory points. It's time to lead your team to victory. Let's GOOOO!

PREPARATION

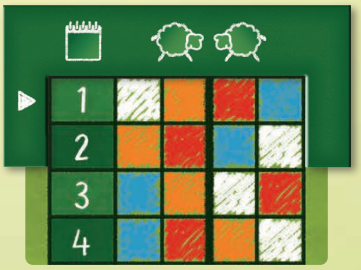
- Assemble the soccer balls as described on the inside flap of the folio.
- Remove the desert hex from the game. Build the board using the variable setup described in the CATAN rule book. Leave the center hex empty.
- Place 1 of the soccer pitch hexes in the center of the island.
- Place the number discs onto the board using the spiral-method.
- Locate the hex with the '2' disc. Move the '2' disc onto the hex with the '12' disc. This hex now has 2 number discs and will produce resources when either number is rolled.
- Replace the hex with no number disc with the other soccer pitch hex. If the hex you replace is a:
  - ▶ **Forest, pasture, or fields:** Remove it from the game.
  - ▶ **Mountains or hills:** Choose a random pasture hex and remove it from the game. Then place the mountains/hills hex in its place. Place the number disc from the removed pasture hex on the replacement hex.

- Place the robber next to the game board.
- Place the league board where it is easily accessible to everyone. Note: The soccer ball icons in the lower right corner indicate the number of players. Place it with the appropriate side up.

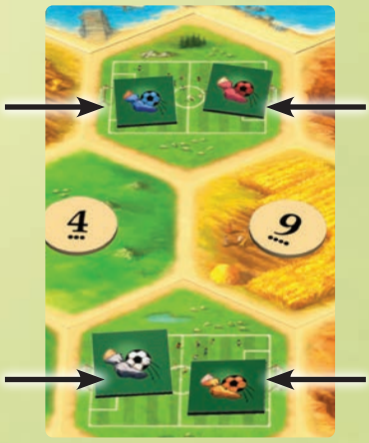
- Place the matchday indicator onto the pairings chart so that its arrow points to match 1 (as shown below).
- If you have enough room in your play area, assemble the folio to create a soccer stadium as described on the inside flap of the folio. You will toss your soccer ball into the stadium to score points during matches.
- Each player takes the following pieces in their chosen color:

All standard playing pieces from CATAN. Place yours in front of you.

- ▶ **1 soccer ball.** Place it with your playing pieces.
- ▶ **1 match results marker.** Place yours on the match results track on the space marked with the whistle. This marker tracks your match results over the course of the season (see page 2).
- ▶ **1 league standing marker.** Place yours next to the league standings chart (see page 2).
- ▶ **6 shot tokens.** Place them in front of you. Look at the pairings chart. It shows who each player will compete against for each match. You and the player you are competing against in the first match each place 1 of your shot tokens onto the same soccer pitch hex (it doesn't matter which one) to form your shot token stack. The other players place 1 of their shot tokens on the other hex.

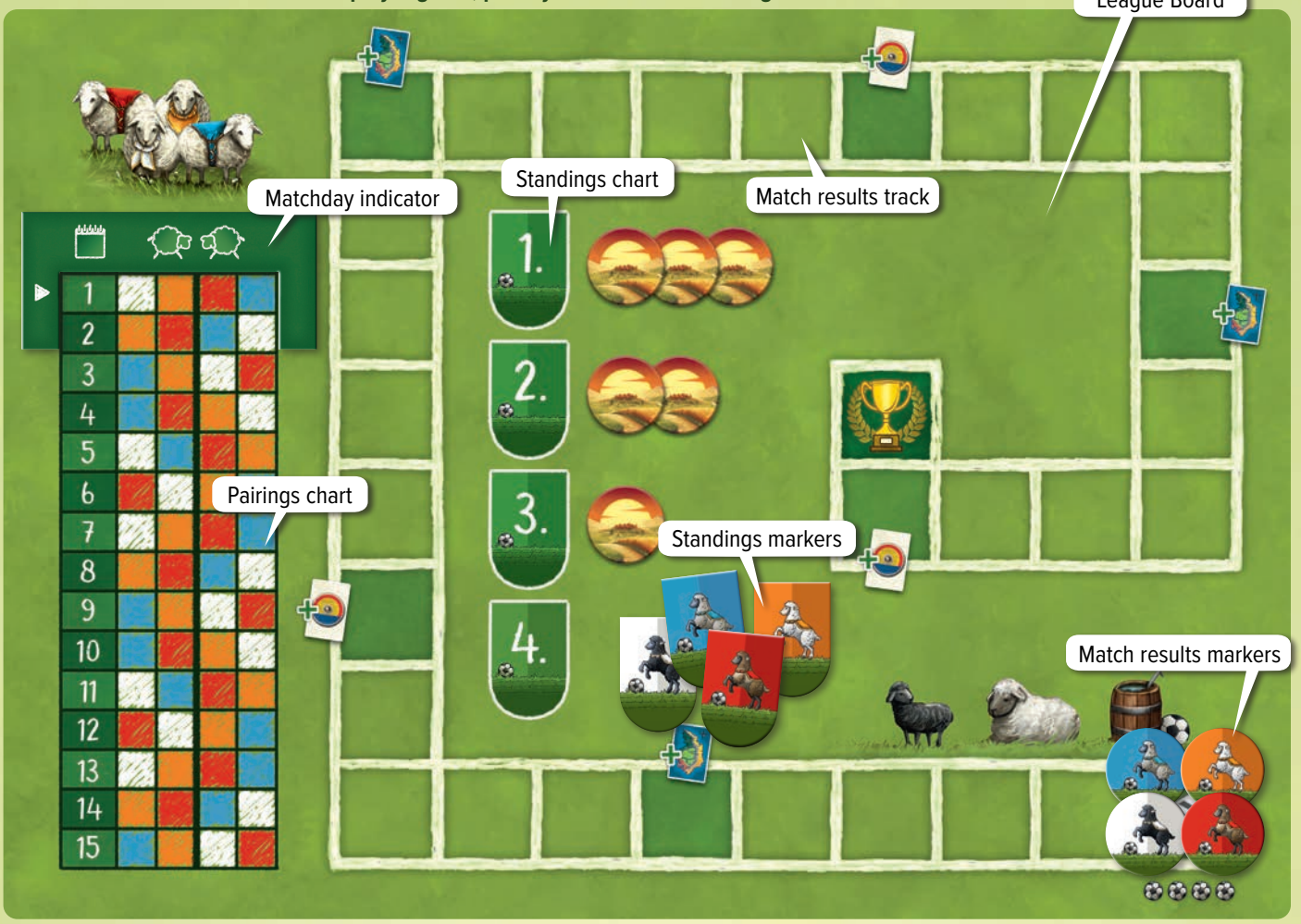


In a 4-player game: For the first match of the season, White will play against Orange while Red will play against Blue.



Place your shot tokens on the soccer hexes as shown above.

For a 4-player game, place your tokens on the league board as shown below.



GAMEPLAY

CATAN – Soccer Fever uses the CATAN rules with the following changes. Additional rules for 3-player games are on page 4.

STARTING SET-UP

Place your settlements as you would in CATAN, starting with the person who was last in a stadium cheering for a team.

BUILDING BESIDE A SOCCER PITCH

If you build a settlement or city next to a soccer pitch hex, immediately take 1 shot token from your personal supply and add it to your shot token stack on the soccer pitch hex.

You receive an additional shot token when you build on ANY soccer pitch hex—the hex your shot token stack happens to occupy does not matter.

Important: You receive 1 additional shot token for each settlement you place next to a soccer pitch hex, during set-up **and** gameplay.

Example: *During starting set-up, Orange placed both settlements next to a soccer pitch hex—Orange receives 2 shot tokens. White and Red each placed 1 settlement next to a soccer pitch hex—they each receive 1 shot token. Blue did not place a settlement next to either soccer pitch—Blue does not receive a shot token. Each player adds these tokens to their shot token stack, placed during the game preparation.*

MATCHDAY

If you build a settlement or a city anywhere on the board, you trigger a matchday. The matchday occurs at the end of your turn (i.e.: when you declare you are done building/trading/playing development cards) and before you pass the dice to the next player.

If you build multiple settlements and/or cities during a turn, only one matchday occurs.

Matchdays consist of two separate matches. Each player competes in one match or the other. The pairings chart on the league board shows who is competing against whom on any given matchday. Play the active player's match first, followed by the other match.

Match results can earn you special rewards over the course of the season. They also affect your league standing which can earn you additional Victory Points (VPs).

Playing a match

The two players in a match take alternating turns taking a shot on goal. Toss or flick your soccer ball into the stadium and check the result. It doesn't matter who takes the first shot. If your ball lands with your player color facing up, you score a goal. Otherwise, you miss the goal.

Each player takes as many shots as they have shot tokens in their shot token stack on the board.

Kicking-the-ball-side up

Alternate rules: If you don't have enough play space to set up the soccer stadium, you can flip your shot tokens (like flipping a coin) instead of tossing the balls to determine the result of each shot. If the shot token lands kicking-the-ball-side up, your shot misses. If it lands ball-in-the-net-side up, you score a goal.

Ball-in-the-net-side up

Match results & earning rewards

Immediately after a match, compare the number of goals each participant scored. The player with the most goals wins, and their opponent loses. If you both scored the same number of goals, it is a draw. Depending on these three possible outcomes, advance the match result markers along the match results track as follows:

Win – winner advances 3 spaces

Loss – loser advances 0 spaces

Draw – both players advance 1 space

If your match result marker lands on (or passes) a space marked with this icon:

Immediately take 1 resource card of your choice from the supply.

Immediately draw the top card from the development card stack.

Adjust league standings

After both matches are complete, adjust the markers on the league standings chart. The player who is furthest along on the match results track is in 1st place (worth 3 VPs). The next furthest along is in 2nd place (worth 2 VPs), etc.

If two players are equally far along on the match results track, they share the same place on the league standings chart (each receives the full number of VPs). Leave the standings position immediately below it empty.

Example: *Blue is farthest along on the match results track, so Blue is in 1st place on the standings chart (with 3 VPs). White and Red are next (and equal), so they share 2nd place (2 VPs to each) and 3rd place is left unoccupied. Finally, Orange is in 4th place (0 VPs).*

If three players are equal on the match results track, they all share the same place on the standings chart, and the **two** following positions on the league standings chart remain empty.

If all four players are equal, they all share 1st place (3 VPs each).

Ending the matchday

After adjusting the league standings, move the matchday indicator down the chart by one space to show the pairings for the next matchday. All players place their shot tokens onto a soccer pitch hex on the board to reflect the next pairings.

When the matchday ends, your turn is over. Pass the dice to the next player.

ENDING THE SOCCER SEASON

A season can end before the game does. Or, the game can end before the season does. With 4 players, a season ends after 15 matchdays (for 3 players, after 12).

If the season ends before the game does (all matches are complete, but no player has achieved the VPs to win the game) the following rules apply:

- ▶ The league standings (and associated VPs) remain in place until the end of the game.
- ▶ If you build a settlement or city there is no matchday.

Early season end: If you reach the trophy space on the match results track before the final matchday, the season ends early. You are guaranteed the 3 VPs from the standings list and all other standings remain in place. No more matches are played.

TURN KNIGHT CARDS INTO SHOTS

Even your knights can catch soccer fever!

Once during your turn, you may convert 1 knight card into a shot token.

This knight card must be one that you have already played (not one from your hand). Remove the knight card from the game. Then take a shot token from your supply and add it to your shot token stack on the game board.

You may convert a knight on same turn you play it. Converted knights do NOT count toward "Largest Army."

ENDING THE GAME

The game ends when a player has 11 VPs at the END of their turn.

The winner of the game is not necessarily the player winning the soccer league.

Important: If you achieve your 11th VP on a turn in which you built a settlement or city, you MUST still play a matchday before your turn ends (if there are still matches left to play). As a result, you could lose some VPs due to moving down in the league standings. If you achieve your 11th VP without building a city or settlement, there is no matchday, and you may immediately declare victory.

ADDITIONAL RULES FOR 3 PLAYERS

In a 3-player game, do not use the white player pieces.

MATCHDAY

Every matchday, one of the players must compete in two soccer matches. We refer to this player as the doubles player. This player is marked with a dot on the pairings chart to make them easier to identify.

Before the first match of the day

The two players shown on the left-hand side of the pairings chart place their shot token stacks on 1 of the soccer pitch hexes. The other player places their shot token stack on one side of the other soccer pitch hex. The opposite side of that pitch remains empty for now.

After the first match of the day

After the first match is complete, the doubles player has a choice. They can either score the result of that match as their match results for the day or not. If they choose not to score that result, they must score the results from the next (yet to be played) match for that day. If the doubles player chooses to:

Score the first match: Move the match result markers for both players along the track as usual.

Ignore the first match: The doubles player's match result marker does not move, but their opponent's does (again, as usual).

Regardless of whether the doubles player chooses to score the first match or not, they must place their shot token stack on the open side of the second soccer pitch hex and play a match against the third player so that player can earn their match results. This second match is conducted as usual.

After the second match of the day

If the doubles player chose to:

Score the first match: The result of the second match does not apply to them. Only the opposing player in this match scores their match results.

Ignore the first match: Both players advance their match result markers along the track as usual.

Ending the matchday

After adjusting the league standings, move the matchday indicator to the next matchday on the chart (one space down). Place your shot tokens on the soccer pitch hexes as described in the 3-player rules "Before the first match of the day" above.

With 3 players, the season ends after 12 matchdays (unless a player wins the game or reaches the trophy space before the season ends).

YOUR PITCH, YOUR RULES

House rules

Make up your own house rules! Here are some examples:

- If the ball does not land in the stadium, bounces off the stadium, falls off the table or similar, the ball is out of bounds and the shot is a miss (do not toss it again).
- If your shot accidentally lands on the game board and disturbs the playing pieces, or perhaps even hits an opponent, a foul is called and the shot is missed (do not toss it again), etc.

Track match

If you would like a more detailed chart to track the results of each individual match, you can download a season results sheet from catan.com/soccerfever.

CREDITS

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CATAN®

— SEAFARERS + C&K SCENARIO —

TREASURES, DRAGONS & ADVENTURERS™

Welcome to New Adventures on Catan!

CATAN – Treasures, Dragons & Adventurers includes 6 different scenarios. These scenarios are ideal for *CATAN* enthusiasts familiar with CATAN – *Seafarers* and CATAN – *Cities & Knights* who would like to play more complex scenarios. "Desert Dragons," "Greater Catan," "The Great Canal," and "Enchanted Land" are particularly complex scenarios. If you prefer something a bit simpler and love to discover Catanian islands, you'll enjoy the two new scenarios, "The Treasure Islands" and "Into the Unknown." Additionally, *Treasures, Dragons & Adventurers* also offers a plethora of game components for players who like to get creative and develop their own scenarios or modify existing ones.

Note Regarding the Game Rules

In general, the rules of the *CATAN* base game and the *CATAN – Seafarers* expansion apply to all scenarios. For scenarios played in combination with the *CATAN – Cities & Knights* expansion, those rules are also in effect. Rules that apply to a combination of *Seafarers* and *Cities & Knights* are described on page 13 of the *CATAN – Cities & Knights* Game Rules & Almanac (2015 edition). Any departures from these rules are specified in the respective scenarios. If you have rules questions, please contact info@catanstudio.com.

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Greater Catan 8
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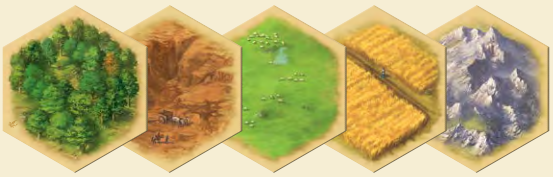
The Great Canal 14
Enchanted Land 17
Credits 19

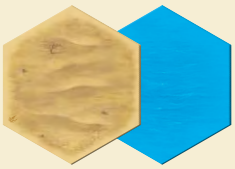
Game Components

12 terrain hexes

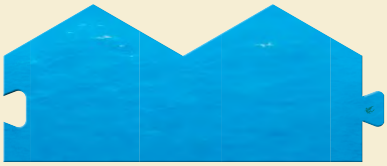


Forest (3), Hills (2), Pasture (3), Fields (2), Mountains (2)

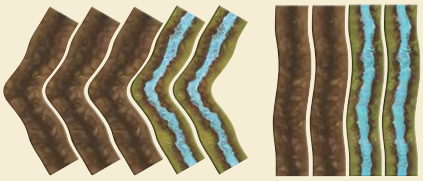
6 sea / desert hexes



2 sea frame pieces



9 canal tokens



16 cities

(in 4 colors)

19 dragon figures

19 flag stickers

6x 7x 6x

12 number tokens

1x 2x 2x 1x 1x 2x 2x 1x

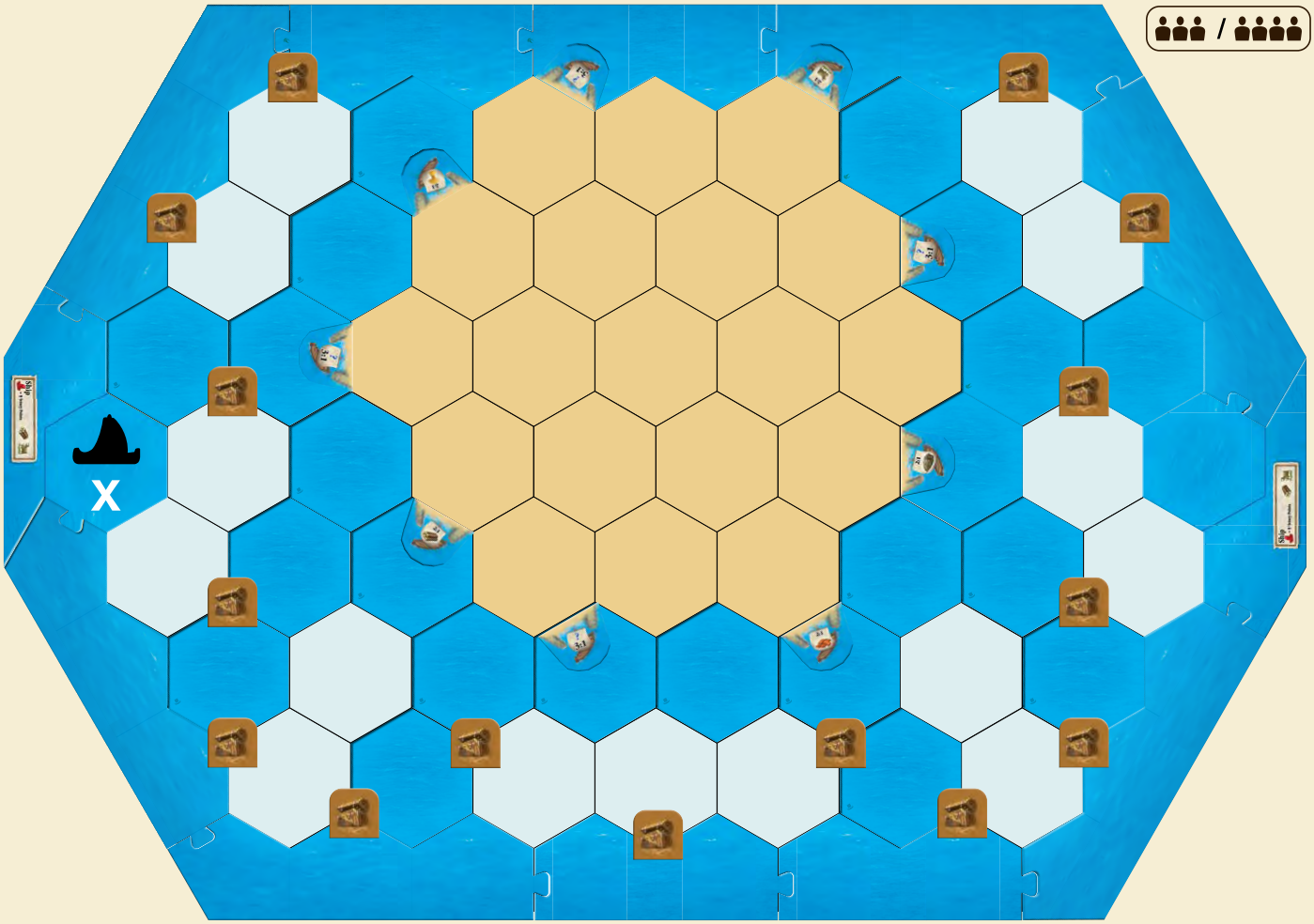
20 treasure tokens

5 zipper bags

Note: To allow easy separation of the game components of the different CATAN sets, the hexes and number tokens are marked with this symbol:

THE TREASURE ISLANDS

SEAFARERS SCENARIO – CAN ALSO BE COMBINED WITH CITIES & KNIGHTS



GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	3	4	4	1	–	22	**41**

2	3	4	5	6	8	9	10	11	12	Total
1	2	2	2	2	2	2	2	2	1	**18**

Treasure Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
1	2	2	2	1	2	2	3	**15**

2	3	4	5	6	8	9	10	11	12	Total
1	1	2	1	1	–	1	2	1	–	**10**

Additional Components:

5x special harbor
4x 3:1 harbor

20 treasure tokens

20 CATAN chits

The Treasure Islands

Who will be the first to discover the treasure islands? You receive victory points for settling the small islands around Catan where valuable treasures are waiting to be discovered.

Preparation

Home Island: Build the home island in the light brown area above according to the *CATAN* base game rules. Afterwards, place the sea hexes and the harbors.

Treasure Islands: To build the treasure islands (gray spaces), shuffle 3 sea hexes, 2 deserts, and the other terrain hexes specified in the chart facedown, then place them facedown in the gray areas. Shuffle the number tokens for the treasure islands. Place them in an opaque container beside the game board. This is the number token supply.

Treasure Tokens: Shuffle the treasure tokens with the chest sides up. Place 15 treasure tokens on the intersections as shown in the illustration. Arrange the remaining 5 treasure tokens facedown into a stack and place the stack beside the game board.

Special Rules

Set-up Phase

On the main island, the players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, instead of placing a road on the coast you may place a ship there.

Pirate/Robber

Play this scenario with both the robber and the pirate. The robber starts on the desert in the main island. The pirate starts on the sea hex marked with an "x."

Discovering

If you build a ship or a road adjacent to an intersection at an undiscovered terrain hex, turn that terrain hex faceup.
Discovering Terrain Hexes: If the hex you turn over is a terrain hex, take 1 token from the number token supply and place it faceup on that terrain hex. As a reward for your discovery, take 1 resource of the type produced by the hex. If you have discovered a gold field, take any 1 resource of your choice.
Discovering Desert Hexes and Sea Hexes: If you have discovered a desert or a sea hex, immediately take 1 treasure token from the supply and reveal it.

Treasures

If you build a ship or a road adjacent to an intersection with a treasure token, take the treasure token and reveal it. Depending on the type of treasure, you either receive resources, a development card, or you may build roads or ships for free.

Front of treasure token

Receive any 1 resource of your choice

Receive 1 grain, 1 wool, or 1 brick

Receive any 2 resources of your choice

Build either 2 roads or 2 ships or 1 ship and 1 road

Receive 1 development card

Important: If you have received a treasure, you must immediately make use of its advantage. You may not make use of its advantage during a later turn. Return it to the box after use.

Special Victory Points

When you build your first settlement on a treasure island, you receive a special victory point (CATAN chit included in *CATAN – Seafarers*). Place it faceup in front of yourself.

End Of The Game

You win the game if you reach 15 victory points (in a 3-player game) or 14 victory points (in a 4-player game) on your turn.

Combining With Cities & Knights

The "The Treasure Islands" scenario can easily be combined with the *Cities & Knights* expansion. In this case, the game should be played until a player reaches 16 victory points in a 3-player game or 17 victory points in a 4-player game. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition). If this scenario is combined with the *Cities & Knights* expansion, the following rule change applies:

If you receive a treasure token depicting a development card, take the topmost progress card from any 1 of the 3 stacks.

Note

The "The Treasure Islands" scenario was first designed for the PC game *Cities & Knights*. Since then, it has been part of many digital versions of *CATAN*, including *CATAN Universe*. It is one of the most popular *Seafarers* scenarios.

INTO THE UNKNOWN

SEAFARERS SCENARIO – CAN ALSO BE COMBINED WITH CITIES & KNIGHTS

GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	2	2	2	4	1	–	13	27

2	3	4	5	6	8	9	10	11	12	Total
1	1	2	1	2	2	1	2	1	–	13

Treasure Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
2	3	3	3	1	2	2	6	22

2	3	4	5	6	8	9	10	11	12	Total
1	2	1	2	1	1	2	1	2	1	14

Additional Components:

4x 3:1 harbor

17 treasure tokens (Randomly remove 3 treasure tokens)

5x special harbor

Into the Unknown

Catan borders an unexplored sea. New islands, gold, and treasures are waiting to be discovered. The Catanians hoist the sails and set out into the broad expanse of the unknown sea.

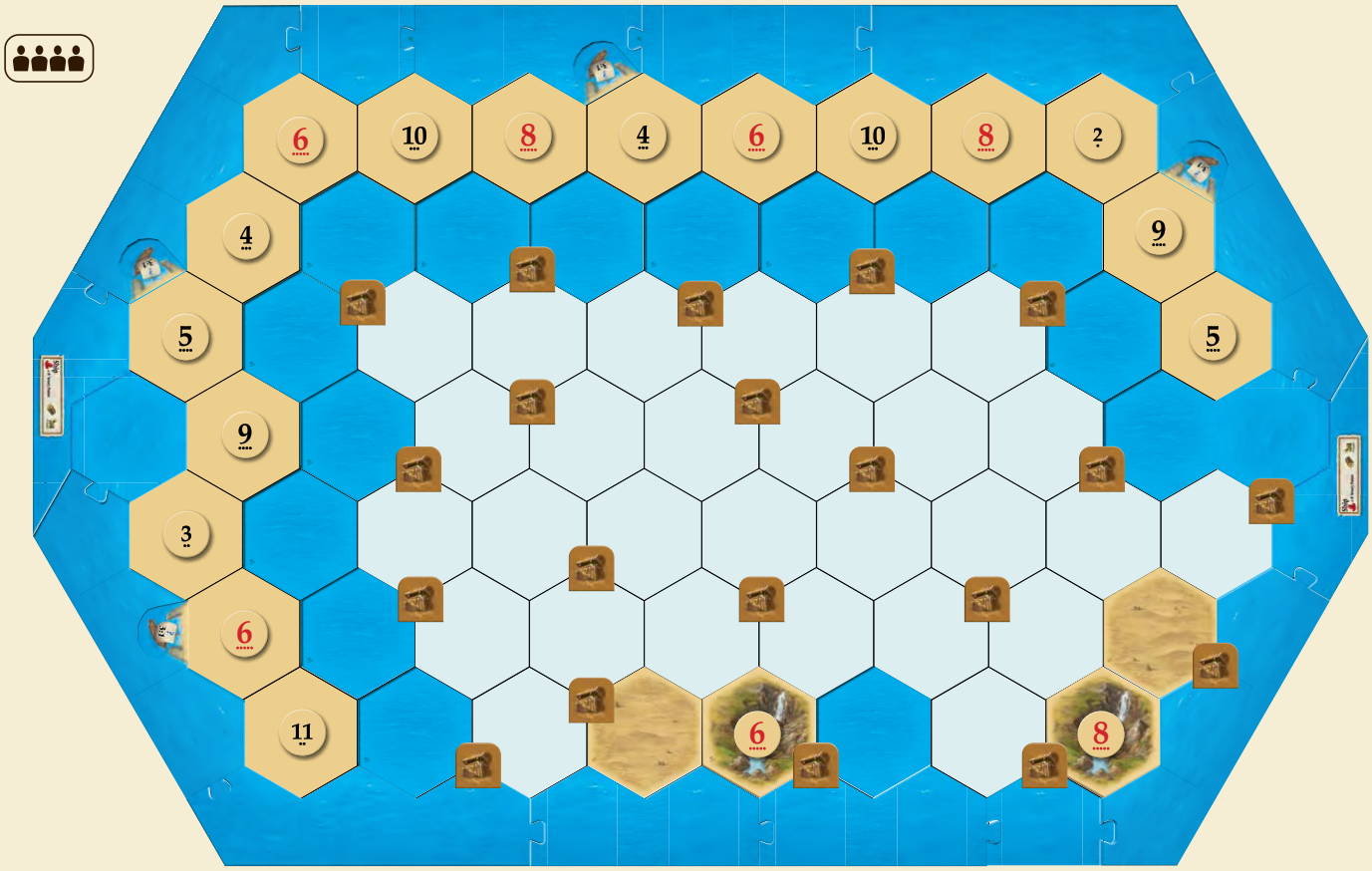
Preparation

Home Island: Shuffle the terrain hexes of the home island and randomly place them faceup in the light brown area (in a 3-player game, position the desert as shown in the illustration). Place the number tokens on the terrain hexes as depicted.

Then place the sea hexes (6 of which you should take from *Treasures, Dragons & Adventurers* – their back sides depict desert). Position the 3:1 harbors as shown.

Unknown Sea: Place the 2 deserts and the 2 gold fields faceup as depicted. Place a number token with a "6" on one of the gold fields and a number token with an "8" on the other. Shuffle the remaining 18 hexes (6 sea and 12 land) facedown and place them facedown. Shuffle the remaining number tokens of the undiscovered area facedown. Place them in an opaque container beside the game board. This is the number token supply.

INTO THE UNKNOWN



GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	3	2	4	–	–	15	**31**

2	3	4	5	6	8	9	10	11	12	Total
1	1	2	2	3	2	2	2	1	–	**16**

Treasure Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	4	4	4	3	3	2	9	**32**

2	3	4	5	6	8	9	10	11	12	Total
1	3	2	3	1	1	3	2	3	1	**20**

Additional Components:

4x 3:1 harbor

20 treasure tokens

5x special harbor

Treasure Tokens: Shuffle the treasure tokens and position them with the chest side up as shown.

Special Harbors: Place the special harbors beside the game board.

Special Rules

Set-up Phase

Each player starts with 3 settlements. On the main island, all players build their first 2 settlements, each with 1 adjacent ship or road, as described in the *CATAN* base game rules. After the last player has built their second settlement, that player immediately places their third settlement and an adjacent road or ship. Then, in clockwise order, all other players build their third settlements. Each player receives the resources produced by the terrain hexes that surround their third settlement.

Robber Only

Play this scenario only with the robber. There is no pirate in this scenario.

Discovering

If you build a ship or a road adjacent to an intersection at an undiscovered hex, turn that hex faceup. If it is a terrain hex, take 1 token from the number token supply and place it faceup on the terrain hex. As a reward for your discovery, take 1 resource of the type produced by the hex. If there is a treasure on the intersection, you first take the treasure and then discover the hex. If you discover a sea hex, nothing happens.

TREASURES

If you build a ship or a road adjacent to an intersection with a treasure token, take the treasure token and view its back. Now you have 2 choices (your choice is irrevocable):

- You may **immediately reveal the token**, as described in scenario 1 (see page 4). You are rewarded with resources, 1 development card, or may build two roads or ships for free.
- Or, you may choose to **keep the treasure token**. Place it in front of yourself, treasure chest side up. Your unreavealed treasure tokens give the following advantages:
  - **1 or more treasure tokens:** When a "7" is rolled, you only lose resources if you have more than 9 resource cards.
  - **2 or more treasure tokens:** Take a special harbor from the supply and place it adjacent to one of your settlements on the coast. From now on, you may trade the resource depicted on the special harbor 2:1.
  - **3 treasure tokens:** Use the advantages for 1 & 2, and gain 1 victory point.
  - **4 treasure tokens:** Use the advantages for 1 & 2, and gain 2 victory points.

Once you have decided not to make use of a treasure token but to keep it in order to obtain the advantages described above, this decision is irrevocable. For the remaining part of the game, you are not allowed to make use of the advantages indicated on the tokens.

You may not place more than 4 treasure tokens in front of yourself. If you have already placed 4 treasure tokens and you receive more treasure tokens, you simply make use of the advantages indicated on the tokens.

End of the Game

You win the game if you reach 12 victory points on your turn.

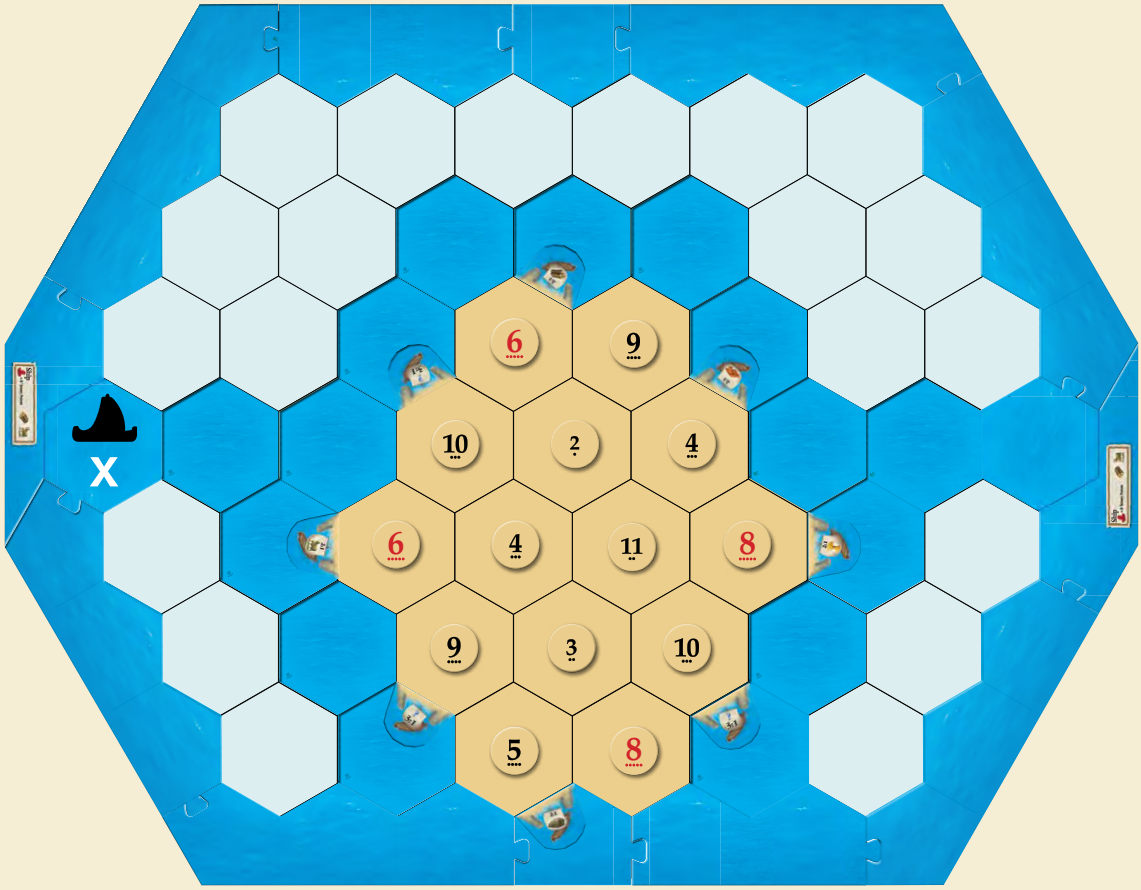
Combining with Cities & Knights

The "Into The Unknown" scenario can easily be combined with the *Cities & Knights* expansion. In this case, each player builds a city instead of a second settlement during setup. The game ends when a player reaches 14 victory points on their turn. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition). If this scenario is combined with the *Cities & Knights* expansion, the following rule change applies:

If you receive a treasure token whose back depicts a development card, take the topmost progress card from any 1 of the 3 stacks.

Note

"Into The Unknown" was developed for *Treasures, Dragons & Adventurers* and first published in 2009. Explorer scenarios such as "Into The Unknown" rank among the most popular *CATAN* game variants. With the additional game components, you can now explore particularly large unknown areas and discover not only islands but also valuable treasures.



GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	2	3	3	3	–	–	15	29

2	3	4	5	6	8	9	10	11	12	Total
1	1	2	1	2	2	2	2	1	–	14

New Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	3	3	3	2	–	–	6	20

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

Additional Components:

5x special harbor
3x 3:1 harbor

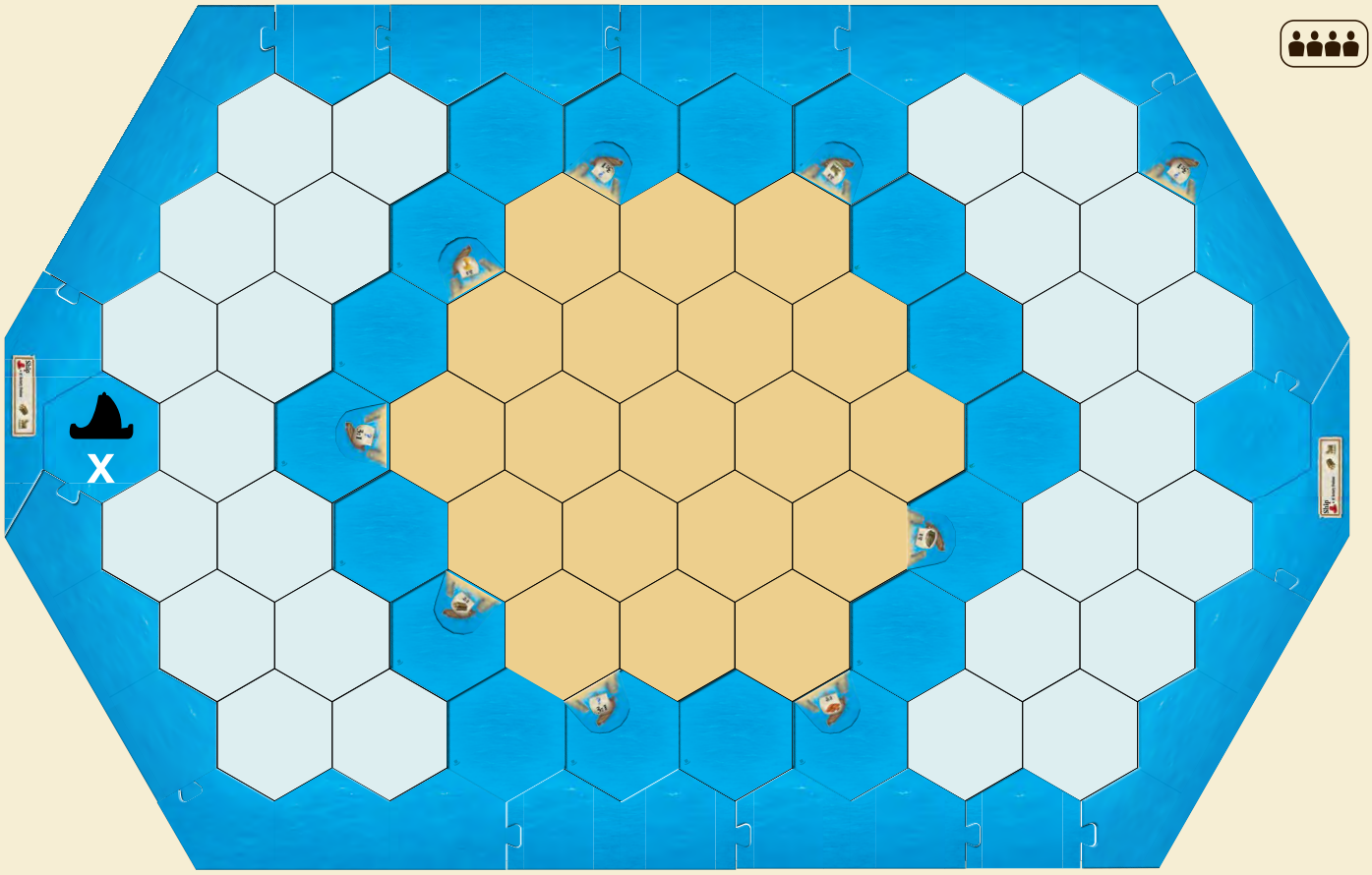
Greater Catan

Things don't always go smoothly on Catan. What would happen if the resources ran out at some point? That's exactly what occurs in this scenario. It's time to build ships and establish settlements on the surrounding islands to gain access to new resources. Happy will be the player who can spread out over the new islands in time, because if you arrive there too late, you'll soon run out of resources and can no longer build.

Preparation

Home Island: In a 3-player game, randomly place the 14 terrain hexes of the home island faceup in the light brown area. Place the number tokens as shown in the illustration. In a 4-player game (see set-up on the next page), assemble the home island according to the *CATAN* base game rules. Place the sea hexes as depicted.

New Islands: To build the new islands (gray spaces), shuffle the hexes for the new islands listed in the charts (20 hexes in a 3-player



GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	3	4	4	1	–	18	37

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

New Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	4	3	4	1	–	7	26

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

Additional Components:

5x special harbor
4x 3:1 harbor

game and 26 in a 4-player game) and place them terrain side or sea side up in the gray area.

Shuffle the number tokens for the new islands listed in the charts (4 tokens in a 3-player game and 5 in a 4-player game) facedown. Place them in an opaque container beside the game board. This is the number token supply.

Cities: In addition, each player receives the 4 cities in their color from *Treasures, Dragons & Adventurers*, which allows them to build a total of 8 cities.

Set-up Phase

On the main island, the players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, instead of placing a road on the coast you may place a ship there.

Pirate/Robber

Play this scenario with both the robber and the pirate. The robber starts on the desert. The pirate starts on the sea hex marked with an "x."

Depletion Rule

If one of your ships or roads reaches an intersection at a terrain hex that has no number token, take 1 token from the number token supply and place it on that hex.

If the supply is depleted, you must take a number token from the home island and place it on the terrain hex of the new island. At first, you only may remove a number token if you observe all of the following three rules:

1. On the new islands, the numbers 6 and 8 must not be adjacent to each other.

2. You must take a number token from a terrain hex adjacent to which you have a settlement or city.

3. At least 1 number token must remain on the other neighboring terrain hexes of the settlement or city adjacent to the terrain hex from which you removed a number token.

Only if it is not possible to comply with all three rules, you may break these rules in consecutive order, starting with rule 1.

End of the Game

You win the game if you reach 18 victory points on your turn.

Combining with Cities & Knights

The "Greater Catan" scenario can easily be combined with the *Cities & Knights* expansion. In this case, the game will end when a player reaches 20 victory points on their turn. The rules that apply to this combination are described on page 13 of the *Cities & Knights* Game Rules & Almanac (2015 edition).

Note

The "Greater Catan" scenario was first published in no. 1/1997 of the German-language *Siedler-Zeitung*. Since 2002, it has been included in various digital adaptations of *CATAN*, being particularly popular on *CATAN Universe*.

GAME COMPONENTS FOR 3 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	3	3	3	4	3	–	18	37

2	3	4	5	6	8	9	10	11	12	Total
1	2	2	2	2	2	2	2	1	–	16

Neighboring Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	3	4	4	–	1	–	19

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

Additional Components:

18 dragon figures
4x 3:1 harbor

5x special harbor

Desert Dragons

Peace and prosperity reign on Catan. However, this blessed state is not going to last very long. Dragons are gathering in the desert, as if magically attracted by the wealth of the settlements and cities. With each new settlement and each new city, the number of dragons increases. Soon the wild hordes will leave the desert and attack Catan. When this happens, all the Catanians can do is escape to the uninhabited neighboring island in the Southeast, where they will have the opportunity to gather strength and expel the dragons from their homeland.

Preparation

Home Island: Place the 3 desert hexes, the 2 forest hexes, and the 2 pasture hexes as shown. Shuffle the remaining hexes of the home island facedown and randomly place them terrain

(continued in page 12)

GAME COMPONENTS FOR 4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
3	3	3	3	4	3	–	15	34

2	3	4	5	6	8	9	10	11	12	Total
1	2	2	2	2	2	2	2	1	–	16

Neighboring Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	4	4	4	4	–	2	–	22

2	3	4	5	6	8	9	10	11	12	Total
1	2	3	3	2	2	3	3	2	1	22

Additional Components:

18 dragon figures
4x 3:1 harbor

5x special harbor

side up in the light brown area. Place the number tokens on the terrain hexes as depicted. Then position the sea hexes and the 3:1 harbors as shown in the illustration.

Neighboring Island: Shuffle the terrain hexes listed in the chart and place them terrain side up in the gray area. Place the number tokens and harbors of the neighboring island as depicted.

Desert Dragons: Place 18 desert dragon figures beside the game board.

Special Rules

Set-up Phase

The players build their first 2 settlements, each with an adjacent road, as described in the *CATAN* base game. If you build a settlement on the coast, it is recommended (but not required) to place a ship there.

Pirate/Robber

Neither the robber nor the pirate are used in this scenario. As usual, if a "7" is rolled, all players who have more than 7 resources lose half of them, rounding down for odd numbers. The active player takes any 1 card from an opponent's hand.

The Desert Dragons Gather

Each time you build a settlement or city after the set-up phase, you must place desert dragons on 1 of the 3 desert hexes as follows:

In a 3-player game, place 3 dragons.

In a 4-player game, place 2 dragons.

The desert dragons should be distributed as evenly as possible among the 3 desert hexes. **Note:** Place the dragons so the flag icon is hidden from view).

As soon as all 18 desert dragons are placed on the deserts, the dragons attack:

- Each time the number of a hex adjacent to a hex that has a desert dragon on it is rolled, 1 desert dragon is removed from 1 of the 3 desert hexes and placed on the hex whose number was rolled. Only 1 desert dragon may be placed on each terrain hex.
- If 2 of the hexes adjacent to desert dragons have the number that was rolled, each of the 2 hexes receives 1 desert dragon from the desert hexes.
- The number of dragons on the desert hexes should be reduced as evenly as possible.

Example

1. You roll a "3." Since the terrain hex marked with a "3" is not adjacent to a terrain hex with a dragon, nothing happens.

2. You roll an "8." The hills hex marked with an "8" is adjacent to 2 deserts with dragons. Take 1 dragon token from the desert with the most dragon tokens and place it on the hills hex.

3. You roll a "5." Since the pasture hex marked with a "5" is adjacent to the brick hex with the dragon, you take 1 dragon token from the desert with the most dragon tokens and place it on the pasture hex.

Curse of the Dragons

The dragons have the following effects:

Resources Blocked: A dragon on a terrain hex blocks the number token. Adjacent settlements or cities no longer receive resources from this hex.

Important: Before you place a dragon on a terrain hex, the owners of settlements or cities adjacent to this hex receive their resources that turn.

Road Blocked: A road between two terrain hexes occupied by dragons is blocked. To indicate this, rotate the road 90 degrees. Blocked roads do not count toward the Longest Road, and you can't build a new road connecting to them.

Settlement / City Blocked: A settlement or city surrounded only by terrain hexes with dragons is considered blocked. In this case, the settlement or city is no longer worth victory points.

Please note: Dragons cannot be placed on sea hexes. A settlement or city on the coast – and a harbor that may be adjacent to it – is thus protected from being blocked.

Escape of the Settlers

As the game progresses, the dragons frequently occupy all terrain hexes of the home island, thus blocking all resource income. Therefore, in this scenario it is important to build a shipping route to the safe neighboring island early on, so that you can establish new settlements and cities there. With renewed strength, you then can use your knights to defeat the dragons on the home island.

Revenge of the Knights

If you reveal one of your knight cards, you may remove a dragon from a terrain hex of your choice. Removed dragons are entirely removed from play; used knight cards go to the discard pile.

Since there is no robber in this scenario, you only can use the knights to remove dragons from the home island. When you play a knight, you are not allowed to steal a resource card from one of the opponents. There is no Largest Army in this scenario.

If a terrain hex is freed from a dragon, it can produce resources upon the next dice roll. A blocked road, settlement, or city adjacent to a freed terrain hex is no longer blocked.

End of the Game

You win the game if you reach 13 victory points on your turn.

Note

"Desert Dragons" was first published in 1997 under the title "Die Wüstenreiter" (Desert Riders) in no. 2/1997 of the German-language "Siedler-Zeitung."

GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	4	5	6	5	1	–	19	44

2	3	4	5	6	8	9	10	11	12	Total
1	3	3	3	3	2	3	3	2	1	24

Small Islands

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
–	–	–	–	–	3	2	–	5

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

Additional Components:

9 canal tokens
18 CATAN chits
4x 3:1 harbor

4x special harbor

The Great Canal

After a drought period, the fertile farmland in Catan's west has become a desert, and famine menaces the land. Hence, the Catanians decide to join forces and dig a canal to carry water from a mountain lake (B) in Catan's east to the desert basin (A) in the west. The islanders send their knights to build the canal. Armed with spades, the knights immediately go to work. When the canal is completed and the desert basin gets flooded with water, the fields will be fertile again and produce valuable grain.

Preparation

Terrain Hexes: Place the fields and mountains hexes faceup as depicted. Take the desert marked with an "A" (it has a sea back) from *Treasures, Dragons & Adventurers*. Place the sea

hexes, then put the terrain hexes of the small islands in the gaps. Randomly place the remaining terrain hexes (4 hills, 5 pasture, and 4 forest) faceup in the light brown area.

Number Tokens: Place the number tokens of the 2 gold fields and the fields hexes as shown in the illustration. Afterwards, turn the number tokens on the fields hexes facedown.

As long as the desert (A) is not flooded, the fields hexes do not produce. Randomly distribute the remaining number tokens, making sure that the red number tokens are not placed adjacent to each other.

Place the **harbors** as shown.

Place the **CATAN chits** as shown.

Special Rules

Set-up Phase

Each player starts with 2 settlements and 1 city on the home island. All players build their first settlement and then a city instead of a second settlement, each with an adjacent road or ship (see restriction below). The order in which the players build during set-up is determined by the *CATAN* base game rules. After the last player has built their city, they immediately place their second settlement and an adjacent road or ship. Then, in a clockwise direction, all other players build their second settlement. Each player receives the resources produced by the terrain hexes surrounding their second settlement (they will receive 1 grain for building on an infertile fields hex).

Restrictions:

- Each player **must** build at least 1 settlement or city on the coast. The lake in the east does not count as coast.
- When you build a settlement or city on the coast, you must place a ship.

Pirate/Robber

Play this scenario only with the robber. It starts on any of the deserts.

New Tasks for the Knights

Knights may only be built on the home island. In this scenario, they are used in various ways.

1. Assignment: Canal Builder

As soon as at least 2 active knights stand on the intersections of a terrain hex with CATAN chits, a canal is built: the two CATAN chits are removed and a canal token is placed on the hex (the token's side depicting a canal section without water is up). The short sides of the canal token are aligned with the sides of the hex that are adjacent to a canal or a CATAN chit of a neighboring hex. Depending on how the canal token needs to be aligned, either a straight or a bent canal token is chosen. If all active knights belong to one player, that player receives the two removed Catan chits. If the active knights belong to different players, each of the two players receives 1 CATAN chit. Each CATAN chit is worth 1 victory point.

Please note: The canal is built immediately after a second knight is activated. It is therefore not possible for a third player to activate a knight adjacent to the hex before the canal is built. The strength of a knight is irrelevant when building a canal. After a canal is built, the knights involved are not deactivated.

Example: In the illustration below, 2 knights are adjacent to a hex where a canal is to be built. Red has already activated her knight.

Now Orange also activates his knight. The two CATAN chits are removed. Red and Orange each receive a CATAN chit worth 1 victory point. The CATAN chits are removed and a canal token is placed instead.

2. Assignment: Gold Miner

If you have a shipping route that leads to an intersection at a gold field on the small islands, you can move a knight to this intersection. As long as the knight is on this intersection, each time an "8" is rolled you receive any 1 resource of your choice. The knight does not have to be active for you to obtain this resource. If you have 2 knights at a gold field, receive only 1 resource of your choice when an "8" is rolled.

3. Assignment: Merchant

If you have moved a knight to a harbor intersection of the small islands, you may use the advantage of the corresponding special harbor. For you to use this advantage, the knight does not have to be active.

Important: The knights on the small islands **do not** count for the defense against the barbarians.

Completion of the Canal

There are 9 canal tokens in total. As soon as the second to last canal token is built, the canal is complete. If the last canal token wasn't built simultaneously with the penultimate token (which may happen when a knight on an intersection between two terrain hexes with CATAN chits is activated), the final canal token is placed now. The two CATAN chits are removed from play. Afterwards, all canal tokens are turned water side up. The desert (A) and the number tokens on the fields hexes are also flipped over. Henceforth, Catan produces grain again.

Other Rules

- No settlement may be built on the small islands.
- Once the desert is flooded with water, the knights on the small islands no longer serve as gold miners.
- Contrary to the rules of the *Seafarers* expansion, shipping routes may not branch out in this scenario.
- The "Irrigation" card is resolved even if the corresponding fields hex is still infertile.

End of the Game

You win the game if you reach 21 victory points (in a 3-player game) or 18 victory points (in a 4-player game) on your turn.

Note

"The Great Canal" scenario was first published in 2003, in the German-language "CATAN News." Since then, it has been part of various digital adaptations of *CATAN*.

ENCHANTED LAND

GAME COMPONENTS FOR 3-4 PLAYER SET-UP

Home Island and Sea

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
4	3	3	4	4	1	–	21	40

2	3	4	5	6	8	9	10	11	12	Total
–	2	2	2	2	2	2	2	3	1	18

Enchanted Land

Forest	Hills	Mountains	Fields	Pasture	Desert	Gold Field	Sea	Total
2	2	2	2	1	5	2	–	16

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

Additional Components:

5x special harbor
3x 3:1 harbor

19 dragon figures

ENCHANTED LAND

In the enchanted land, dragons guard valuable treasures that count as victory points once they are in the players' possession. Unfortunately, the enchanted land is an island, so you first have to build ships in order to send your knights across the sea. You'd rather not send basic knights to a dragon hunt, though – the enchanted land also harbors mighty dragons, which can only be confronted by mighty knights.

PREPARATION

Home Island: First place the desert on the left side. Shuffle the remaining terrain hexes and randomly place them faceup in the light brown area. Place the number tokens on the terrain hexes as shown in the illustration, then place the sea hexes and position the harbors as depicted.

Enchanted Land: Place the 5 deserts and 2 gold fields as shown. Shuffle the remaining 9 terrain hexes and place them terrain side up. Place the number tokens on the terrain hexes as depicted.

Dragon Figures: Shuffle the dragon figures and place them on the board as shown on the map (Page 17).

Special Rules

Set-up Phase

Each player starts with 2 settlements and 1 city on the home island. All players build their first settlement and then a city, each with an adjacent road or ship (see restriction below). The order in which the players build during set-up is determined by the *CATAN* base game rules. After the last player builds their city, they immediately place their second settlement and an adjacent road or ship. Then, in a clockwise direction, all other players build their second settlement. Each player receives the resources produced by the terrain hexes surrounding their second settlement.

Restrictions:

- Each player must build at least 1 settlement or city on the coast.
- When you build a settlement or city on the coast, you may choose whether to place a ship or a road there.

Pirate/Robber

Play this scenario only with the robber. The robber starts on the desert of the home island. There is no pirate in this scenario.

Building Restrictions in the Enchanted Land

- Settlements may only be built on the coast.
- Settlements on the coast may not be upgraded to cities.
- You may not build roads on the paths, neither on the coast nor inland.

Crossing of the Knights

If your shipping route has reached an intersection of the enchanted land island, you may move an active knight from the home island to this intersection. Of course, you can only move a knight that is connected – via roads or ships – to the settlement from which the shipping route leads to the coast of the enchanted land. After you have moved the knight, it is deactivated as provided in the *Cities & Knights* rules.

Important: Each player may move only 1 of their knights to the enchanted land island. Once a knight has been moved to the island, it may not be moved back to the home island.

If the intersection the shipping route leads to is occupied by one of your own settlements, you may place your knight on an unoccupied neighboring intersection on the coast.

If the intersection the shipping route leads to is occupied by another player's settlement, your knight can't cross. If the intersection is occupied by another player's knight that can't be displaced, your knight can't cross either. In this case, you should change the direction of your shipping route so that it leads to a different, unoccupied intersection.

Moving Knights in the Enchanted Land

Your knights may move freely along the paths from intersection to intersection, meaning that they are not bound to use paths on which you have built roads or ships, as is the case on the home island. The only restriction in this context is that a knight's movement must not end on an intersection on the coast; this rule prevents players from blocking the crossing of other players' knights. You may move an active knight a distance of up to three intersections, after which it is deactivated as provided in the rules. The *Cities & Knights* rules also determine that you may displace a weaker knight from an intersection. Unlike in the *Cities & Knights* rules, however, you then place that knight on any unoccupied intersection of the enchanted land island.

Fighting Against the Dragons

If you move your knight to an intersection with a dragon figure and then activate it again, during your next turn it can fight against the dragon. This corresponds to the *Cities & Knights* rule that prohibits using a knight for an action during the same turn it was activated. If your knight fights against a dragon, look at the bottom of the dragon. The flag icon on the bottom of the dragon indicates what kind of knight can defeat the dragon. The more tails the flag has, the stronger the knight needs to be in order to defeat the dragon:

If your knight has defeated a dragon, take the dragon figure and place it in front of yourself. It is worth 1 victory point. If your knight loses the fight, place the dragon back on the intersection. The knight stays on the intersection too. Now you may activate

it again. During your next turn, you may either move the knight to another dragon (and, after activating your knight, have it fight against that dragon on your next but one turn) or have it fight against the same dragon as before, provided that you have promoted your knight accordingly.

Rules Adaptations

Barbarian Attack: When a barbarian attack occurs, knights that were moved to the enchanted land island or stand on an intersection between three sea hexes do not count for defense. Consequently, they are not deactivated after a barbarian attack.

Inventor: You are neither allowed to remove number tokens from the enchanted land nor to swap them.

Deserter and Intrigue: You are not allowed to play these cards against knights located on the enchanted land island.

End of the Game

3-player game: You win the game if, on your turn, you defeat your sixth dragon or reach 21 victory points.

4-player game: You win the game if, on your turn, you defeat your sixth dragon or reach 18 victory points.

Note

"The Enchanted Land" scenario was first published in no. 1/2001 of the German-language "CATAN News." Since 2003, it has been part of various digital adaptations of *CATAN*, where it is a very popular game.

Klaus Teuber

Born in 1952, Klaus lives near Darmstadt, Germany. He is one of the most successful game designers in the world. Four of his games received the title "Game of the Year"–among them his greatest success, Catan.

Credits

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CATAN
SCENARIO
CROP TRUST™

Rules

Story

Have you ever wondered if people on Catan only grow wheat? No, of course they don't. Among other crops, you'll find beans, maize (aka corn), quinoa, and rice in the fields of Catan. This crop diversity lends strength to the settlers' nutrition and Catan's ecosystem.

At harvest time, the inhabitants of Catan plant a diverse variety of seeds, "rotating" their harvests in order to replenish the soil, vary their produce, and balance their nutrition. They store seeds to ensure a future of crop diversity and healthy agriculture. It's a careful but vital balance. Otherwise, some crops might disappear altogether from Catan.

Theme

What if crop loss threatened Catan? Can you settle Catan without threatening the food supply?

We live in an ever more crowded world. Food shortages and famine stress populations in poor and marginal environments. Regional plant losses threaten crop diversity.

Catan: Crop Trust™ is an engaging and fun game experience for the family that may lead to thoughtful understanding about the importance of crop diversity to our food supply. Here, we introduce simple, semi-cooperative rules that enliven and educate the *Catan*® experience. Players must weigh their need to harvest crops against a collective goal to store and preserve seeds in the seed vault.

The Crop Trust

We developed this scenario in collaboration with the Crop Trust (officially known as the Global Crop Diversity Trust). The Crop Trust is an independent international organization whose goal is to preserve crop diversity in order to protect global food security. Among other things, the organization supports the work of the Svalbard Global Seed Vault to store seeds of some of the world's most important crops in Svalbard, Norway.

If you want to know more about the seed vault and Crop Trust's work, we recommend that you read the enclosed almanac.
For further information, please visit www.croptrust.org. All proceeds of this scenario will be donated to the Crop Trust to support crop conservation work.

Have fun playing the *Catan: Crop Trust* scenario!

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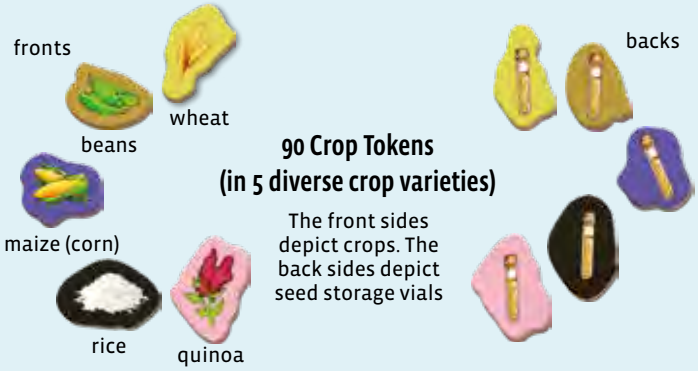
GAME BOARD PREPARATION

For your first *Catan: Crop Trust*™ game, we recommend the set-up shown below. Please note that the desert is not used in this scenario. Instead, you use the additional fields hex included in this scenario (watermarked with a seed vial icon).

Add your scenario components (shown below) to those found in your *Catan*® game. Then, set up as follows.

Starting set-up for your first game

SCENARIO COMPONENTS



90 Crop Tokens
(in 5 diverse crop varieties)

The front sides depict crops. The back sides depict seed storage vials

41 Event Tokens
(in 4 different categories)

1 Fields Hex
(replaces desert)

4 Crop Storage Records
(with build costs and seed storage)

1 Number Token "9"

Seed Vault display

1 Rules Book
w/Crop Trust Almanac

GAME PREPARATION

GAME COMPONENTS

Player Pieces

Each player chooses a set of game pieces in one of the available colors. If this is your first game, place your starting settlements and roads on the board as shown in the Starting Set-up. After you are comfortable with the new rules, try the variable setup (see page 7).

In a 3-player game, set aside the pieces of 1 color. Do not place the starting settlements and roads of this color on the board.

Each player receives a Crop Storage Record player aid and places it in front of him/her.

The Seed Vault & Crop Tokens

Place the starting crop tokens on the fields hexes as shown in the "Starting set-up for your first game."

Place the seed vault display beside the game board. Each player places 4 crop tokens (seed vial side up) of one plant type on one of the 2 seed vault spaces marked in their player color. Red chooses rice, White chooses beans, Orange chooses maize, and Blue chooses quinoa.

Place all remaining crop tokens beside the board.

The Robber

The robber starts on the pasture hex marked "2".

Starting Resources

At the beginning of the game, each player receives the starting resources for the settlement of his/her player color (marked with stars ☆ in the starting set-up for your first game).

Event Tokens

Shuffle the event tokens face down (seed vial side up). Each player takes 7 of these tokens and places 1 face-down token under each of the remaining 3 settlements and 4 cities of his/her supply.

In addition, place 1 face-down event token each on the special victory point cards "Longest Road" and "Largest Army."

Arrange the remaining event tokens into a face-down supply stack and place it beside the board.

SCENARIO RULES

Unlike in the *Catan* base game, the *Catan: Crop Trust* scenario specifies the crops depicted by the "grain" card. Here, the fields produce wheat, maize, rice, quinoa, and beans. Hence, for all these crops we use the generic term "**food**" instead of "grain." The grain resource cards are called "**food cards**."

Play this scenario according to the standard *Catan* board game rules. Apply the following scenario rules, which modify game play.

HARVESTING FOOD

If someone rolls the number of a fields hex adjacent to your settlement/city, you may choose to harvest or not to harvest food. To harvest food, you remove a crop token of your choice from the fields hex and return it to the supply. After removing a crop token—no matter of which type—from a fields hex, take a food card (grain card) from the supply. For a city, you may remove 1-2 crop tokens and accordingly take 1-2 food cards in exchange.

Per normal *Catan* game rules, you **must** take 1 resource card for each settlement and 2 resource cards for each city adjacent to a terrain hex whose number was rolled. This rule also applies to this scenario… **except for the resource "food" (grain)**. If someone rolls the number of a fields hex adjacent to your settlement/city, you may choose not to remove a crop token from the field. In this case, however, you receive no food card.

You make the choice to harvest/not harvest in 1-2 harvest rounds. Harvest rounds are conducted in player order, starting with the player that rolled the dice (called the "active player"). If the active player does not have a settlement/city adjacent to the producing hex, start with the next player in clockwise order entitled to receive production from this hex. During a harvest round, each player who has a right to harvest crops from this hex decides whether to remove 1 crop token and take 1 food card in exchange. Each player participating in the harvest of crops produced by a fields hex may only remove 1 crop token when it is his/her turn to select.

Example: *White rolls a "9". The player order is White-Red-Blue-Orange. Red, Orange, and Blue are on the "9" grain hex. Red is the first player clockwise from White and decides to harvest. She removes 1 wheat crop token from this hex (returns it to the supply) and exchanges it for a food card (takes a grain card from the supply). Blue also decides to harvest. He removes 1 beans crop token and takes a food card. Blue cannot remove a 2nd crop token until the 2nd harvest round. Orange removes 1 maize token and takes a food card. Blue can now take his second harvest for his city, but he chooses not to harvest.*

This hex has only 2 remaining crop tokens. The next "9" roll will definitely force some hard choices due to a crop shortage on this field.

CROP SHORTAGE

If someone rolls the number on a fields hex and that hex does not contain enough crop tokens for all players entitled to harvest the crops produced by that hex, you still harvest food in 1-2 rounds as normal. Harvesting stops when the hex bears no more crop tokens.

Should there be no more crop tokens on a fields hex when it is your turn to harvest, you cannot harvest. You cannot obtain a food card. Now, all the owners of settlements or cities adjacent to this fields hex can no longer harvest to receive food cards.

ENSURING CROP DIVERSITY

Depositing Seeds in the Seed Vault

You may store crop tokens—and thus seeds—in the seed vault once during your turn by making a seed deposit. You may only deposit crop tokens of which there is at least 1 on a fields hex adjacent to one of your settlements or cities (***for example:*** *if none of the fields hexes adjacent to any of your settlements/cities have a rice token, you cannot deposit rice*).

The robber does not affect the storage of crop tokens in the seed vault. You may take a crop token from a fields hex and store it in the seed vault even if that fields hex is being blocked by the robber.

If you decide to store crop tokens, follow this 4-step process (you must complete each step):

1. Pay the storage costs
2. Record the deposit and receive rewards
3. Store seeds in the seed vault
4. Replant crops in the fields

1. Pay the Storage Costs

First, pay the storage costs by returning 1 lumber and 1 ore to the supply. Then you proceed as follows:

Example: *Red takes 1 ore card and 1 lumber card from her hand and returns them to the card supply. Her storage costs are now paid.*

2. Record the Deposit and Receive Rewards

Take 1 crop token from a fields hex adjacent to one of your settlements or cities. Place it on an unoccupied space of your Crop Storage Record. The Crop Storage Record shows 2 rows, each with 5 spaces for crop tokens. Place your first crop token on the green-framed space in the upper row. Place additional tokens one by one on the next spaces in the direction indicated by the arrows. The following rules apply:

- You may only place 1 crop token of each type in each row.
- If you want to store a crop token of a certain type and you have already placed a token of that type in the upper row, you may place it in the second row.
- If you have already placed a token of a certain type in both the first and the second rows, you may not place a third token of that type on the Crop Storage Record. This also means that you cannot store crop tokens of this type in the seed vault (see below, *Store seeds in the Vault*).
- You don't receive a reward for the first crop token placed in a given row of your Crop Storage Record. When you place a second token, you receive 1 development card for free. For the third, fourth, and fifth crop tokens you place in one of the rows, you receive 1 victory point each. In theory, you can receive these rewards twice—if you manage to place 5 different crop tokens on the spaces of the second row as well.

Example: *Red removes 1 crop token "beans" from a fields hex adjacent to her settlement/city. She may not place the token in the first row of her Crop Storage Record because she has already placed a beans token there. She must place it on the first space of the second row of her Crop Storage Record, because that is the first available space in that row.*

3. Store Seeds in the Vault

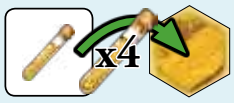
You have 2 spaces of your player color on the seed vault tile. Use these as your storage areas in the seed vault. One space is empty. The other space is always filled with 4 crop tokens (remember that you filled that space at the beginning of the game).

From the supply, take 4 crop tokens of the same type as the token that you placed on your crop storage record (step 2 above). Place these tokens on your unoccupied space in the seed vault (seed vial side up).

If there aren't enough crop tokens of a type available (which is very rare), place the remaining crop tokens of this type in the seed vault (again, even if they are less than 4).

Example: *In step 2, Red placed a "beans" token on her crop storage record. She now takes 4 "beans" tokens from the supply and places them on her empty space in the seed vault.*

4. Replant Crops in the Fields



Take the 4 crop tokens currently on a space of your color in the seed vault (i.e., the tokens next to the space you just filled with new crop tokens) out of the seed vault. Place the 4 tokens on the fields hexes of the game board. Distribute them as follows:

- You must place each of the 4 crop tokens on a different fields hex.
- You don't have to own a settlement or city adjacent to the fields hexes on which you place them.
- A fields hex may contain various identical crop tokens.
- A fields hex may contain no more than 7 crop tokens. You may not place a crop token on a fields hex that already contains 7 crop tokens.
- Should multiple fields hexes already contain 7 crop tokens and, as a result, you are unable to distribute all 4 crop tokens among the fields hexes, return the remaining tokens to the supply.

Example: *Red now takes the 4 "rice" tokens that are already in her other seed vault space and replants them. She distributes these 4 tokens by placing each of them on different fields hexes on the board (1 token per hex).*

EFFECTS OF GROWTH

Crop tokens are not only removed from the board by harvesting. Building and developing the island's network of settlements, cities, and roads and providing food for the knights also causes pressure on crops.

Revealing Event Tokens

Each time you build a settlement or city, take the event token underneath, turn it over, read the respective event out aloud, and resolve the event. Proceed similarly whenever you receive the special victory point cards "Longest Road" or "Largest Army" (be it the first time these cards are awarded or later, when they change hands).

If you have built a city and returned your settlement to your supply, draw a new event token from the supply stack and place it under this settlement. You take a similar approach when a special victory point card changes hands and you are the new owner of the card: after revealing the event token on the card and resolving the event, you draw a new event token from the supply stack and place it face down on the special victory point card.

If you have played all event tokens from the supply stack, shuffle them and arrange them into a new face-down supply stack.

The fronts of the event tokens show various symbols indicating different disastrous effects as described below.

Regional Crop Loss

Remove all crop tokens of the type depicted on the event token from the fields hexes marked with the depicted numbers and return them to the supply.

In this example, you would remove all "beans" crop tokens from the fields hexes marked with the number tokens 5, 6, or 8.

Small-scale Crop Loss

Remove 2 crop tokens of the type depicted on the event token from the board. Return these 2 tokens to the supply. You must first remove crop tokens of the depicted type from fields hexes adjacent to which you have built a settlement/city. If there are fewer than 2 of the affected crops on such hexes, remove the required number of crop tokens from other fields hexes.

In this example, you would remove 2 "quinoa" crop tokens from the board.

Large-scale Crop Loss

Remove 3 crop tokens of the type depicted on the event token from the board. Return these 3 tokens to the supply. You must first remove crop tokens of the depicted type from fields hexes adjacent to which you have built a settlement/city. If there are fewer than 3 of the affected crops on such hexes, remove the required number of crop tokens from other fields hexes.

In this example, you would remove 3 "maize" crop tokens from the board.

Monoculture

Monoculture is the cultivation of a single crop species in a given area. If a fields hex contains only 1 type of crop token (***for example:*** *only beans tokens, or only rice tokens*), you must remove **all** of these tokens and return them to the supply.

> ***Example:*** *If a fields hex contains 2 beans and 3 maize, no action is taken. However, if one hex contains only 4 beans, and another hex contains only 1 rice, you must remove all 4 beans tokens and the single rice token.*

Extinction of Plant Species

Crop tokens may disappear from the game board during harvest and due to the event tokens. If there are no crop tokens of a given type on the board, and if no crop tokens of this type are stored in the seed vault, this plant species is considered extinct.

If this occurs, return all crop tokens of this type from the supply back into the box. Tokens of this type on crop storage records still remain.

It is now no longer possible to plant or harvest this crop, nor is it possible to store this crop in the seed vault.

If you reveal an event token that depicts an extinct plant species, return it to the box. Then draw a new event token from the supply and resolve its effects.

END OF THE GAME

The game ends as soon as any 1 of the following 3 end game conditions occur:

1. A player reaches 10 victory points on his/her turn.
2. 3 of the 5 fields hexes no longer contain crop tokens.
3. 2 of 5 plant species are extinct.

If you meet end game condition 1, you win the game!

Important: If you reach your 10th victory point (***for example, by building a settlement/city***), you must still reveal an event token. If this event token causes end game condition 2 or 3 to occur, then end game condition 2 or 3 takes precedence.

If end game conditions 2 or 3 occur, the game ends immediately. If you are the player with the most crop tokens on your crop storage record, you win, because you are the player who most contributed to conserving plant diversity. In case of a tie, the tied player who has the most victory points wins. If the tie persists, both players win.

Please note: If, during the **production phase**, you remove a crop token from a fields hex, thereby causing end game condition 2 or 3 to occur, **you lose the game**—even if you have the most crop tokens on your crop storage record. In this case, the player with the 2nd most crop tokens on his/her crop storage record wins.

If you reach 10 victory points during your **build phase** but are forced to reveal an event token, and this event token causes end game condition 2 or 3 to occur, you may still win the game, if you have the most crops stored in your crop storage record.

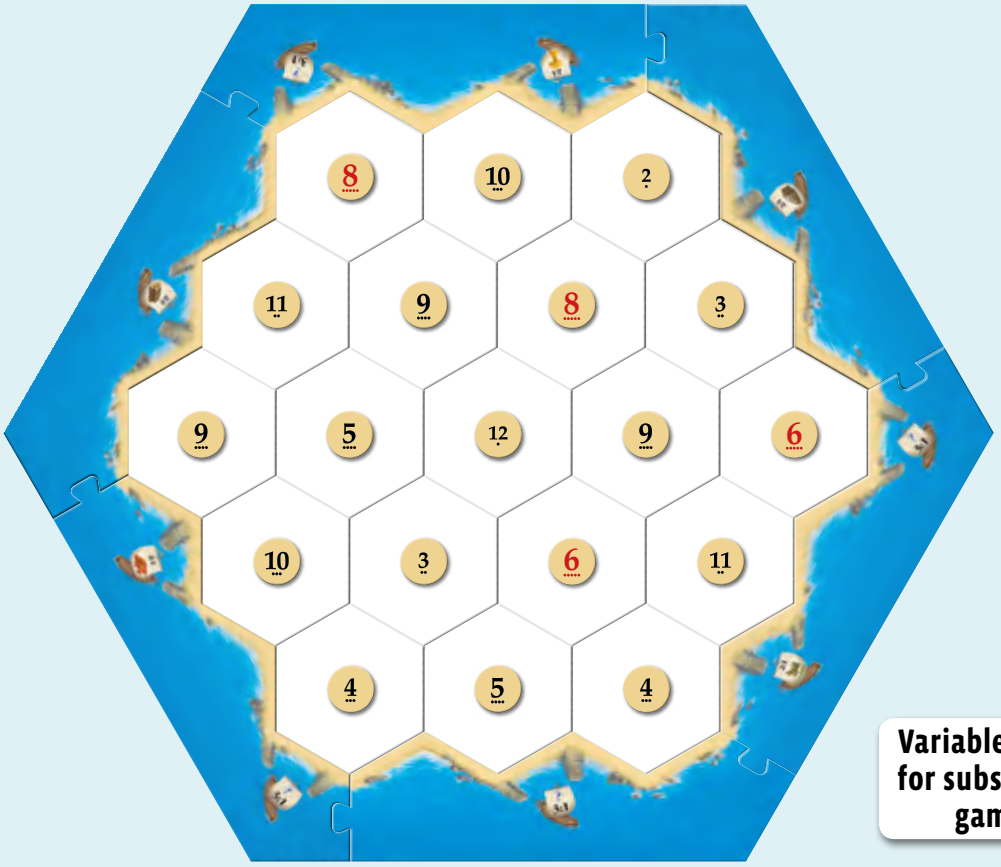
VARIABLE SET-UP

For subsequent games, we recommend that you use a variable set-up. To this end, shuffle the terrain hexes, distribute them face down, and then turn them over. Place the number tokens as shown in the set-up example below. This ensures a balanced distribution of the number tokens, while the varying positions of the fields hexes transform every game into a different and unique experience.

Distribute the crop tokens among the fields hexes as follows:

- Place 1 quinoa on each fields hex marked “2” and “12”.
- Place 1 quinoa and 1 maize on each fields hex marked “3” and “11”.
- Place 1 quinoa, 1 maize, and 1 wheat on each fields hex marked “4” and “10”.
- Place 1 quinoa, 1 maize, 1 wheat, and 1 beans on each fields hex marked “5” and “9”.
- Place 1 crop token of each crop species on each fields hex marked “6” and “8”.

At the beginning of the game, the following crop tokens are placed on the seed vault spaces: The starting player places 4 crop tokens “rice” on one of the 2 seed vault spaces of his/her color. The next players in clockwise order each choose 4 crop tokens “beans,” “wheat,” and “maize.”



Variable set-up for subsequent games

CATAN: CROP TRUST ALMANAC

INTRODUCTION

Our world now faces an enormous challenge: sustainably producing enough healthy food for a population expected to be over 9 billion people by 2050, all while our climate is changing and competition for natural resources grows. Fortunately, there is reason for optimism: crop diversity.

Did you know there are 150,000 different types of wheat and 115,000 different types of rice? So what? Well, we all need this diversity so that we can be prepared for whatever challenges agriculture may face. Without crop diversity it's like playing a game of Catan without every resource card available to you. Using the wealth of diversity of our food crops is one of the most valuable, yet least recognized, ways of responding to the challenges facing the world's food system. That's because crop diversity is the foundation of agriculture, enabling it to evolve and adapt no matter what the future holds. However, much of this diversity has disappeared over the history of agriculture. Fortunately much of it is safeguarded in the world's seed banks. The Svalbard Global Seed Vault, which opened in 2008, acts as a backup for these collections. The Crop Trust was established to ensure we don't lose any more vital crop diversity by supporting these seed banks and the Svalbard Global Seed Vault.

THE SEED VAULT VISION

Deep inside a mountain on a remote island in the Svalbard archipelago, halfway between mainland Norway and the North Pole, lies the Svalbard Global Seed Vault— the world's ultimate backup of crop diversity. It is a seed storage facility built to stand the test of time— including natural and man-made disasters. The Seed Vault holds the world's largest and most diverse collection of crops, frozen for humanity.

Worldwide, thousands of seed banks conserve food crops, yet many of these are vulnerable. Natural catastrophes, war, or even a lack of funding or electrical failure can threaten daily operations. Something as small as a poorly functioning freezer can ruin an entire crop collection, and the loss of even a single crop variety is as irreversible as the extinction of a dinosaur. t was this vulnerability that sparked the idea of establishing the Svalbard Global Seed Vault: to serve as a back-up collection for these seed banks, securing—for centuries— some of the world's most important food crops.

INFO ABOUT *THE CROP TRUST*

The Crop Trust is the only organization whose sole mission is to ensure humanity conserves and makes available the world's crop diversity for the future of our food system. Established in 2004 and based in Bonn, Germany, the Crop Trust supports international and national seed banks and the world's backup facility, the Svalbard Global Seed Vault. At the heart of the Crop Trust's work is an endowment fund, which is designed to provide support for seed banks, forever.

A 10,000 Year Legacy We Can't Leave to Chance

Throughout the history of agriculture, farmers have nurtured millions of crop varieties, using them to create ingenious solutions to local challenges such as drought, soil salinity and pest and disease outbreaks.

Today, crop diversity is what enables farmers to feed the world. It is the foundation of agriculture, and will enable it to meet the challenge of sustainably producing enough nutritious food for a growing world population.

But crop diversity is at risk. If it's not used or conserved, it disappears. And once it's gone, it's gone forever.

No single seed bank can hold all crop diversity and make it available to plant breeders and farmers. That's why the Crop Trust provides support to a number of different seed banks around the world, to ensure our agricultural legacy is conserved for all of us.

How You Have Already Helped

By purchasing this *Catan* scenario, you have contributed to strengthening the foundation of our food system. Thank you!

Now let's break bread and settle Catan.

FAQ

Who is involved in the Svalbard Global Seed Vault?

The Seed Vault is owned and administered by the Norwegian Ministry of Agriculture and Food. The Crop Trust provides support for operations, and funds the preparation and shipment of seeds from developing countries. The Nordic Genetic Resource Center (NordGen) operates the facility and maintains a public online database of samples stored there. Statsbygg, an agency of the Norwegian government, is responsible for monitoring and maintaining the Seed Vault around the clock.

Why the island of Svalbard?

Svalbard was chosen partly because of its remote location: It is the furthest north you can fly on a commercial flight and a place with more polar bears than people. The area is also geologically and politically stable. The Seed Vault itself is built into a mountain called Platåberget in Norwegian, which means Plateau Mountain, far above the point of any possible future sea level rise. Chiseled 120 meters (393.7 feet) inside the mountain, the Seed Vault is surrounded by permafrost, ensuring that the Seed Vault rooms remain naturally frozen, even if the mechanical cooling system fails.

How much did it cost to build the Seed Vault?

The Norwegian government spent approximately US$9 million constructing the Seed Vault. In 2018, another US$12.7 million was invested to upgrade the access tunnel. Operational costs are shared between the Norwegian government, the Crop Trust and NordGen.

Who owns the seeds in the Seed Vault?

Depositors own all the seeds they send to the Seed Vault, and can request them back at any time, just like a safety deposit box at a bank. The boxes of seeds are sealed by the depositors prior to shipment to Svalbard, and only they can retrieve them.

How many seeds can be stored in the Seed Vault?

The Seed Vault can store 4.5 million seed samples. Each sample contains on average, 500 seeds, so a maximum of 2.25 billion seeds can be stored there. It currently contains around 1 million seed samples, making it the world's largest seed collection. This includes all of the crops in the fields of Catan (maize, rice, wheat, quinoa and beans)—and many more.

How are the seeds stored?

The seeds are stored at minus 18° Celsius (minus 0.4° Fahrenheit). They are sealed in specially designed foil packets that are placed in sealed boxes and stored on shelves inside the Seed Vault. The low temperature and moisture levels ensure little metabolic activity. This means the seeds can be grown decades, centuries, or in some cases, thousands of years into the future.

Are genetically modified seeds stored in the Seed Vault?

Nope… Norwegian law prohibits the import of genetically modified seeds.

What are the main differences between the Seed Vault and seed banks?

Svalbard stores frozen copies of seeds held in other seed banks, acting as a kind of insurance policy. Scientists use seed banks every day to obtain seeds for research. This includes work to breed crops that are more resilient to climate change, healthier, and even tastier. If for whatever reason a seed bank runs into trouble, they can rest assured that their seeds are safely backed up in Svalbard. This happened in 2015 when a seed bank in Syria could no longer function due to civil war. It withdrew some of its seeds from the Seed Vault to re-establish its collection elsewhere.

THE CROPS OF *CATAN: CROP TRUST*

Rice

Mmmm… sushi. Paella. Risotto. You, me and half of the world eats rice every day; however, the popular grain faces a range of challenges. One of the biggest is salty soil, particularly in low-lying areas. This is likely to become more serious as sea levels rise. Scientists are using rice diversity to cook-up salt-tolerant types that also produce high yields, have better grain quality and are resistant to some diseases.

There are over 162,000 rice samples in the Seed Vault.

Maize/Corn

This giant tropical grass is one of agriculture's biggest success stories. From tortillas to cornflakes to popcorn and ugali (an east African favorite), maize is the preferred food for more than 1.2 billion people worldwide. But for some, maize is the only thing on the menu, leaving their diets lacking in key vitamins. Scientists have studied the maize stored in the world's seed banks to find those highest in vitamin A. Through crop breeding, scientists have used these to develop new types of maize that are both more nutritious and productive.

There are over 38,000 maize/corn samples in the Seed Vault.

Beans

You might have gotten wind of the fact that beans are grown all around the world and that's no surprise: they're a vital source of protein, vitamins and minerals. But they are also sensitive to the effects of climate change, which could devastate production. Scientists are now using beans from the world's seed banks to breed several "heat beating" types. These can tolerate temperatures up to 4 degrees higher than the crop's normal "comfort zone." These are among the thousands of bean samples backed up in the Svalbard Global Seed Vault. Cool beans!

There are over 48,000 bean samples in the Seed Vault.

Wheat

As any committed Catanian knows, no wheat means defeat, and that applies beyond the borders of the game. Wheat is a US$150 billion industry, providing almost a quarter of our daily calories. However, the crop is threatened by pests and diseases—and that could mean defeat for humankind. One of the most notorious diseases is the fungus stem rust. In 1999, a new stem rust strain, Ug99, appeared in Uganda and began wiping out entire fields as it spread towards the major wheat growing regions of Asia. As soon as Ug99 was discovered, the race began for scientists to scour the world's wheat diversity in search of new sources of resistance and breed more resilient types.

There are over 175,000 wheat samples in the Seed Vault.

Quinoa

Many cultures across the globe love quinoa, and rightly so: it is a highly nutritious crop that has adapted to thrive in a wide range of environments, and it tastes great. While it has become popular recently with foodies and hipsters, quinoa originated in the Andes over 7,000 years ago and was known as the "mother grain" of the Incan Empire. Now 20 different kinds of quinoa are grown in over 70 countries, as farmers and consumers alike realize the crop's potential. To help crop scientists ensure future generations can enjoy this "superfood," safeguarding it in the world's seed banks is essential.

There are over 500 quinoa samples in the Seed Vault.

THREATS TO CROP DIVERSITY

As a Catanian, we know you have an inquisitive mind, so we'll tell you a little bit about what crop loss can mean. There are two important types:

- **Production loss:** When yields tumble due to, for example, a pest or disease outbreak, as you'll see below with potato and banana.
- **Diversity loss:** A reduction in the number of varieties of a particular crop. If there are 4,500 varieties of potato and only five are grown, the remainder are at risk of being lost forever if they are not conserved.

Both types of loss can have devastating effects. Here are some examples:

Small-scale crop loss

Lentils: Lost but not Forgotten

Lentils are a traditional crop on the Swabian Alb. Although this region in south-western Germany is characterized by relatively poor soils and a harsh climate, farmers have been able to produce lentils there for centuries. Due to this long history of lentil farming, traditional varieties that are well adapted to this region have emerged. One such variety is called the *Albleisa*, which had gone extinct in the 1960s, as the production of lentils and other "pulses" declined throughout Germany.

In the early 2000s, farmers in Swabia realized that this variety had vanished—even though they particularly liked its taste. They contacted one of the world's largest and oldest seed banks, the Vavilov Institute in St Petersburg, Russia, and discovered that they still conserved a sample of this old variety. Scientists at the institute were able to help reintroduce *Albleisa* lentils to the Swabian Alb. Today it is one of the most popular local varieties and a local product that is sold well beyond the region. This is an example of relatively small-scale, local loss of crop diversity and how, thanks to conservation in seed banks, sometimes what seems to be lost forever can be brought back to life.

Large-scale crop loss

Potato Late Blight & the Irish Potato Famine

The potato is the world's third most important food, consumed by more than 1 billion people. But late blight might just be the most notorious disease in agriculture, affecting potatoes as well as tomatoes and other "nightshade" plants.

Late blight mutates and spreads like the flu, constantly overcoming plant resistance. More than 160 years after the disease wiped out potatoes across Europe and triggered the Irish Potato Famine, it continues to threaten farmers' livelihoods around the world. It causes US$9 billion-worth of potato losses every year in developing countries alone, where the majority of potato farmers live.

Ireland's famine was due to the fact that the island relied on a single potato variety, the lumper. It had no resistance to late blight. The keys to help fight the blight (and other diseases) can be found in the 4,500 different kinds of potato, grown and conserved around the world.

Regional crop loss

Apples in the United States of America

Crop loss doesn't only mean productivity loss. It can also mean the loss of options. This was the case with apples in North America. Apples originated in Central Asia, and have been grown for thousands of years across Asia and Europe. They came to North America on the ships of European settlers, and from there, spread like wildfire. After all, what would the United States be without apple pie?

In the mid-1800s, there were thousands of different apple varieties grown in the United States—an astonishing amount of diversity. However, with changes in agricultural practices, many of these varieties were lost or died off, along with the orchards and family farms that grew them. Estimates suggest North America may have lost 80% of its traditional apple varieties, leaving those remaining vulnerable to pests and disease, and depleting the culinary culture of the region. Old varieties like Mother apples, for example, were good for making dessert, while Harrison apples, were renowned for making a delicious golden cider.

While thousands of these varieties have become commercially extinct, they are not all biologically extinct. Horticulturists known as "apple detectives" are tracking down these old apples tucked away in abandoned orchards or growing in back yards, and seed banks, such as those run by the United States Department of Agriculture (USDA), are helping to conserve them. These apples not only have important genes for resistance to the threats facing the modern apple orchard; they might just bring back some unique flavors too.

Monoculture

The Cautionary Tale of 'Big Mike'

Until the 1960s, the *Gros Michel* (known as Big Mike) was the main commercial banana variety. It was so popular with Western consumers that thousands of hectares of tropical forests across Latin America were converted to vast monocultures of this variety. However, Big Mike's popularity led to its demise. A fungus known as Panama disease wiped out plantation after plantation during the 1950s and 60s and along with it, the international trade in bananas.

Luckily, the banana industry bounced back with a new, immune variety, called the Cavendish, which soon became just as widely grown. In fact, the Cavendish (the bright, yellow variety ever-present in supermarkets and fruit bowls) may be the only banana you have ever eaten—and every one you eat is genetically identical. It's this genetic uniformity, which also makes it vulnerable to disease, and in recent years a new strain of Panama disease has appeared which could kill off the Cavendish. In the scramble to save bananas from this incurable fungus, the world is looking to the 1,000-plus banana varieties conserved in seed banks to ensure the banana doesn't split for good.

SUMMARY OF EVENT TILE EFFECTS

Regional Crop Loss:
Eliminate all of the crop tokens of the depicted type from the fields hexes with the depicted numbers.

Monocultures:
If a fields hex has only 1 type of crop token on it, eliminate all crop tokens from that hex.

Small-scale Crop Loss:
Remove 2 tokens of the crop depicted from the board, starting with fields hexes adjacent to your own settlements/cities.

Large-scale Crop Loss:
Remove 3 tokens of the crop depicted from the board, starting with fields hexes adjacent to your own settlements/cities.

SUMMARY OF STORING SEEDS IN THE SEED VAULT

One time on your turn you may:

1. Pay 1 lumber and 1 ore to the supply.

2. Take 1 crop token (your choice) from a fields hex adjacent to 1 of your settlements/cities. Put that token onto your Crop Storage Record in the appropriate space. Your choice: top row or bottom row. Max. 1 of each crop type per row.

3. Take 4 corresponding crop tokens from the supply and place them into your seed vault storage area.

4. Take the 4 crop tokens previously in your seed vault storage area. Place these tokens onto 4 separate field hexes of your choice.

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CATAN

SEAFARERS SCENARIO

LEGEND OF THE SEA ROBBERS™

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Thanks

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Please Note

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

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

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

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

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

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

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You have purchased a game of the highest quality. However, if you find any components defective or missing, we'd be happy to replace them. Please use our customer support portal (hosted by Asmodee North America) at:

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Introduction

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

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

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

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

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

General Rules

Changes to Base Rules

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

Two Ships on a Sea Route

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

Friendly Robber

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

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

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

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

General 3:1 Trade

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

Set-up

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

- Each player builds 3 settlements in total.
- Each chapter has a specific board set-up. Each set-up shows 3 or 4 coastal intersections marked with a starting settlement token. You must build your first settlement on one of these intersections (remove the token as you build).

- Instead of a road, you must place a **ship** adjacent to your first settlement.
- If you are the last player to build your first settlement, you are the first to place your second settlement (and its adjacent road). Each other player then follows in **counterclockwise** order.
- If you are the last player to build your second settlement, you are the first to place your third settlement (and its adjacent road). Take your starting resources from the terrain hexes adjacent to your final settlement. Each other player then follows, this time in **clockwise** order.

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

Additional General Rules

Friend Cards

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

- You cannot trade or steal a friend card.
- Each friend card has an "A" side and a "B" side. When you receive a friend card, place it in front of yourself with its "A" side up.
- You **may** use the friend card on the same turn you receive it. After you use the friend card for the first time in a chapter, you turn it "B" side up. You may then use the card one more time during the given chapter. Unless otherwise specified, you cannot use the card twice in a given turn. You may use the card in the same manner during later chapters.
- After using a friend card for a second time in a chapter, put it into the bag where you store the game components of your color. At the beginning of each new chapter, each friend card you acquired during previous chapters is once again active and fully at your disposal ("A" side up).

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

Chest Tokens

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

Chest Rewards

Build either 1 road or 1 ship for free.

Take any 1 resource of your choice from the supply.

Take 1 development card from the stack.

Take the 2 resources depicted from the supply.

Recovering Chests

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

Using Chest Tokens

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

Outposts

The Council of Catan may assign a task to establish an outpost on a remote island's coast. If one of your ships has reached an unoccupied coastal intersection of the island, you may build an outpost on this intersection.

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

Units

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

Victory Point Track

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

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

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

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

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

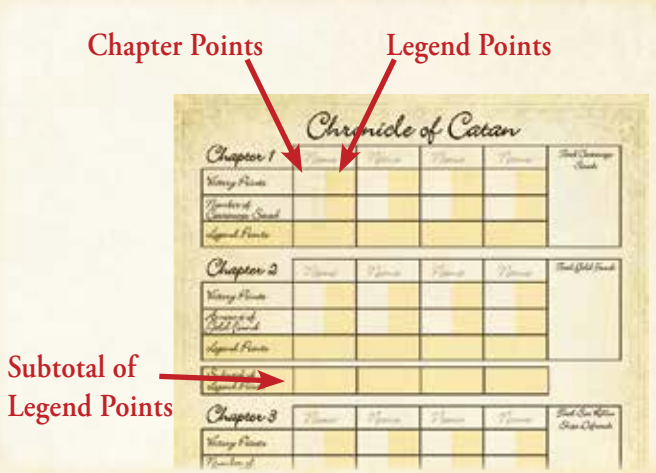
Catan Chits

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

The Chronicle

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

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



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

Overall Score

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

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

More Information

Variable Set-up

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

Combining with the *Cities & Knights*™ Expansion

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

Chapter 1–The Castaways

Introduction

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

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

Episode from a Session of the Council of Catan

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

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

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

"Yes, dear councilwoman, that's me." Captain Dever briefly bowed toward Isidora and then toward the other two councilmen who had also risen from their chairs. Isidora's frown disappeared when the captain gave her an endearing smile.

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

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

Councilwoman Isidora looked at the captain aghast.

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

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

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

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

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

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

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

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

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

CHAPTER 1 — THE CASTAWAYS

Specific Components Needed for Chapter 1

- 4 friend cards with the Chapter 1 icon

- 1 general overview

- 4 personal overview cards

- 12 castaway tokens

- 16 chest tokens

- 5 Catan chits

- 4 building costs cards

- 4 starting settlement tokens

- 4 markers (4 x 1)

- 4 outposts (4 x 1)

- 12 units (4 x 3)

General Preparation

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

Additional Preparation

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

Set-up Phase

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

CHAPTER 1 — SET-UP

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

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

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

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

CHAPTER 1 — THE CASTAWAYS

Tasks Assigned by the Council of Catan

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

1. Building an Outpost on Barren Island

> ***Council of Catan:*** *We give each of you the task to build ships, sail to Barren Island, and build an outpost there to provide for the castaways' most basic needs! Also, recover all the castaways' chests you find along the way. We will give you a reward for each chest you recover and return to the castaways.*
>
> *If you expedite the rescue, Captain Dever and part of his crew will join you.*

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

Outpost Rules:

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

2. Rescuing the Castaways and Bringing Them to Catan

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

Castaway Rules:

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

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

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

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

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

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

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

3. Ore Mining on Barren Island

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

Ore Miners & Ore Mining Rules:

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

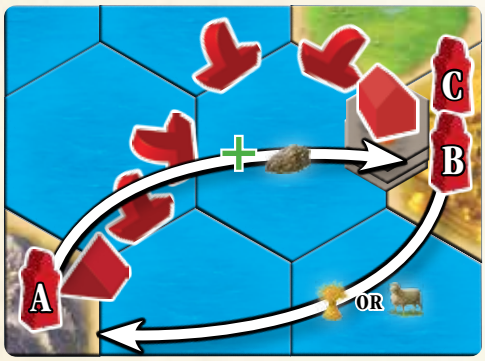
a) Moving Ore Miners to the Outpost:

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

b) Mining Ore and Returning Miners:

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

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



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

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

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

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

End of the Game

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

Entering the Game Results into the Chronicle

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

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

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

The Legend Continues...

Now begin Chapter 2—*The Attack*.

Chapter 2 – The Attack

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

Episode from a Session of the Council of Catan

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

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

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

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

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

Captain Dever gave Isidora an insistent look.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Postscript to Chapter 1

Awarding of Legend Points

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

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

How the Rescued Castaways Affect Chapter 2

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

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

Rules for Bog Iron Ore Mining

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

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

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

Distribution of Bog Iron Ore Tokens

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

General Preparation

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

Additional Preparation

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

Stand-alone Option: *Use the following during setup:*

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

Specific Components Needed for Chapter 2

- 5 friend cards with the Chapter 2 icon

- 1 general overview

- 4 personal overview cards

- 1 gold mining progress tile

- 12 gold field tokens

3 gold miners (x6) *2 gold miners (x6)*

- 20 Catan chits

- 4 building costs cards

- 16 chest tokens

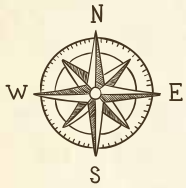
- 4 starting settlement tokens

- 25 bog iron ore tokens

- 8 markers (4 x 2)

- 4 outposts (4 x 1)

- 12 gold miners (4 x 3)



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

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

CHAPTER 2 — THE ATTACK

Terrain	Sea	Desert	Gold Fields	Fields	Hills	Mountains	Pasture	Forest	Totals
Total	17	4	4	4	5	5	4	5	49
Catan	0	1	0	4	3	3	4	4	19
Seafarers	17	2	2	0	2	2	0	1	26
Sea Robbers	0	1	2	0	0	0	0	0	3

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

Set-up

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

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

Tasks Assigned by the Council of Catan

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

1. Building an Outpost on Gold Island

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

Rules for Outposts

- If your ships reach the coast of Gold Island and you **build 1 outpost** there, you receive a friend card.
- You may only build the outpost on the coast of Gold Island.
- You are not allowed to build settlements or roads on Gold Island.
- If you are the first player to build an outpost, you choose one of the friend cards (**not Nyala**) on display next to the general overview tile.

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

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

2. Panning for Gold

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

Rules for Gold Miners

a) Building and Moving Gold Miners

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

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

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

b) Panning for Gold

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

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

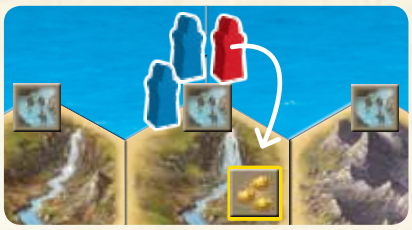
c) Reward for Panning for Gold

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

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

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

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



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

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

End of the Game

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

Entering the Game Results into the Chronicle

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

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

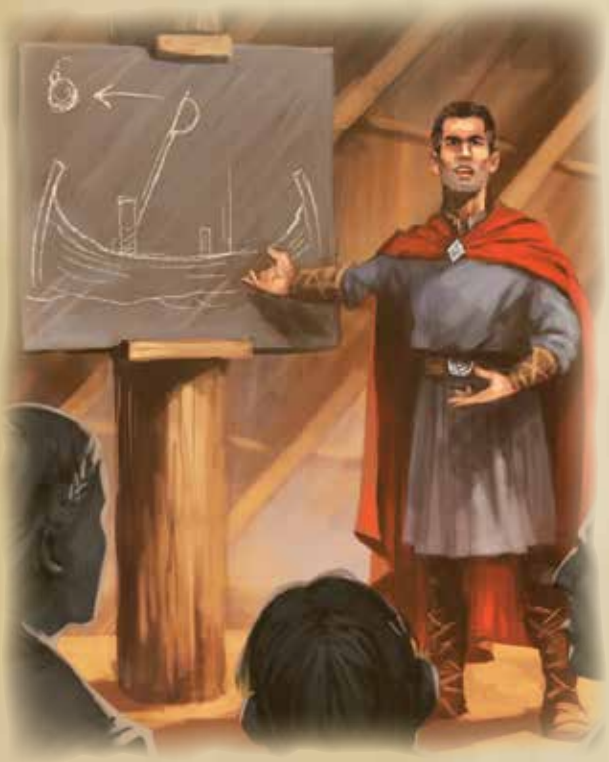
At the beginning of the next chapter, the Council of Catan lets you know how many LPs each of you earn.

The Legend Continues...

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

Chapter 3 – The Battle Against the Sea Robbers

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



Episode from a Session of the Council of Catan

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

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

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

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

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

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

Captain Dever rubbed his nose and thought for a moment.

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

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

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

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

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

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

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

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

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

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

Specific Components Needed for Chapter 3

- 4 friend cards with the Chapter 3 icon

- 16 sea robber cards

- 4 ship tiles

- 4 starting settlement tokens

- 20 Catan chits

- 16 chest tokens

- 1 general overview

- 4 personal overview cards

- 4 building costs cards

- 1 special VP card

- 15 sea robber ships

- 8 markers (4 x 2)

Postscript to Chapter 2

Awarding of Legend Points

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

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

How the Collected Gold Affects Chapter 3

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

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

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

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

General Preparation

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

Additional Preparation

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

CHAPTER 3 — THE BATTLE AGAINST THE SEA ROBBERS

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

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

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

*2 hex fronts and 1 hex back

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

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

Stand-alone Option: *Use the following during setup:*

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

Set-up

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

The Tasks Assigned by the Council of Catan

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

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

1. Sinking Sea Robber Ships

Rules for Ship Battles

a) Equipping Catapults

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

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

b) Battle

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

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

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

You Lose the Battle

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

You Tie

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

You Win the Battle

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

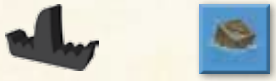
c) After the Battle

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

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

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

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



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

Greatest Sea Robber Nemesis

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

Rules for the Special VP Card

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

2. Building a Settlement on the Gold Isles

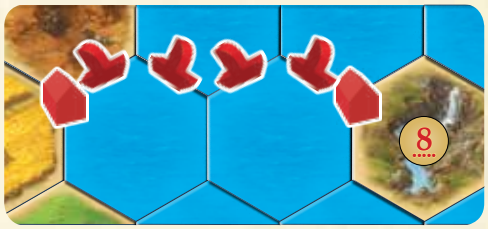
Council of Catan: *As soon as your ships reach the Gold Isles, free the hostages held captive there. Build a settlement to accommodate the hostages and the rescued—and now hopefully reformed—sea robbers.*

Rules for Gold Isles

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

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

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



End of the Game

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

Entering the Game Results into the Chronicle

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

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

The Legend Continues...

Now begin Chapter 4—*The Spice Islands*.

Chapter 4 – The Spice Islands

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

Episode from a Session of the Council of Catan

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

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

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

Isidora raised her goblet and gave Captain Dever a gracious look. "Now, four weeks after our great victory, it is time to thank you for having rescued the hostages and for your other great merits. With the consent of the Grand Council, we hereby appoint you commander of our new Catanian fleet! Here's to you, Commander!"

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

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

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

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

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

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

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

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

"Of course, dear councilwoman."

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

"With pleasure, dear councilwoman …"

Specific Components Needed for Chapter 4

- 30 spice cards

Cinnamon (x10) *Pepper (x10)* *Nutmeg (x10)*

- 10 trade option cards

- 1 general overview

- 4 personal overview cards

- 4 building costs cards

- 16 sea robber lairs

- 20 Catan chits

- 12 units (4 x 3)

- 4 markers (4 x 1)

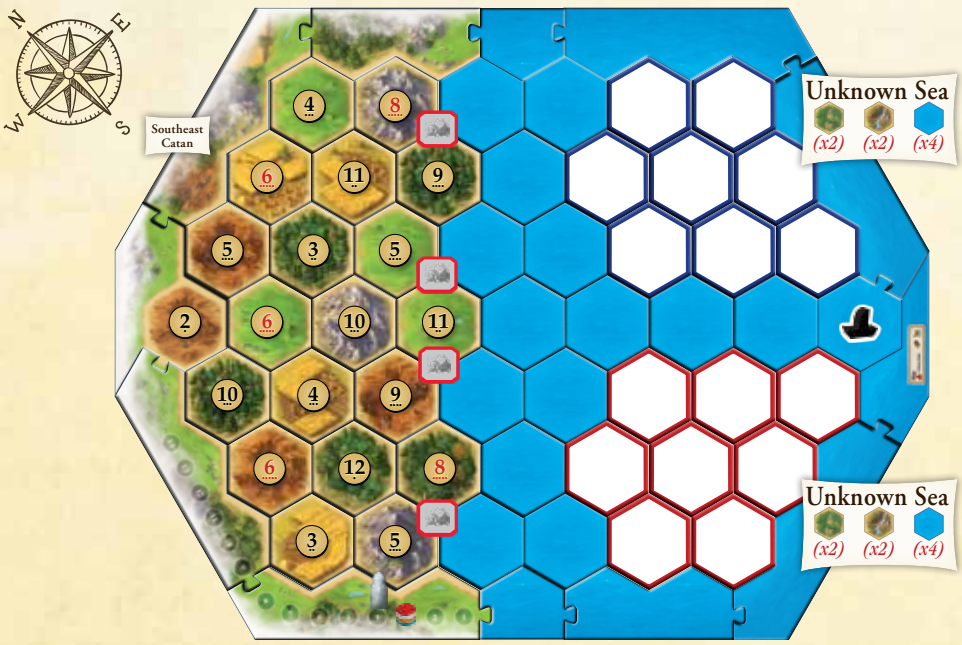
- 4 starting settlement tokens

- 16 chest tokens

Postscript to Chapter 3

Awarding of Legend Points

- If you have the most VPs, you earn 6 LPs.
  If there is a tie, the tied players all earn 6 LPs.
- If you have the second most VPs, you earn 4 LPs.
  If there is a tie, all the tied players all earn 4 LPs.
- If you have the third most VPs, you earn 3 LPs.
  If there is a tie, all the tied players all earn 3 LPs.
- If you have the fourth most VPs, you earn 1 LPs.
- The 2nd-4th place players each earn another 2 LP if they have each sunk at least 3 sea robber ships in a 3-player game and at least 2 in a 4-player game. First place earns no additional LPs.



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

*2 hex fronts and 1 hex back

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

CHAPTER 4 — THE SPICE ISLANDS

Effects of the Sea Battle on Chapter 4

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

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

General Preparation

- Use the **frame pieces** and the face-up **terrain hexes** to set up the game board for 3 or 4 players, as shown in the illustrations on the next pages.
- The white hexes with blue and red borders in the set-up diagrams represent **2 undiscovered areas**. Assemble 2 stacks, each consisting of 2 spice hexes, 2 gold field hexes, and 4 sea hexes (3 in a 3-player game). Shuffle the 2 stacks separately, then place the face-down hexes from one stack in the area marked with red borders and the face-down hexes from the other stack in the area marked with blue borders.
- Separate out the **4 number tokens 5, 6, 8, and 9** from the *Catan: Seafarers* expansion. Shuffle them. Arrange them in a face-down stack, then place the stack beside the game board.
- Place the other **number tokens** face up on the terrain hexes, as shown in the illustrations.
- Place the **starting settlement tokens** on the intersections as indicated in the set-up diagram.
- Place the **resource cards** and **development cards** beside the game board, as well as the "Largest Army" and "Longest Road" **special VP cards** and the **dice**.
- Place the **Catan chits** beside the game board.
- Each of you takes **5 settlements**, **4 cities**, and **15 roads** in one of the available colors.
- Each of you places a **marker** on space "3" of the victory point scoring track. Place the **robber** on his starting space beside the "4" of the victory point scoring track.

Additional Preparations

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

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

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

Stand-alone Option: *Use the following during setup:*

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

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

Set-up

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

The Sea Robber

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

Tasks Assigned by the Council of Catan

Goal: Bartering for as many spices as possible.

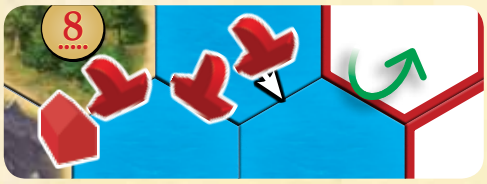
1. Exploring Unknown Sea

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

Rules of Exploration

a) Discovering Unknown Areas

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



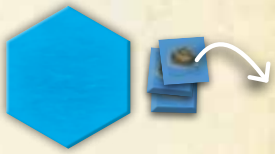
b) Receiving a Reward

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

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

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

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



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

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

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

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

2. Establishing Trade Connections

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

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

Rules for Establishing Trade Connections

a) Placing a Merchant

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

b) Acquiring Trade Options

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

c) Using Trade Option

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

d) Protection from the Robber

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

e) Spice Cards

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

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

You only receive a spice card:

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

3. Exchanging Spice Cards

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

Rules for Spice Cards

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

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

End of the Game

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

Entering the Game Results into the Chronicle

Enter your victory points into the Chronicle.

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

Awarding of Legend Points

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

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

The Legendary Winner

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

Overview of Game Components

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

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

OVERVIEW OF GAME COMPONENTS

4 friend cards

4 personal overview cards

15 sea robber ships

4 ship tiles

16 sea robber cards

back *(3x)* *(3x)* *(2x)*

back *(2x)* *(3x)* *(2x)* *(1x)*

1 special VP card

2 terrain hexes

forest front sea back *desert front sea back*

2 sea hexes

2 number tokens

back

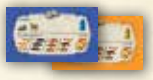
4 starting settlement tokens

2 general overview tiles

chapter 1 front, 2 back *chapter 3 front, 4 back*

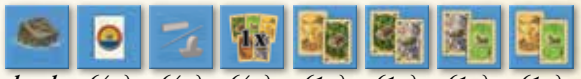
8 building costs cards

chapter 1 front, 2 back (x4)



chapter 3 front, 4 back (x4)

16 chest tokens



back *(4x)* *(4x)* *(4x)* *(1x)* *(1x)* *(1x)* *(1x)*

10 trade option cards

back *(2x)* *(2x)* *(2x)* *(2x)* *(2x)*

30 spice cards

cinnamon *pepper* *nutmeg*

back *(10x)* *(10x)* *(10x)*

4 personal overview cards

4 spice hexes

2 gold field hexes

4 sea robber lair tokens

19 sea hexes

11 terrain hexes

fields (1x) *forest (1x)* *hills (2x)*

gold field (2x) *mountains (2x)* *pasture (1x)* *desert (2x)*

10 number tokens

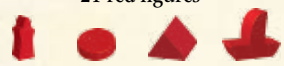
57 Catan chits

1 sea robber

10 harbor tokens

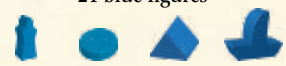
3:1 (5x) *wool (1x)* *grain (1x)* *lumber (1x)* *ore (1x)* *brick (1x)*

21 red figures



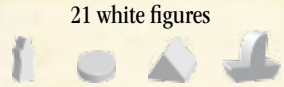
(3x) *(2x)* *(1x)* *(15x) Seafarers*

21 blue figures



(3x) *(2x)* *(1x)* *(15x) Seafarers*

21 white figures



(3x) *(2x)* *(1x)* *(15x) Seafarers*

21 orange figures

(3x) *(2x)* *(1x)* *(15x) Seafarers*

Chronicle of Catan

Chapter 1	Name	Name	Name	Name	Total Castaways Rescued:
Victory Points					
Number of Castaways Rescued					
Legend Points					

Chapter 2	Name	Name	Name	Name	Total Gold Found:
Victory Points					
Amount of Gold Found					
Legend Points					

Subtotal of Legend Points				

Chapter 3	Name	Name	Name	Name	Total Sea Robber Ships Remaining:
Victory Points					
Number of Ships Defeated					
Legend Points					

Subtotal of Legend Points				

Chapter 4	Name	Name	Name	Name
Victory Points				
Number of Victory Point Chits				
Legend Points				

Grand Total of Legend Points				

CATAN

CITIES & KNIGHTS SCENARIO

LEGEND OF THE CONQUERORS™

Klaus Teuber

Born in 1952, Klaus lives near Darmstadt, Germany. He is one of the most successful game designers in the world. Four of his games received the title "Game of the Year"–among them his greatest success, *Catan*®.

Benjamin Teuber

Born in 1984, Benjamin lives in Frankfurt, Germany. Growing up as the son of a game designer, he has played board games since he could hold cards in his hand and roll the dice. After completing his psychology and business management studies, he worked for several companies. In 2010 he decided to work full time in the game industry.

In 2017 we celebrated the 20th anniversary of *Seafarers*, the first–and highly successful–Catan expansion, by publishing *Legend of the Sea Robbers*, a continuous story told over the course of four linked scenarios.

After my son Benjamin and I had finished our first Legend in fall 2016, we immediately started developing our second Legend. We wanted to dedicate it to the *Cities & Knights* expansion to commemorate its 20th anniversary.

At the time, neither we, nor the CATAN editorial team led by Arnd Fischer, anticipated the titanic project we were getting ourselves into with *Legend of the Conquerors*. Countless tests, the design of the game components, and many discussions about the gameplay of the 3 scenarios required far more time than estimated. Hence, the projected release date was delayed by almost a year.

But the fact that you are reading these lines means that we have finally succeeded. *Legend of the Conquerors* is waiting to be experienced and played by you. Have lots of fun, and don't let the conquerors get you down!

Yours,

Klaus and Benjamin Teuber

Thanks

Many thanks to all of the playtesters and rules reviewers! Particularly legendary playtesters were: Caroline Fischer, Martine Frimpong, Alexandra Kunz, Claudia Teuber, Leif Teuber, Kilian Vosse, and all of the intrepid participants in the playtesting rounds during the CATAN weekends 2017 and 2018!

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Introduction

About 570 years after the arrival of the first settlers, Catan was discovered by seafarers from the Old World. Trade and the sharing of knowledge with the countries of the Old World allowed Catan to flourish. However, Catan's wealth also attracted barbarians who ransacked the regions and cities of Catan. Thanks to their knights, the Catanians were able to repel the barbarians. The *Cities & Knights* expansion is based on the events that occurred during this period.

A hundred years after Catan's founding, a powerful country from the Old World sees Catan as a worthy prize and threatens Catan's freedom and independence. In the three chapters of *Legend of the Conquerors*, you experience this part of the story of Catan. Northern Catan is attacked by a large army of the foreign power, with the goal to conquer Catan. Will you–the commanders of the Catanian troops–succeed in preventing the conquerors from occupying all of Catan and drive them off the island?

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Please Note

Before you play *Legend of the Conquerors*, we strongly suggest that you play the *Cities & Knights* expansion a couple of times. Knowledge of the *Catan* base game rules and the *Catan: Cities & Knights* rules is required.

The full scope of the legend unfolds best when the same group of players follows the entire story arc by playing all 3 chapters from beginning to end. Each chapter is prefaced by a segment of the story of Catan.

You can also play the chapters as separate scenarios with different players and independent from each other.

Before the first game, you must affix 2 stickers to each of the 20 conqueror pieces. A light Sticker on one side, a dark sticker on the other. Both stickers on a figure must bear the same flag value (i.e.: Light "5" on one side, dark "5" on the other). Once complete, you will have 5 sets of 4 conquerors. Each set either with the number 2, 3, 4, 5, or 6 on their respective flags. You also must affix the 16 hexagonal stickers to the bottom sides of the 16 forts. All game components are listed in the Overview of Game Components at the end of this rules booklet. The overview also includes a suggestion for sorting the game components into the available zip-close bags.

The *Catan* series of games, with its extensions and expansions, has been revised several times. On our website (catan.com), we provide detailed information about the differences between the editions and how to combine them.

The rules of the *Catan* base game and the *Cities & Knights* expansion apply. The preparation described in the following section applies to all chapters. The changes to existing *Catan* and *Cities & Knights* rules that apply to *Legend of the Conquerors* are also explained in this section. Additional preparations and rules are listed in the respective chapters.

Preparation

General Preparation

- Set aside the following components from the *Catan* base game: 2 frame pieces, all of the building costs cards, the "Largest Army" card, and all of the development cards.
- Set aside the "Barbarian Tile" from the *Cities & Knights* expansion.
- Assemble the board for 3 or 4 players, distributing the frame pieces, terrain hexes, and number tokens as shown in the respective illustrations of the chapters.
- Place the settlement markers and road markers on the intersections and paths marked with red borders.
- Put the resource cards, commodity cards, progress cards, and the "Defender of Catan" victory point cards beside the game board
- Place the "Longest Road" card, the merchant piece, and the three dice beside the game board.
- Each player takes all the playing pieces in one color from the *Catan* base game and 6 knight tokens from *Cities & Knights*.
- Each player takes 1 development flip-chart.
- Place the respective chapter tile beside the game board.
- Place the barbarian ship on the starting space (unmarked) of the movement track and one marker per player on the first space of the Hero Track.

General Rules

Changes to Base Rules

1) Chapter Tile

- **Movement Track for the Barbarian Ship**

If you roll a ship on the symbol die, move the barbarian ship 1 space in the direction of the arrow on the movement track.

Exception: *If you roll a "7" on the pipped dice and a ship on the symbol die, do not move the barbarian ship.*

If you move the barbarian ship onto a space with a picture, you must immediately resolve the respective event. The events in the 3 chapters differ and are explained in the chapters' special rules.

Only one of the events appears on all three chapter tiles.

Barbarian Attack:

This is the "Attack of the Barbarians" event you already know from *Cities & Knights*. In *Legend of the Conquerors*, besides fighting the conquerors, you must also fend off the barbarians. When you resolve the "Attack of the Barbarians" event, follow the *Cities & Knights* rules.

Resource Production:

According to the *Cities & Knights* rules, you don't take your resources until after resolving an event.

- **Hero Track**

The hero track is depicted in the lower left area of each chapter tile. If you perform certain actions during the game, you will move your marker upward 1 space. The number next to each space indicates how many additional victory points you have.

2) General 3:1 Trade

Instead of the usual 4:1 trade in *Catan* and *Cities & Knights*, In *Legends of the Conquerors* the trade rate is 3:1. You can trade 3 identical resources/commodities for any 1 resource/commodity of a different type with the supply.

Additional General Rules

1) Victory Point Track

To keep track of your victory points on the victory point track located on the board frame, you must mark them with one of your markers.

At the beginning of a chapter, place one of your markers on the victory point space indicated in the preparation for that chapter. If a space is ever occupied by multiple markers (e.g.: as at the beginning of the game), put them on top of each other. Each time you receive or lose victory points, change your marker's position on the victory point track accordingly. Don't forget to take the additional victory points of the hero track into account.

2) Chronicle

You can find the blank form for the Chronicle on the back of these instructions. If you want to play *Legend of the Conquerors* several times from beginning to end, you can either copy the blank form before the first game or download the form from catan.com and print a copy.

After you finish a chapter, enter the game results indicated into the light areas of the Chronicle. Enter the legend points you have received into the darker areas of the Chronicle. The sum of the legend points shows your score during the course of the legend. The allocation of points is different in each chapter and is explained in the section "End of Chapter" section for each chapter..

You can see an example of a completed Chronicle below.

3) Overall Score

After you have played all chapters, the player with the largest sum of legend points wins *Legend of the Conquerors*.

In case of a tie, determine the most heroic player of all played chapters combined. To do so, add up the numbers entered in the light-colored spaces of the "Position on the Hero Track" rows of the 3 chapters. The player with the largest sum wins. If the tie persists, multiple players win.

Game Results *Legend Points*

Chronicle of Catan

Chapter 1 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Chapter 2 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Subtotal of Legend points				
Chapter 3 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Subtotal of Legend points				
- Defeat -	Name	Name	Name	Name
Legend Points				
Grand total of Legend points				

Subtotal of Legend Points

Legend Points for Overall Score

Example of a completed Chronicle

Chronicle of Catan

Chapter 1 - Victory	Claudia		Arnd		Otmar		Benjamin	
Victory Points	13	6	9	2	10	3	9	2
Position on the Legend points track	3	0	2	1	4	2	4	2
Legend Points		6		3		5		4
Chapter 2 - Victory	Name		Name		Name		Name	
Victory Points	9	3	9	3	15	7	12	5
Position on the Legend points track	2	1	3	2	5	0	3	2
Legend Points		4		5		7		7
Subtotal of Legend points		10		8		12		11
Chapter 3 - Victory	Name		Name		Name		Name	
Victory Points	7	2	17	9	12	5	13	7
Position on the Legend points track	3	2	5	0	3	2	2	1
Legend Points		4		9		7		8
Subtotal of Legend points		14		17		19		19
- Defeat -	Name		Name		Name		Name	
Legend Points	2 2		0 1		2 1		1 0	
Grand total of Legend points	18		18		22		20	

Example of entries for "Victory"

Example of entries for "Defeat"

Chapter 1–Resist!

Introduction

670 years have passed since the first settlers arrived on Catan. A fleet consisting of many caravels loaded with warriors have been sighted on its way to Catan.

Thora

Thora stared out the window. Dark rain clouds shrouded the countryside, making everything look gray and sad. A lightning bolt struck the ground, its flash soon followed by a deep rumble. A gloomy spectacle, as gloomy as Thora's thoughts, which desperately revolved around the question of how it could happen that Catan, her beloved homeland, was at the edge of an abyss.

Thora remembered the historical manuscripts she had read in her youth.

After her ancestors' arrival on Catan, fate had, from time to time, brought other explorers from the Old World to their island. In most cases, severe storms had turned proud seafarers into helpless castaways stranded on the coasts of Catan. Others had simply lost their bearing due to poor navigation; emaciated and close to dying of thirst, they were lucky enough to reach the shores of Catan.

The newcomers weren't always well-disposed toward the island's inhabitants, but in the end they had to come to terms with their hosts because most of the unfortunate sailors deemed it impossible to survive the long, dangerous voyage home in their few longships that had remained intact.

Thora clearly remembered some evenings of her childhood when her grandmother told her and her siblings exciting stories, her words accompanied by lively gestures. One of those stories was about a day when her grandmother was still a child herself. "That day," her grandmother said, "ships no Catanian had ever seen before entered the harbor of our capital. Massive, pot-bellied ships. Some with as many as four huge masts–each hung with sails that could easily have covered an entire homestead."

Thora smiled. At the time, her grandmother had definitely exaggerated a lot. But the caravels, as the foreign seafarers called their ships, were ocean-going and able to carry their crews back to their homeland much more safely than the longships known to the Catanians.

Back then–almost 100 years ago–Catan was happened upon by explorers from the Old World. It has been regularly visited by them ever since.

A lightning bolt hit one of the towers of the council hall, and the almost simultaneous, roaring thunderclap made Thora tremble. Was that a bad omen for the future?

Thora took a deep breath.

She had to admit to herself that the continuous contact with the Old World during the first decades after they had first been to Catan had definitely brought many benefits. Trading with the Old World helped Catan flourish. It wasn't just the profitable exchange of goods and resources–a lively exchange of knowledge was also taking place. Soon aqueducts were built on Catan to supply the cities with fresh water, guilds and trading houses stimulated Catan's economy, and just a few years ago the island's first university was established in the capital city.

Catan's wealth not only attracted peace-loving merchants–greedy adventurers came as well. Initially, small groups of them plundered the regions of Catan and returned with their loot to their ships. They were brutal and unscrupulous, which is why the Catanians gave them the derogatory name "barbarians."

When the barbarians became more numerous and more brazen and pillaged a city, threatening to burn it down, the Council of Catan decided to raise a standing army and reinforce the fleet. The Catanians finally managed to repel the marauding hordes and since then, the barbarian attacks were far less successful.

But now everything was different, Thora thought. A new chapter in Catan's history had begun. It wasn't a promising chapter …

Aegis put her hand on her sister's shoulder. "There were too many of them, Thora. The caravels of the conquerors were armed with cannons. After the first cannon fire, I gave the order to retreat. I didn't want to risk losing all our ships."

"I know," Thora turned around to face Aegis.

Not only was Aegis her sister, she was also the commander of the Catanian fleet. "A short while ago, a messenger from the North came. He informed the Council that the enemy fleet has landed on the northwest coast. The conquerors have started to build a fortified camp."

Thora hesitated before putting the impending disaster into words. "This time, it's not barbarian hordes that want to ransack our land; this time, a powerful enemy is coming with an army."

Almost whispering, she continued. "This time, Aegis, it's not about skirmishes with barbarians–this time, our survival and our freedom are at stake."

Aegis agreed with her older sister. Like herself, Thora was in the prime of her life. The streaks of silver in her brown hair and some incipient wrinkles added maturity and authority to her pleasant appearance.

When the Council elected Thora commander-in-chief of the Catanian army and temporary sole ruler, she had replaced her councilwoman attire with pants, boots, and a girdled, plain tunic. She didn't want to dress differently than the Catanians she had to send into battle against the conquerors.

There was a knock at the door, and warlord Roven entered the office of the commander-in-chief. Behind him, covered by Roven's massive figure, a small-boned woman with wheat blonde hair and a pretty face strode into the room and self-assuredly positioned herself beside Roven. Despite the gravity of the situation, Thora had to smile at the unlikely couple. Next to Roven, who was two heads taller and three times wider, brawny, and dark-skinned, Lea, Catan's supreme healer, looked as dainty as an elf.

Roven cleared his throat and announced in a sonorous voice that measured up to his imposing appearance, "The troops are ready to leave, Thora."

He sighed, "Unfortunately, Lea insisted on leading the healer squad herself." With a facial expression of both irritation and concern, he looked down at his petite wife.

"Come on, big guy. Don't worry about me. I know how to look after myself," Lea put her delicate hand into Roven's big paw and gave him an encouraging smile.

Thora was grateful for the respected healer's support. During the battles, the infantry Roven was leading to the northwest of Catan and the men and women he intended to recruit in the North would be in dire need of Lea's healing skills.

"Abide by my command, Roven." Thora said. "I'm not ordering you to expel the invaders from our island. You know as well as I do that we can't achieve this, given the superior number of invaders. Just hold them back as long as possible and retreat eastward early enough to keep our troops from suffering major losses. We must buy time to organize our defense."

Roven nodded briefly. "We'll try to lure individual groups of barbarians into traps and to ambush them."

He continued, visibly annoyed, "By the way, I also do not want to needlessly gamble with the lives of the Catanians I'm entrusted with."

Roven made a scant bow to Thora and Aegis. Without further talk, he and Lea he briskly left the office.

"I think you have offended his pride, Thora," said Aegis. "Sometimes Roven acts a bit impulsively, but you can trust that he will obey your orders."

"I hope so, Aegis," Thora sighed. "I would have liked to assign Dagur to him. Dagur is level-headed and intelligent and could have some moderating effect on Roven. But we need him and his cavalry here, in case the invaders attack our south coast, too."

Thora resignedly stared out on the rainy landscape. "We might not be able to stop the enemy from conquering our island. Unless a miracle happens …"

Additional Game Components for Chapter 1

General Preparation

The general preparation is explained on page 4. Assemble the game board for 3 or 4 players according to the illustrations on the following pages.

Additional Preparation

- Place the 2:1 trade tokens with the trading station side up on the marked locations of the game board.
- Place the hexagonal directional token on the marked frame piece. Make sure to align the token correctly: the yellow sword must point east (as shown in the board set up).
- On each sea hex, place 1 landing marker.
- Each player places their victory point marker on space "4" of the victory point track located on the frame.
- Remove the politics cards of the *Cities & Knights* expansion and replace them with the new politics cards of *Legend of the Conquerors*. Shuffle the new politics cards and put them into the empty card tray compartment.
- There is no robber. Leave it in the box.
- Place the directional die beside the directional token.
- Take the personal overview cards for Chapter 1. The overview cards show the victory conditions and give a concise description of the 3 events.

Set-up Phase

Each player places 2 settlements, 1 city, 1 city wall, and 1 knight.

Building the First Settlement and Placing a Knight

If you are the starting player, replace one settlement marker with a settlement piece. Then replace the adjacent road marker with a road piece. Finally, place 1 inactive basic knight (level 1) on the intersection adjacent to this road.

The other players follow in clockwise order and, one by one, place their playing pieces in the same way.

Building the Second Settlement

If you are the last player to build your first settlement, you are the first to place your second settlement on any legal, unoccupied intersection. Then place 1 road on an adjacent path.

The other players follow in counterclockwise order and also place their second settlements and adjacent roads.

Building the Third Settlement and Taking Resources

If you are the last player to build your second settlement, you are the first player to place your third settlement and road. Take the resources from the terrain hexes adjacent to your third settlement.

Each other player then follows, in clockwise order.

Continued on page 11

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	0	0	0	18
Conquerors	0	0	0	0	0	0	9	3	12
Total	4	3	3	4	4	0	9	3	30

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

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	1	1	1	2	2	0	13	4	24
Total	5	4	4	6	6	1	13	4	43

Number Token	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	2	1	0	1	1	1	0	0	0	1	7
Total	3	3	2	3	3	3	2	2	2	2	25

Converting a Settlement into a City with a City Wall

If you are the last player to build your third settlement, choose any 1 of your settlements, replace it with 1 city, and surround the city with 1 city wall. Other players follow in counter-clockwise order.

Goal of the Chapter

The conquerors land on the northwestern coast and from there advance eastward. In chapter 1, your knights are still weak, but you should prevent the conquerors from occupying 7 or more hexes (with number tokens) in a 3-player game and 10 or more hexes (with number tokens) in a 4-player game.

Changes to Existing Rules

1) No Robber When You Roll a "7"

You play without the robber. If you roll a "7," you may not draw a card from an opponent.

However, if a "7" is rolled and your hand contains more than the allowed number of cards, you still lose half of your resource and commodity cards.

Please note the following general change to the basic rule: If a "7" is rolled on the pipped die and a ship is rolled on the symbol die, the barbarian ship does not advance.

2) No Building Metropolises

You are not allowed to build metropolises. In each area of development, city improvement ends with level three (page 3 of your development flip-chart).

Development flip-chart in chapter 1

Special Rules

1) The Conquerors Land

landing marker

If the barbarian ship is moved to the "The Conquerors Land" event space depicting the purple flag marked "2," you place 1 conqueror of strength "2" on each hex marked with a landing marker.

After this event, each time the barbarian ship is moved to a "The Conquerors Land" event space, you place another conqueror matching the strength flag on each hex marked with a landing marker.

2) The Conquerors Advance

When the barbarian ship moves onto a "Conquerors Advance" event space of the chapter tile, one by one you move each conqueror 1 hex toward the east, southeast, or northeast. The conqueror's movement is not totally predictable. To simulate this, you must roll the direction die for each conqueror to determine which way it moves. Carefully follow the following steps to move the conquerors:

1. The Order in Which the Conquerors Advance

Each "Conquerors Advance" space depicts a directional die icon of a red or green sword. This indicates on which side of the game board the conquerors' advance will begin. Green indicates that the advance will start in the southeast. Red indicates that the advance will begin in the northeast. So, if the green sword is depicted, the southernmost conqueror starts. The other conquerors follow from south to north.

Example 1– Where does the advance begin?: *The barbarian ship has moved to the green sword event space on the chapter tile. Look at the Directional marker on the game board. It indicates that green is pointed southeast. That means the "Conquerors Advance" begins with Conqueror "A," because it is located the farthest southeast. "B" follows because it is the next conqueror in a northern direction. Then any other conquerors in a northern direction follow.*

Continued on page 12

If multiple conquerors occupy in the same row, you first move the conqueror located furthest east. Then, from east to west, you move each conqueror in that row before moving the conquerors in the next row.

Example 2–Movement order for the advance: *The barbarian ship has moved to the red sword event space. Therefore, the northernmost row of conquerors move 1st, followed by the next row of conquerors to the south, and so on. Conqueror "A" starts the advance. In the next row to the south, "B" advances before "C" because it is farther east. "D" advances next. In the next row to the south, "E" is farther east , so it advances next, followed by "F." Then "G" advances and, finally, "H" advances last.*

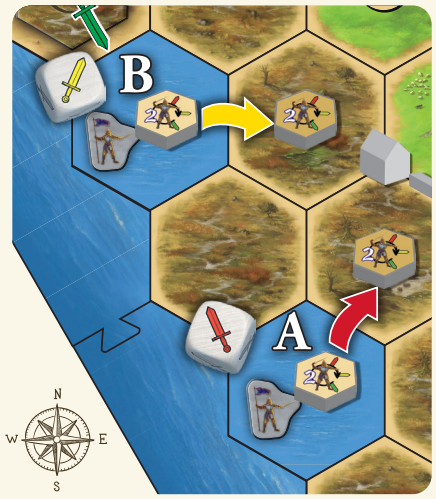
2. Orienting the Conquerors

It is important that you move each conqueror only once per "Conquerors Advance" event. To indicate which conquerors have already moved, flip the conqueror piece over as you move it. The opposite side of the piece is a different color to show that you have moved the piece. Also be sure to keep the conquerors oriented so that their direction arrows match the directional token on the board.

3. Rolling the Die to Move Each Conqueror

Starting with the first advancing conqueror, roll the directional die once for each conqueror's movement as follows.

- Roll the die and move the respective conqueror 1 hex in the direction indicated by the die's sword icon if possible (see the third bullet following). Remember to flip the conqueror piece over as you move it.
- Proceed similarly with all following conqueror(s). Finish each row before proceeding to the next row. Remember, you cannot move a conqueror more then once during a single advance, so you must not move conquerors that may have switched rows during their movement.

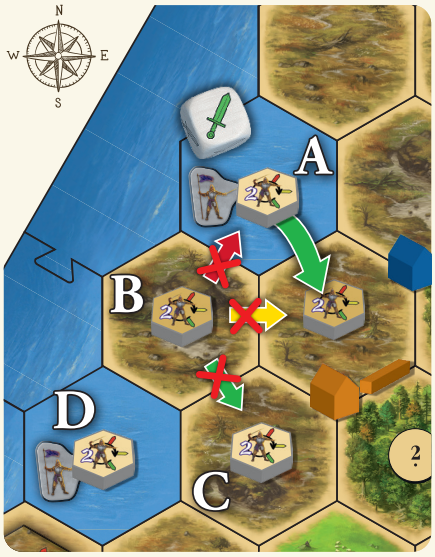


Example 3–Roll to move each conqueror: *The barbarian ship has moved to the green sword event space, so conqueror "A" advances first. Roll the directional die to determine where "A" moves. You rolled a red sword; therefore, you move "A" northeast and then flip it over. "B" advances next. You rolled a yellow sword, so move "B" east and flip it over.*

- You **may not** move a conqueror onto the following areas:
  - the frame of the board (the puzzle-pieces)
  - a hex occupied by another conqueror
  - a sea hex
  - a landing hex (a hex with a landing marker)
- If, for any reason, you can't move a conqueror in the direction indicated by the die roll, choose the next color sword, in clockwise order, and move the conqueror in that direction instead (***i.e.:*** *Red changes to yellow, yellow to green, green to red*). This substitute move order is indicated by the circular arrow on the direction marker.

Example 4–Conqueror advance is partially blocked: *You roll a green sword for conqueror "C" . But you can't move it in that direction because conqueror "B" already occupies this hex. Instead, move conqueror "C" to the adjacent hex in the red sword direction (indicated by the circular arrow symbol on the directional token) and flip "C" over.*

- In rare instances you can't move a conqueror in any of the 3 possible directions. If that occurs, don't move it, but it is important to **remember to flip it over**.



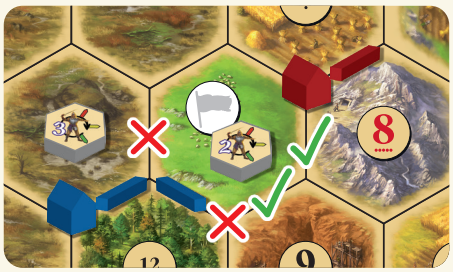
Example 5–Conqueror advance is totally blocked: *The barbarian ship has moved to the red sword event space. "A," is the northernmost conqueror, so it advances first. You roll the die and get a green sword. Move "A" in the direction indicated (southeast). Conqueror "B" should advance next; however, the adjacent hexes in the southeast and east are either occupied by other conquerors, are a sea hex, or a landing hex. Therefore "B" cannot move and stays in place. Flip it over because it may not move for the rest of this conquerors advance. Next, roll the directional die (once each) for conquerors "C" and "D."*

4. Conquered Terrain Hexes

When a conqueror moves onto a terrain hex with a number token,that hex in conquered. To indicate that the hex is conquered, flip the number token over. If you move the conqueror to another hex, the hex the conqueror has left remains conquered.

Rules for conquered terrain hexes:

- Conquered hexes no longer produce resources/commodities.
- Keep the roads, settlements, and cities you built adjacent to conquered hexes; their corresponding victory points remain.
- You may not build a new settlement on an intersection adjacent to a conquered hex.
- You may not upgrade a settlement adjacent to one or more conquered hexes to a city.
- You may only build roads on paths adjacent to at least one unoccupied, unconquered hex.



Example 6–A conquered hex: *You may not build a road between the swamp and the conquered pasture hex. You may build roads on the other paths. Blue cannot build a settlement on the "X" intersection. Red may not upgrade her settlement to a city. The conquered hex cannot produce.*

3) Placing and Moving Knights

The Cities & Knights rules apply, i.e., you may only move your knights along your own road network.

In addition, the following rules for placing knights apply:

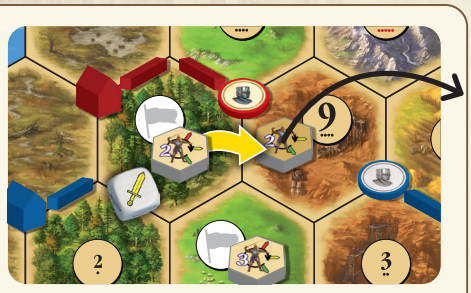
- If you pay 2 ore and 2 wool or 3 ore and 3 wool, you may immediately build a strong knight or–if you have reached the third level of improvement in the area "politics"–a mighty knight and place it according to the rules. You thus don't have to first build a basic knight and then promote it.
- You may place a newly-built knight directly on an unoccupied intersection adjacent to a hex with a conqueror if:
  - 1 of your roads connects to this intersection,
  - the intersection is not adjacent to 2 or 3 hexes occupied by conquerors (see page 14, "Encirclement"), and
  - no battle is triggered that the knight would lose (see below).

4) Battle

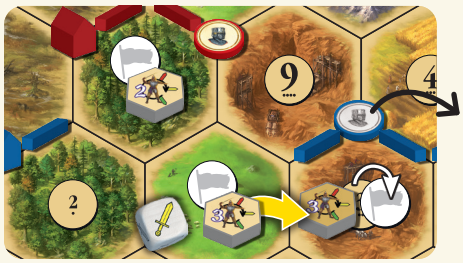
If a conqueror moves to a hex whose intersections are occupied by one or more of your and/or your opponents' knights, battle occurs immediately. Compare the conqueror's strength with the strength of the knight or the total strength of all knights occupying intersections adjacent to the hex the conqueror stands on. For this battle, it doesn't matter whether or not your knights are active.

- The conqueror is stronger: The conqueror wins. The defeated knight(s) are removed and their owners put them back into their supply.
- The knight(s) are stronger: The knight(s) win. The conqueror is removed from play.
- Both parties are equally strong: There is a standoff; none of the playing pieces involved in the standoff are removed. Despite the standoff, the conqueror has conquered the hex it was moved to (flip the number token over).

Example on page 14



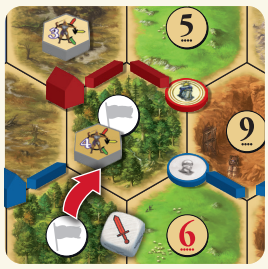
Example 7a: *You advance a strength "2" conqueror to the hex located between the red (active-strong) and the blue (inactive-strong) knights. The combined strength of these two strong knights is "4." The conqueror loses and is removed.*



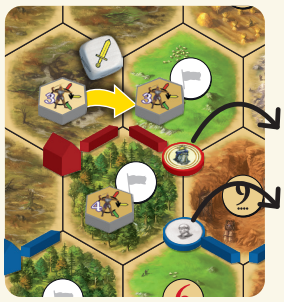
Example 7b: *Next, you advance the strength "3" conqueror. The blue strong knight on the intersection loses and the owner puts it back into their supply. Since the hex is now conquered, flip the number token over.*

Encirclement: After each battle, check whether a knight has been encircled. A knight is considered encircled if it stands on an intersection bordering 2 hexes each of which is occupied by a conqueror.

If your knight is encircled, remove it. After removing an encircled knight, check whether there is a knight adjacent to a hex with a stronger conqueror; if so, that knight is removed as well.



Example 8a: *First, a strength "4" conqueror advances northeast. The 2 knights (red = active-mighty and blue = inactive-basic) have a combined strength of 4. It's a tie, so conqueror stays and conquerors the hex.*



Example 8b: *Next, you advance the strength "3" conqueror east. That conqueror and the adjacent red mighty knight (strength 3) are tied. However, 2 conquerors now encircle the red knight and defeat it. Remove the red knight. Finally, this causes a problem for the blue knight. Without the support of the departed red knight, blue is weaker (strength 1) than the adjacent strength "4" conqueror. Remove the blue knight.*

Battles When Knights Attack

Your knight attacks a conqueror on its hex if:

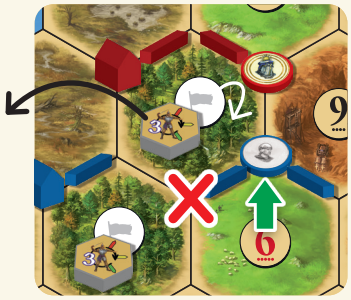
- you move your knight to an intersection of the hex,
- you build a knight on an intersection of the hex, or
- you promote one of your knights located on an intersection of the hex.

You may not sacrifice a knight.

You may not:

- Move a knight to, or build a knight on, an intersection bordering two hexes that are both occupied by a conqueror (encirclement) or
- Move a knight to, or build a knight on, an intersection at a hex occupied by a conqueror if this action would result in the knight's immediate defeat.

Breaking a tie: If a conqueror and one or more adjacent knights are tied and you place a knight on an unoccupied, legal intersection at this hex or you promote a knight adjacent to this hex, the knights win and the conqueror is removed.

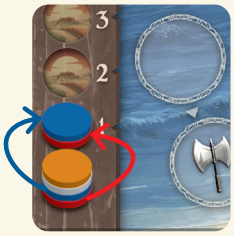


Example 9a: *The red mighty knight (strength 3) and the adjacent strength "3" conqueror are tied. Blue places a basic knight (strength 1) on the intersection marked with the green arrow. Blue cannot place the knight on the intersection marked with a red "X", due to encirclement (i.e., between the 2 conquerors). The strength "3" conqueror (A) is defeated by the two knights (with a combined strength of 5), and is removed. Once the hex is liberated, its number token is turned face up (see page 15).*

Example 9b: *Blue now upgrades his basic knight to a strong knight. Then he places a new basic knight on the intersection marked with the green arrow, to protect his strength "2" knight in case the strength "3" conqueror moves to the pasture hex (the knights' combined strength is 3).*

Reward for a Victory

Each player who participated with one or more of their knights in a victory over a conqueror moves their marker up 1 space on the hero track. Each player may only move up 1 space per successful battle, no matter how many of their knights were involved in the battle or how strong they were.



Example 10: *In example 9, Red and Blue contributed to winning the battle against the conquerors. They each move up 1 space on the hero track.*

5) Liberating a Terrain Hex

If you build or move a knight to an intersection at a conquered terrain hex (and it potentially defeats a conqueror on that hex), turn the hex's number token face-up and liberate the hex. See example 9a.

End of the Chapter

There are three possible end conditions for this chapter:

- The conquerors occupy 7 or more (in a 3-player game) or 10 or more (in a 4-player game) terrain hexes with number tokens. You have suffered defeat.
- The barbarian ship reaches the last space of its movement track. Resolve the "The Conquerors Advance" event. If afterwards you haven't suffered defeat (see above), you have achieved victory. The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
- One player reaches 13 victory points. That player wins the chapter and secures an early victory for the group.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the "Defeat" table of the Chronicle.

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players' markers are still on the starting space, no one earns legend points.

Important: *In all 3 chapters of Legend of the Conquerors combined, a player cannot reach more than 6 legend points after defeats.*

Enter the respective number of legend points into an empty field of the "Defeat" table.

2. Repeating Chapter 1

"The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?"

If your answer is "no," you play chapter 1 again, without changes.

If your answer is "yes," each player starts chapter 1 with

- an inactive, strong knight (level 2),
- the first level of the "politics" city improvement,
- the first level of the "science" city improvement, and
- a randomly drawn "politics" progress card.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points (VPs) and the position of the space reached on the hero track into the "Chapter 1" table.

For the VPs, legend points (LPs) are awarded as follows. The player(s) with:

- the most VPs each receive 6 LPs.
- the second-most VPs each receive 3 LPs.
- the third-most VPs each receive 2 LPs.
- the fourth-most VPs receives 1 LP.

For the spaces reached on the hero track, award LPs as follows:

- Remove the marker of the player(s) with the most VPs from the hero track.
- The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 LPs.
- The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 LP.
- **Important:** Any player(s) whose marker(s) are on the starting space of the hero track receive 0 LPs. Even if they are in the most or second-most position on the hero track.

Enter the LPs into the "Chapter 1" table of the Chronicle.

2. Chapter 2 Begins

In chapter 2, the story of Catan has new challenges in store.

Chapter 2: Stop the Conquerors!

Introduction

Under the command of Warlord Roven, the Catanians successfully slowed down the advance of the enemy army. At the right moment–before the Catanian troops would suffer major losses–Roven retreated with most of the population of the Northwest to the northeastern part of the island.

Captain Wyler

Thora was ready to welcome the captain. Accompanied by a guard, a wiry, aged sailor whose weather-beaten face testified to many years spent at sea entered her office.

"I salute you, Captain Wyler. I hope you had a smooth passage and are satisfied with your business."

With a mischievous smile, Wyler scrutinized the Catanian ruler standing upright and proudly in front of him. "Oh, business? Of course, that's why I'm here. But this time there's a bit more at stake. I'm acting on behalf of my king, who sends you greetings and wants to propose a very special business deal."

Thora perked up her ears. Captain Wyler came from a country in the Old World that Catan had good trade relations with. If the king of that country was proposing a business deal, it might be helpful in the struggle against the conquerors. It seemed as if the captain had guessed Thora's thoughts.

"My king wants to help you fight your enemy. As a sign of his friendship and goodwill, he sends you three caravels equipped with cannons. They are anchored in the harbor. You can man them with your people at any time. In the holds of the ships you'll find more cannons, armor, and longbows, which should allow your fighters to stop your enemy's advance."

Thora could hardly believe her luck. Was this the miracle she had hoped for?

"Captain Wyler, that sounds very generous of your king. However, you mentioned a business deal. So, what's the catch? And if your king is so interested in our independence, why doesn't he send troops right away to support our fight?"

Wyler looked Thora straight in the eye.

"Our king cannot openly side with you because at the moment he doesn't want to risk a war with the country that is trying to conquer your island. But he also doesn't want Catan to fall into the hands of one of his biggest competitors in the Old World either. Regarding your second question, of course our king isn't altruistic, or else he wouldn't be king. In exchange for the ships and weapons, he wants an appropriate amount of amber. He also wants some of the superb Catanian wine made from the grapes that grow on the slopes of your beautiful island. You can discuss the amounts with our negotiators. If you deliver the agreed amounts on my next visit, we will provide you with more high-quality weapons and armor."

Thora mulled over the offer. Amber was found on Catan at many locations and didn't have a particularly high value on the island. Even less-wealthy families were able to afford amber jewelry. Given the circumstances, for the sake of their independence, people would surely be willing to sacrifice their amber jewelry and abstain from consuming Catanian wine for a while.

"If you don't demand outrageously high amounts of amber and wine, we're in agreement. Before you leave, though, answer me one more question: Why are the countries of the Old World suddenly so interested in Catan?"

"Can't you guess, dear Thora? For one thing, Catan is a rich island, and for another, it is located exactly between the Old World and the New World in the West that was discovered more than 20 years ago. Your enemy needs your island as a base for their journeys between the two worlds. By the way, my king is sure that in thanks for kindness you will allow him to establish a base on Catan," he said.

Thora had understood the veiled threat. This king definitely didn't act selflessly, but as long as she could save Catan's independence, she was fine with any concession.

The captain bid farewell and Thora sent for her husband, who was in the city. It didn't take Dagur long to arrive at his wife's office.

When the broad-shouldered cavalry leader greeted Thora, he had an expression of respect and high esteem in his eyes. After a warm embrace, Thora told her husband about her conversation with Captain Wyler.

Dagur was a rather down-to-earth man who preferred being outdoors riding a horse over sitting in a dark office occupying himself with state affairs. However, he listened with interest. "That's really good news, Thora. Although it seems to me that we are but pawns in the hands of the powers of the Old World. If fate is with us, we may get a chance to defend our freedom."

With the crooked smile that Thora so loved about him, Dagur changed the subject. "By the way, I talked to one of our spies. He reported that the conquerors currently do not intend to advance southward but first want to attack our troops in the Northeast. Therefore, I suggest that I ride north with part of my cavalry to help our people there."

"I hope the spy is reliable," Thora hesitated for a moment, as if weighing the pros and cons of her options. "All right, then I'll ride with you and leave the South in the hands of my deputy. I think our troops expect me to lead them as their commander-in-chief."

A couple of days later, Thora had made all the necessary arrangements. She had briefed her deputy about the ongoing state affairs and entrusted him with the defense of the South.

The three ships Captain Wyler had provided were heading northeast, to supply the defenders with weapons and armor. Together with Dagur and part of his cavalry, Thora also set out for the Northeast, where she had to stop the advance of the enemy.

Additional Game Components for Chapter 2

- Chapter Tile
- 4 Conquerors Strength 3
- 4 Conquerors Strength 4
- 4 Conquerors Strength 5
- 4 Conquerors Strength 6
- 4 Settlement markers
- 4 Landing markers
- 5 Harbors
- 32 Amber tokens
- 32 Wine tokens
- 4 Road markers
- 1 Directional die
- 18 "Politics" progress cards
- 18 "Battle" progress cards
- 8 Personal overview cards
- 4 Foundry tiles
- 4 Horse farm tiles
- 1 Directional Token
- 4 Cavalry (4 x 1)
- 8 Markers (4 x 2)
- 4 Cannons (4 x 1)

General Preparation

The general preparation is explained on page 4. Assemble the game board for 3 or 4 players according to the illustrations on the following pages.

Additional Preparation

- Place the 2:1 trade tokens with the harbor side up on the game board as shown.
- Place the hexagonal directional token on the sea hex. Make sure to align it correctly. The yellow sword must point east.
- Place the landing markers on the frame pieces, as shown in the illustrations.
- Place the amber tokens on the intersections indicated in the illustrations. The number indicates whether 1 or 2 tokens are on an intersection. The remaining tokens are the supply.

- Place the wine tokens on the intersections indicated in the illustrations. The number indicates how many tokens (1–5) are on an intersection. The remaining tokens are the supply.

- Remove the *Cities & Knights* politics cards and replace them with the new *Legend of the Conquerors* Politics cards. Shuffle these new cards and put them beside the game board.

- Shuffle the new "battle" progress cards and place them face down beside the game board.

- There is no robber in this scenario. Leave it in the box.
- Place the directional die beside the directional token.
- Each player places their victory point marker on space "4" of the victory point track located on the frame of the board.
- Each player takes 1 "foundry" tile and 1 "horse" tile and places them face up in front of themself.

- Each player places 1 cannon of their color on the foundry and 1 horse on the horse farm.

- Take the personal overview cards for Chapter 2.

Set-up Phase

Each player places 2 settlements, 1 city, 1 city wall, and 1 inactive, basic knight–exactly as described in chapter 1 (page 8).

Continued on page 14

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	0	0	1	0	0	0	9	1	11
Total	4	3	4	4	4	1	9	1	30

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	0	0	2	0	0	0	1	0	0	0	1
Total	1	2	2	2	2	2	3	2	2	1	19

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	1	1	1	2	2	0	13	4	24
Total	5	4	4	6	6	1	13	4	43

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	1	0	0	1	1	1	1	0	0	2	7
Total	2	2	2	3	3	3	3	2	2	3	25

Collecting Amber in the Set-up Phase

If you place a settlement on an intersection with 1 or 2 amber tokens, add the amber token(s) to your supply. If you place a road adjacent to a settlement and this road leads to an intersection with 1 or 2 amber tokens, add the amber token(s) to your supply.

Goal of the Chapter

After the conquerors have largely conquered the northeast of Catan, they advance further eastward in order to subdue the entire North. Prevent the conquerors from occupying 4 or more hexes with number tokens in a 3-player game and 5 or more hexes with number tokens in a 4-player game.

Changes to Existing Rules

1) No Robber When You Roll a "7"

Play without the robber. If you roll a "7," you may not draw a card from an opponent. However, if a "7" is rolled and your hand contains more than the allowed number of cards, you still lose half of your resource and commodity cards.

2) No Building Metropolises

You are not allowed to build metropolises. In each area of development, city improvements end with level three (page 3 of your development flip-chart).

3) 5 Progress Cards

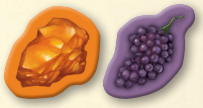
You may have up to 5 progress cards (not counting face-up victory point cards) in front of you. If you receive a sixth progress card and you cannot play any progress card (because it isn't your turn), you must immediately discard one of them and place it under the corresponding stack.

Special Rules

The rules described in Chapter 1 also apply to this chapter. They are supplemented by the following rules.

Amber and Wine

You need these two commodities to buy battle cards.



General Rules for Amber and Wine

- The amber tokens and wine tokens are not part of the cards in your hand and are not taken into account when a "7" is rolled. Opponents may not steal these tokens from you.
- You may include amber and wine in your "domestic trade" (i.e.: trade with players) You may trade them for other commodities and/or for combinations of resources and commodities.
- "Maritime trade" (i.e." trade via ports) with amber and wine is **not** permitted. Therefore, you may not trade these commodities for resource cards or commodity cards of the supply.

Collecting Amber

If you build a road adjacent to an intersection with 1 or 2 amber tokens, take the token(s) and add it to your supply.

Producing Wine

If the number of a hills hex or fields hex with wine tokens is rolled, you receive 1 brick card and 1 wine token or 1 grain card and 1 wine token for each city you have adjacent to one of these hexes. In addition, the following applies:

- If various players have a settlement at a terrain hex with wine tokens, the active player takes a wine token first. The other players follow in clockwise order.
- If the wine tokens on a fields hex or hills hex are depleted, you receive the usual 2 grain or 2 brick for your city.

Help from the South

If the barbarian ship is moved to a "Support from the South" event space, each player receives either 1 amber token or 1 wine token from the supply, depending on the picture on the event space.

Battle Progress Cards

The "battle" progress cards support you in your battle against the conquerors.

Purchasing Battle Cards

- If the barbarian ship is moved to a "Wyler's Help" event space of its movement track, each player may buy up to 2 battle cards. Draw the card(s) face down from the supply.

- A battle card costs 1 wine and 1 amber. Put the commodities into the general supply.
- If various players want to purchase battle cards, the active player takes their card(s) first. The other players follow in clockwise order.

General Rules for Battle Cards

- A battle card counts as a progress card, so all usual development cards rules apply to them as well. When purchasing battle cards, you must keep in mind that there's a limit of 5 progress cards per player at any time. For example, if you already have 4 progress cards, you may only buy 1 battle card. This limit also applies to the active player.
- Unless it says otherwise on the battle card, you can only play it on your own turn.
- In the "Almanac of New Progress Cards" (page 33) you can find more detailed descriptions of the cards.

Foundries and Horse Farms

You can get more support by better equipping your knights. Building a foundry allows you to use a cannon, which makes a knight stronger. Building a horse farm allows you to use a cavalry, which allows a knight to move faster.

Foundry and Cannoneer

Each player can build 1 foundry. It costs 1 lumber and 1 ore. As soon as you have built a foundry, turn the corresponding tile face down. Place the cannon beside one of your knights on the game board. The cannon makes the knight a cannoneer and provides that knight with 1 additional strength point. The general rules for knights also apply to the cannoneer.
In addition, the following rules apply:

Strong knight and cannon = cannoneer with a total strength of "3"

- When moving a cannoneer within a continuous chain of roads, you always move the two cannoneer pieces (knight + cannon) together.
- If you pay 1 lumber on your turn, you can move the cannon piece from one of your knights to another of your knights on the board. This other knight in now your cannoneer.

A cannon gives 1 extra strength.
You may move a Cannon to another knight for 1 lumber.

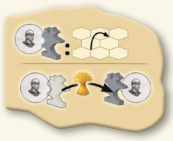
- You are not allowed to voluntarily return the cannon to the foundry tile.
- If your cannoneer is defeated during the advance of the conquerors, return the knight to your supply and place the cannon on the foundry tile. If it is your turn, you may promote another one of your knights on the board to cannoneer.
- The movement and battle rules for knights described in Chapter 1 also apply to the cannoneer. The only difference between a cannoneer and a knight is the additional strength point a knight receives because of the cannon.

Horse Farm and Cavalry

Each player can build 1 horse farm. The horse farm costs 1 lumber and 1 grain. As soon as you have built it, flip your horse farm tile face down. Place your cavalry piece beside any one of your knights on the game board. This piece promotes that knight to cavalry, enabling it to move outside your own road network. The general rules for knights also apply to cavalry. In addition, the following rules apply:

Knight + horse = cavalry

- When moving a cavalry, you always move the 2 cavalry pieces (knight + horse) together.
- If you pay 1 grain on your turn, you can move the cavalry piece from one of your knights to another of your knights on the board. This other knight in now your cavalry.



Cavalry are allowed to jump to unoccupied intersections.
You may move a horse to another knight for 1 grain.

- You are not allowed to voluntarily return the horse to the horse farm tile.
- A cavalry may jump to unoccupied intersections
- For 1 grain, you may move a horse to another knight
- If your cavalry is defeated during the advance of the conquerors, return the knight to your supply and place the horse on the horse farm tile. If it is your turn, you may promote another one of your knights on the board to cavalry.
- If your cavalry is displaced by an opponent's stronger unit, you may place your cavalry on any unoccupied intersection adjacent to one of your roads. Therefore, you don't have to move your cavalry to an intersection within the continuous road along which he was originally placed.
- The movement and battle rules for knights described in Chapter 1 also apply to cavalries. The only difference between a cavalry and a knight is the option to move your cavalry outside your own continuous road.

On your turn, you may move your active cavalry to any unoccupied intersection of your choice if:

- This intersection is adjacent to one of your roads or
- This intersection is adjacent to a terrain hex with a conqueror and the conqueror is being defeated.

After this action, you must deactivate your cavalry.

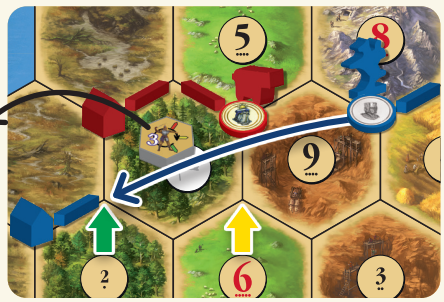
If you have moved your cavalry to an intersection adjacent to one of your roads, you can choose to:

- Leave the cavalry on the new intersection and deactivate it or
- Move the cavalry (for example, after a successful battle) back to the intersection you had removed it from and then deactivate it.

After the conqueror's defeat: If you have moved your cavalry to an intersection that isn't adjacent to any of your own roads, you must immediately move the cavalry back to the intersection you had removed it from.

Please note: *Your cavalry only breaks another player's continuous road if you move it to an intersection adjacent to one of your own roads.*

Example 11: *Blue moves his strength strong cavalry (strength 2) to the intersection marked with the green arrow. Together, his cavalry and Red's strong knight have 5 strength points and defeat the strength "3"conqueror. Because Blue's knight is connected to a blue road, Blue may leave his knight where it is or move it back to the intersection it came from. Theoretically, Blue could have moved his knight to the intersection marked with the yellow arrow. If he did, Blue would have been forced to move his knight back to its prior location immediately after defeating the conqueror.*



Important: *Cannon and horse exclude each other. A knight that has become cannoneer cannot be given a horse and vice versa.*

End of the Chapter

There are three possible end conditions for this chapter:

- The conquerors occupy 4 or more (in a 3-player game) or 5 or more (in a 4-player game) terrain hexes with number tokens. You have suffered defeat.
- The barbarian ship reaches the last space of its movement track. You resolve the "Conquerors Advance" event. If afterwards you haven't suffered defeat (see above), you have achieved victory. The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
- One player reaches 14 victory points. That player wins and secures an early victory in this chapter.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the "Defeat" table of the Chronicle.

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players' markers are still on the starting space, no one earns legend points.

Important: *In all 3 chapters of Legend of the Conquerors combined, a player cannot reach more than a total of 6 legend points after defeats.*

2. Repeating Chapter 2

"The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?"

If your answer is "no," play chapter 2 again, without changes.

If your answer is "yes," each player starts chapter 2 with:

- An inactive strong knight (level 2),
- The first level of the "politics" city improvement,
- The first level of the "science" city improvement,
- A "politics" progress card, and
- A "battle" progress card.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points and the position of the space reached on the hero track into the "Chapter 2" table.

For the victory points, legend points are awarded as follows.

The player(s) with:

- The most VPs each receive 7 legend points.
- The second-most VPs each receive 5 legend points.
- The third-most VPs each receive 3 legend points.
- The fourth-most VPs receives 1 legend point.

For the spaces reached on the hero track, legend points are awarded as follows:

- If you have the most VPs (or are tied for most), remove your marker from the hero track.
- The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 legend points.

Continued on page 24

- The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 legend point.
- The player(s) whose marker(s) are on the starting space receive no legend points.

Enter the legend points into the "Chapter 2" table of the Chronicle.

2. Chapter 3 Begins

In Chapter 3, the story of Catan has further challenges in store for you.

Chapter 3: Free All of Catan!

Introduction

The conquerors encountered stiff resistance when marching toward the largest city in the northeast of Catan. The Catanians benefited from being familiar with the terrain of their homeland and knowing the appropriate places to effectively obstruct the path of the intruders and ambush them at the same time.

Whenever the conquerors were busy removing an obstruction, Catanian archers emerged from a nearby forest, showered the enemy with arrows, and immediately retreated into the forest.

Dagur and his cavalry pursued the conquerors' squads of hunters and pillagers that secured provisions for their army. Only very few squads returned unscathed to their army.

When the enemy was only a day's march away from the city they intended to conquer, Thora put the plan she conceived into action. She placed more archers on the city wall and hid with her army behind a forested hill nearby. Thora hoped that the conquerors would regard the occasional attacks of her archers and Dagur's attacks on the squads of pillagers as nothing but the actions of desperate partisans and not suspect a larger army close by.

When the conquerors arrived in front of the city, they first set up a provisional camp. The next morning, they attacked. First they fired their cannons until parts of the city wall began to crumble. When they stormed the partially-destroyed city wall, the Catanian archers on the remaining wall sections inflicted considerable losses on them. However, this didn't stop the conquerors. Some of their combatants had already entered the city when Thora finally gave the order to attack.

Almost simultaneously, the cannons provided by Captain Wyler fired at the conquerors' camp, Dagur and his cavalry attacked the enemy from the rear, and Roven's infantry started moving. Following the example of their forebears, the infantrymen had formed up into a shield wall.

The conquerors were bewildered and initially ran around aimlessly. At this point, the wall was no longer the target of the conquerors, and the rain of arrows shot by the archers on the wall killed many of them. Thora's attack left the enemy combatants with no choice but to regroup and square off against the attacking Catanians behind them. The battle for Catan had begun ...

After the Battle

Thora felt deeply exhausted. Tired, she took off her helmet. Dagur stopped his horse next to hers and grasped her hand.

"We have won, Thora! Those dirty dogs have retreated and are licking their wounds," Dagur looked expectantly into his wife's eyes. Astonished, he noticed that her eyes were not joyful, but looked at him with sadness. Dagur didn't understand.

"Thora, didn't you hear me, we have decided the battle in our favor! That mainly happened thanks to you. During the battle the Catanian flag you carried undulated at many different places but was always present. You encouraged our men and women to surpass themselves and defend their freedom. Aren't you happy about our victory?"

Thora's voice sounded tired. "Yes, we won, Dagur. But at what price? Many–far too many–Catanians met their death. I saw so many of us die. While he and his brave soldiers defended me on

the battlefield, Rowen died jumping in front of a lance thrust that was meant for me."

Dagur understood. He pressed Thora's hand. "Thora, every Catanian knew that they could lose their life during this battle. Most of them preferred death to the fate of being subjugated for the rest of their lives, or being taken to a foreign country far away from their homeland and from their loved ones, whose futures would be uncertain."

"You are probably right, Dagur. But did we allow each Catanian to choose their fate?"

Thora spurred her horse and rode to the field hospital, where Lea and her group of healers were taking care of the many wounded. Thora dismounted and approached Lea, who was skillfully bandaging a woman whose sword arm had been severely injured.

"Lea, I am so sorry about Roven," Thora said.

Lea's eyes were swollen from crying. Filled with grief, she gave Thora a blank look and nodded briefly, without interrupting her work.

Dagur had ridden behind Thora and dismounted next to her. For a while, they stood silently side by side. "Thora, we must not hesitate now. As soon as possible, we should go after the intruders who got away and drive them into the sea where they came from."

"Our fighters are exhausted, Dagur. Many of them are injured. The enemies who took flight–and they are many–will retreat to the stockade forts they hastily built everywhere in the North.

"We do not have enough fighters to chase them away from there. No, for now we must hold the still-unoccupied ground and protect people from the pillages committed by the conquerors. I will ride to the South and recruit new fighters. You will be the commander-in-chief here until I come back with the new fighters."

Captain Wyler's Secret

Four weeks later, Captain Wyler once again steered his ships into the harbor. The caravels, full to the brim with more weapons, armor, and cannons, lay low in the water. He also brought another seven caravels to reinforce the Catanian fleet and turned them over to Aegis, the fleet commander, who was visibly delighted.

Thora greeted the captain. Her eyes rested on the seven new caravels anchored in the harbor. "It seems that your king was very satisfied with our last amber and wine shipment."

"Indeed, esteemed Thora. Besides that, he was overjoyed that you have stopped the conquerors' advance. Regard the seven ships as a gift from the king, to pay tribute and respect to you and the valiant Catanians."

"Please pass my thanks on to your king. I presume, though, that his extremely generous gift wasn't entirely unselfish, was it?"

Captain Wyler smiled. "Oh, you already seem to know my king quite well."

Wyler's expression became serious. "Your enemy is equipping new troops. They are supposed to unite with their compatriots who have barricaded themselves inside their forts in the north of your island. Your enemy still intends to conquer your entire island. If you don't succeed in destroying the enemy's forts before the new troops arrive, you'll hardly have a chance to preserve your independence. If the troops unite, you will be in a hopelessly inferior position. Then the weapons and armor we provided you with won't help you either."

"How much time do we have left?"

"Our spies are reporting that the enemy's fleet will leave in about 4 weeks."

Thora was thinking. She would have to shorten the training of the new recruits. In a week's time at the latest, she would have to take them to the North, to join the existing army and destroy the conqueror's forts.

Captain Wyler coughed slightly and interrupted Thora's thoughts. "Dear Thora, your situation is serious, despite your victory. I esteem you, so I will tell you a secret now. My king's notion of his biggest competitor in the Old World potentially conquering your beautiful island and incorporating it into his kingdom causes him sleepless nights. As I already mentioned, your island is an important strategic stopover on the voyage to the bountiful countries of the New World in the West. I am convinced that my king would have tried to conquer your island, hadn't his competitor preempted him. Consequently, he secretly supports you against your enemies because he can't risk open war with them. Now you surely understand the reason behind his generous gift. Use your fleet–now not so insignificant–wisely. You shouldn't use it openly against your enemy. I advise you to wait until the enemy fleet has landed on the north shore and the major part of the crews have disembarked. Then it should be easy for your sister Aegis to capture your enemy's ships."

"I thank you for your trust, Captain Wyler. We will make good use of your king's gift."

Two weeks later, Thora returned to Dagur with her fully-equipped equipped troops. The assault on the enemy forts began.

Additional Game Components for Chapter 3

General Preparation

The general preparation is explained on page 4. Assemble the game board for 3 or 4 players according to the illustrations on the following pages.

Additional Preparations

- Place the 2:1 trade tokens with the trading station side up at the locations shown on the game board.
- Place the roadblock markers on the paths indicated in the illustrations.
- Place the amber tokens on the intersections indicated in the illustrations. The number indicates whether 1 or 2 tokens are on an intersection. The remaining tokens are the supply.
- Place the wine tokens on the intersections indicated in the illustrations. The number indicates how many tokens (1–5) are on an intersection. The remaining tokens are the supply.
- Mix all of the forts without looking at their bottom sides and randomly distribute them among the marked terrain hexes. Place conquerors with strengths 3 to 6 into the forts, as shown in the illustrations.
- Use the "politics" progress cards from the Cities & Knights expansion. You don't need the "politics" cards from *Legend of the Conquerors*.
- Shuffle the "battle" progress cards and place them face down beside the game board.
- Place the robber on a frame piece.
- Each player places their victory point marker on space "3" of the victory point track.
- Each player takes 1 "foundry" tile and 1 "horse farm" tile. Place them face up in front of you.
- Each player places 1 cannon of their color on the foundry and 1 horse on the horse farm.
- Take the personal overview cards for Chapter 3.

Set-up Phase

Each player places 1 settlement, 1 city, and 1 knight.

Building the First Settlement

If you are the starting player, replace 1 settlement marker with 1 of your settlements and then replace the adjacent road marker with 1 of your roads.

The other players follow in clockwise order.

Continued on page 29

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	0	0	0	18
Conquerors	1	1	1	1	1	0	7	0	12
Total	5	4	4	5	5	0	7	0	30

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	0	1	0	1	1	1	1	0	0	0	5
Total	1	3	2	3	3	3	3	2	2	1	23

Terrain	Forest	Hills	Mountains	Fields	Pasture	Desert	Swamp	Sea	Total
Catan	4	3	3	4	4	1	0	0	19
Conquerors	3	3	3	3	3	0	9	0	24
Total	7	6	6	7	7	1	9	0	43

Number Tokens	2	3	4	5	6	8	9	10	11	12	Total
Catan	1	2	2	2	2	2	2	2	2	1	18
Conquerors	2	1	2	2	1	1	1	2	1	2	15
Total	3	3	4	4	3	3	3	4	3	3	33

Building the Second Settlement and Taking Resources

The final player to place their first settlement is the first to place a second settlement. It must be located on a legal intersection south of the dotted orange line shown on the set-up illustrations. Place 1 road on an adjacent path.

Each other player follows in counterclockwise order. Afterwards, each player takes the resources corresponding to the terrain hexes adjacent to his/her second settlement.

Converting a Settlement into a City and Placing a Knight

If you are the last player to build your second settlement, choose any 1 of your settlements, replace it with 1 city, and place an inactive basic knight on an intersection adjacent to one of your roads.

Each other player follows in clockwise order.

Goal of the Chapter

During the battles in the North, the conquerors have sustained heavy casualties. They retreat to forts and wait there for reinforcements, in order to continue their conquest. The reinforcements arrive when the barbarian ship reaches the last space of its movement track. Before the reinforcements arrive, you must try to capture as many forts as possible. If, upon arrival of the reinforcements, there are 3 or more undefeated forts (in a 3-player game) or 4 or more undefeated forts (in a 4-player game), the conquerors have won and Catan is doomed.

Changes to Existing Rules

5 Progress Cards

You may have up to 5 progress cards (not counting face-up victory point cards) in front of you. If you receive a sixth progress card and you cannot play any progress card (because it isn't your turn), you must immediately discard one of them and place it under the corresponding stack.

Important: *The following basic rules–which had been changed in Chapters 1 and 2–take effect again in Chapter 3:*

- The robber comes into play after the first "Barbarian Attack" event.
- You may build metropolises.
- The "politics" progress cards from Cities & Knights are used.

Special Rules

The special rules described in the sections "Amber and Wine," "'Battle' Progress Cards," and "Foundry and Horse Farm" of Chapter 2 (page 24-26) apply. They are complemented by the following rules:

Support from the East–Road Building

If the barbarian ship is moved to a "Support from the East" event space, each player may build 1 road for free. You must place the road north of the dotted line shown in orange on the set-up illustrations. You may not build the road on, or south of, the dotted line.

Forts

Place a conqueror on each fort. Their strengths range from 3 to 6 as shown in the illustrations. Use your knights to besiege the forts and try to defeat the conquerors.

Roadblocks

During the entire game, you are not allowed to build roads on paths with roadblocks.

General Rules for Forts

- The bottom side of each fort depicts a reward the players receive when they capture the fort.
- The rules for building settlements and roads adjacent to terrain hexes occupied by conquerors, described in chapter 1 and 2, also apply to settlement building and road building adjacent to hexes with forts: you only may build settlements on intersections that are not adjacent to any terrain hex with a fort, and you only may build roads on paths that are adjacent to at least 1 terrain hex without fort.

Example 12: *Red may build a road on the path with a green check mark but not on the path between the fields hexes occupied by forts. Red may not build a settlement on the intersection.*

Capturing a Fort

The rules of the battle against the conquerors differ from the rules of Chapters 1 and 2. If you place a knight on a corner of a terrain hex with a fort, battle doesn't necessarily ensue yet.

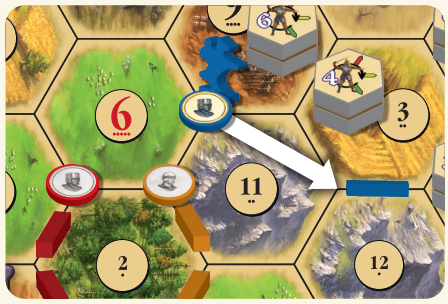
Knights whose strength is lower than or equal to the strength of the conqueror in the fort remain on the intersection adjacent to the hex. The fort is only captured if the total strength of the knight(s) surpasses the conqueror's strength. The knights do not have to be active to capture a fort.

If your cavalry participates in capturing a fort and doesn't stand on an intersection adjacent to one of your roads, you must return the cavalry to its starting intersection.

Example on page 30

Example 13a: *The conqueror in the fort has a strength of "4." 2 units of Red and Orange besiege the fort; their total strength is "3." It is Blue's turn. His cavalry has a strength of "2;" he moves it to an unoccupied intersection at the besieged hex.*

Example 13b: *The knights have a total strength of "5" and defeat the conqueror. The fort is captured and the conqueror is removed. Blue must return his cavalry to its starting intersection.*



Rewards for Capturing a Fort

- Each player who participated with one or more of their knights in the capture of a fort moves their marker upward 1 space on the hero track.
- Each player who participated with one or more of their knights in the capture of a fort receives the reward depicted on the fort's bottom side one time. The active player takes their reward first; the other players follow in clockwise order. Afterwards, remove the fort and the associated conqueror and put them back into the box.

Example of a reward: *Each participating player receives 1 grain and 1 wine from the supply.*

Charge of the Conquerors

If the barbarian ship is moved to a "Charge of the Conquerors" event space, the conquerors (symbolized by the conqueror piece in the fort) charge from their forts. In this case, remove all of the players' knights adjacent to a terrain hex with a fort. The forts (and the conquerors inside them) remain where they are, and you must continue to besiege and defeat them.

Example 14: *The "Charge of the Conquerors" event has occurred. Red and Blue must return their knights at besieged hexes with forts to their respective supply. Blue must also put his horse back on his horse farm. Only Orange's strong knight remains on the game board.*

Note (please read to all players): *In Chapter 3, initially you can safely move a unit to an intersection at a terrain hex with a fort, even if the unit (alone or together with other units) is weaker than or equally strong as the conqueror in the fort. However, if the barbarian ship is moved to a "Charge of the Conquerors" space, all units on intersections at a hex with a fort are lost. If a charge is impending, prevent the loss of units by either sending sufficiently strong units to the fort to capture it, or work cooperatively with other players so they will send reinforcements on a subsequent turn.*

End of the Chapter

There are two possible end conditions for this chapter:

- One player reaches 18 victory points. That player wins the game and secures an early victory, no matter how many forts remain on the board.
- The barbarian ship is moved to a space depicting red dice. If the red die of the dice roll shows the same number of pips as one of the dice depicted on the event space, the game ends immediately; otherwise, the game continues. The game ends on the last space of the chapter tile at the latest. The number of remaining forts determines victory or defeat:
  - If only 0-2 forts (in a 3-player game) and 0-3 forts (in a 4-player game) are on the board, you have achieved victory.
  - The player with the most victory points wins. In case of a tie, the position on the hero track determines the winner. If the tie persists, the tying players share the win.
  - If 3-13 forts (in a 3-player game) and 4-16 forts (in a 4-player game) are on the board, Catan is doomed. You have suffered defeat.

Defeat

1. Awarding of Legend Points

Although you were defeated in this chapter, the most heroic players receive legend points. You enter them into the "Defeat" table of the Chronicle.

- If your marker occupies the most advanced position on the hero track, you earn 2 legend points. This may apply to multiple players.
- If your marker occupies the second most advanced position on the hero track (at least space 1), you earn 1 legend point. This may apply to multiple players.
- If all players' markers are still on the starting space, no one earns legend points.

Important: *In all 3 chapters of Legend of the Conquerors combined, a player cannot reach more than a total of 6 legend points after defeats.*

2. Repeating Chapter 3

"The powers of fate have turned back time and give you another chance. Should fate have more mercy on you when you repeat the chapter?"

If your answer is "no," you play Chapter 3 again, without changes.

If your answer is "yes," each player starts Chapter 3 with:

- an inactive, strong knight (level 2),
- the first level of the "politics" city improvement,
- the first level of the "science" city improvement,
- a "politics" progress card,
- a "battle" progress card, and
- a city wall.

Victory

1. Awarding of Legend Points

For each player, enter the number of victory points and the position of the space reached on the hero track into the "Chapter 3" table.

For the victory points, legend points are awarded as follows. The player(s) with:

- the most VPs each receive 9 legend points.
- the second-most VPs each receive 7 legend points.
- the third-most VPs each receive 5 legend points.
- the fourth-most VPs receives 2 legend points.

For the spaces reached on the hero track, legend points are awarded as follows:

- Remove the marker of the player(s) with the most victory points from the hero track. The player(s) whose marker(s) then occupy the most advanced or the second-most advanced position on the hero track receive legend points.
- The player(s) whose marker(s) now occupy the most advanced position on the hero track each receive 2 legend points.
- The player(s) whose marker(s) now occupy the second-most advanced position on the hero track each receive 1 legend points.

Enter the legend points into the "Chapter 3" table of the Chronicle.

2. The Epilogue

You can read the ending of this part of the story of Catan in the epilogue on the next page.

The Legendary Winner

Add the legend points in the "Defeat" table to the subtotal of legend points after Chapter 3.

The player with the largest grand total of legend points is the winner!

In case of a tie, add up the numbers of the spaces on the hero track that their marker had occupied at the end of each chapter. The player with the largest sum wins. If the tie persists, the player with the largest sum of victory points is the winner.

Example 15: *Claudia, Arnd, Otmar, and Benjamin have played a total of 5 games. They suffered 2 defeats but finally were able to conclude all chapters with a victory.*

Chronicle of Catan

Chapter 1 - Victory	Claudia		Arnd		Otmar		Benjamin	
Victory Points	13	6	9	2	10	3	9	2
Position on the legend points track	3	0	2	1	4	2	4	2
Legend Points		6		3		5		4
Chapter 2 - Victory	Name		Name		Name		Name	
Victory Points	9	3	9	3	15	7	12	5
Position on the legend points track	2	1	3	2	5	0	3	2
Legend Points		4		5		7		7
Subtotal of legend points		10		8		12		11
Chapter 3 - Victory	Name		Name		Name		Name	
Victory Points	7	2	17	9	12	5	13	7
Position on the legend points track	3	2	5	0	3	2	2	1
Legend Points		4		9		7		8
Subtotal of legend points		14		17		19		19
- Defeat -	Name		Name		Name		Name	
Legend Points	2		0		2		1	
	2		1		1		0	
Grand total of legend points	18		18		22		20	

Example of entries for "Victory"

Example of entries for "Defeat"

Example of entries for "defeat:" *The first game ended with a defeat. Claudia and Otmar reached the most advanced position on the hero track, thus obtaining 2 legend points each. Benjamin occupied the second place and received 1 legend point. Arnd got nothing. Later, when another defeat occurred, Claudia once again was the most heroic player, reaching 2 legend points. Arnd and Otmar both occupied position "2" on the hero track and received 1 legend point each. Benjamin got nothing.*

Overall score: *All legend points of the 5 games are added up. Otmar wins* Legend of the Conquerors *with 22 legend points.*

Epilogue

Thora and Dagur succeeded in destroying all of the conquerors' forts in time. A prolonged drought, which had parched the stockades and made them very vulnerable to the Catanian's flaming arrows, came to the islander's aid, and the cannons took care of the rest.

When the reinforcing conquerors arrived and penetrated into the interior of the island, they searched in vain for their comrades in arms, with the goal of forming a large army.

Dagur set a trap for the conquerors, which resulted in the death of many enemy combatants. Afterwards, the conquerors regrouped and barricaded themselves in a destroyed fort that still had some intact stockades. There, a messenger brought them the news that the Catanian caravels–which the conquerors did not yet know about–had succeeded in capturing their ships. Realizing that the retreat to their home country was cut off, the conquerors, who mostly were mercenaries without much loyalty to their king, surrendered.

Aegis provided ships to transport the mercenaries back to their home country. Thora gave the leader of the mercenaries a message for his king. It contained an offer of a peace treaty. Upon signing the peace treaty, Catan would allow the king's ships sailing to the New World to enter Catanian harbors to replenish their supplies or seek shelter from approaching storms. The king, who also had his hands full with the countries of the New World in the West, signed the peace treaty.

The enemy combatants the Catanians had driven out of their forts were sentenced to three years of penal labor. Together with the Catanians, they rebuilt the cities and settlements they had destroyed. During this period, many of the foreigners established a friendly relationship with the Catanians. Therefore, after serving their sentences, most of the former enemies stayed on Catan and created a new life for themselves. Once they had repaid their debt to the society, the Catanians welcomed them as if they were their own kind.

With Thora's permission, the king of Captain Wyler's powerful home country built an outpost on the south coast of Catan, which grew into a large harbor over the years. In return, the king took Catan–which remained independent and free–under his protection.

After peace was restored, the Council of Catan revoked Thora's titles of Temporary Ruler and Commander-in-chief of the Catanian Armed Forces, as provided for in the constitution. A little later, Thora also gave up her position as President of the Council and retreated with her husband Dagur to their country estate in the heart of Catan.

After a time, the healer Lea vanquished her grief over the death of Roven, her husband. She became a respected medical teacher at the University of Catan.

Here ends the story of Catan as we experience it when playing the base game and its expansions. If Catan weren't fictional, but a real island in the region of the Azores, in the middle of the Atlantic, comparable in size to Ireland, one could ask what role Catan would play in today's global community. I leave the answer to this question to your imagination, dear readers.

Almanac of Progress Cards

The rules from Cities & Knights apply. You must play progress cards after your turn's production phase. Exceptions are stated explicitly in the first lines of the text shown on the respective progress card and are described in detail in this almanac.

Political Progress Cards

Bribery (2x)

Before or after your production phase: *Remove the weakest conqueror or one of the weakest conquerors. Place one of your basic knights for free.*

On your turn you may play this card either before or after the production phase, i.e., you could use it before rolling the dice, or after rolling and resolving any production/robber.

If you play this card and there is no basic knight in your supply, only remove the weakest conqueror or one of the weakest conquerors. Remove it from play. When you place one of your knights, you must observe the corresponding rules.

Brothers in Arms (2x)

Promote an opponent's knight to the next (allowed) level for free -or- activate all of an opponent's inactive knights for free. In return, you advance 1 space on the hero track.

When you play "Brothers in Arms," you can only promote an opponent's strong knight to mighty knight if that opponent has built the third improvement (fortress) in the "politics" area.

As a reward for performing either of the two possible actions, you advance 1 space on the hero track.

Help from the South (2x)

Take 1 of each resource card type from the supply and shuffle the cards face down. Each opponent draws 1 card face down. In a 4-player game, you receive the remaining 2 cards; in a 3-player game, you receive only the 2 top cards.

If you play this card, take exactly 1 resource card of each resource type from the supply and arrange them into a face-down stack. Shuffle the stack and, in clockwise order, have each opponent draw the respective top card from the stack.

In a 4-player game, you take the 2 remaining cards. In a 3-player game, you take the 2 top cards of the remaining 3 cards. Return the bottom card to the supply.

If the supply doesn't contain 1 card of each resource type, you are not allowed to play "Help from the South."

Lea the Healer (2x)

Immediately after a battle: *Place 1 defeated knight on an unoccupied intersection. If you choose an opponent's knight, you advance 1 space on the hero track.*

You must play this card immediately after the battle between a conqueror and a knight. You may use the card during your turn or an opponent's turn and also before the production phase.

Place the defeated knight (inactive side up) on an unoccupied intersection of your choice (observe the corresponding rules). If there is no unoccupied intersection you could legally place the knight on, you may not play "Lea."

Neighborly Help (2x)

Each opponent with more victory points than you must give you 2 resource or commodity cards of their choice.

If an opponent has only 1 resource or commodity card, they give you only this 1 card. If an opponent doesn't have any resource or commodity cards, they are not affected by the "Neighborly Help."

Road Building Mission (2x)

Build up to 2 roads for free. Each road must be directly adjacent to an intersection occupied by one of your active knights. Deactivate your knight afterwards.

Each of the two roads must be directly adjacent to the intersection with the active knight. If only 1 unoccupied path borders the active knight, you may only build 1 road. All other road building rules still apply.

Spy (3x)

View an opponent's progress cards and take 1 of them.

You are also allowed to steal a "Spy" card and then immediately play it. You may not steal face-up cards.

Warlord Roven (3x)

Immediately activate all of your inactive knights for free.

If you use this card to activate your inactive knights, you don't have to pay grain cards for activation.

Battle Progress Cards

Aegis the Naval Heroine (2x)

Immediately after rolling the barbarian ship: *Do not move the barbarian ship. Take 1 "Defender of Catan" card. Each opponent takes 1 wine or 1 amber.*

You must play "Aegis" immediately after anyone rolls a "ship" symbol on the die. You may use the card during your turn or an opponent's turn.

If you play the card, you receive a "Defender of Catan" victory point card but no wine token or amber token. Each of your opponents can choose whether to take 1 wine token or 1 amber token from the supply.

Archers (3x)

Immediately after rolling the die to determine a conqueror's direction of movement: *You do not move the conqueror.*

Immediately after the "Charge of the Conquerors" event:

No "charge" at 1 fort of your choice.

You must play this card while the events are executed. You may use it during your turn or an opponent's turn.

If you play the card in chapter 3, at least 1 knight must stand on the intersections adjacent to your chosen hex with a fort. If no hex meets this requirement, you may not play "Archers."

Cavalry Leader Dagur (4x)

When attacking a conqueror (Chapter 2) or a fort (Chapter 3), your cavalry is worth 1 additional strength point.

If you play this card, your cavalry only is worth 1 additional strength point in the moment of the attack on a conqueror (Chapter 2) or a fort (Chapter 3). After the attack, he immediately loses the strength point.

Crossbows (3x)

In case of a standoff that involves one of your knights, the conqueror loses (Chapter 2) or the fort falls (Chapter 3).

You may only play the card if one of your knights is involved in a standoff with a conqueror (Chapter 2) or a fort (Chapter 3).

Quartermaster Odo (4x)

Immediately activate all of your knights for free. You may perform an action with 1 knight that you haven't used yet for an action during this turn.

You are not allowed to use the same knight for 2 actions during your turn, i.e., you may only activate a knight and use him immediately if you haven't used him yet during your turn.

Thora (4x)

Before or after your production phase: *Place Thora in front of you. Each of your knights is worth 1 additional strength point. Discard Thora prior to your next production phase. While Thora is placed in front of you, none of your opponents may play Thora.*

During your turn, you may use this card both before and after the production phase, i.e., you could use it before rolling the dice.

If you have played "Thora," for the duration of one round all your knights receive 1 additional strength point each. The advantage ends as soon as you begin your next turn. You must discard "Thora" before your next dice roll.

You need the game components from the *Catan* base game (except for 2 frame pieces, all building costs cards, the "Largest Army" special victory point card, and all development cards) and from *Catan: Cities & Knights* (except for the "barbarian tile").
We recommend that you sort the game components from *Legend of the Conquerors* according to this list.

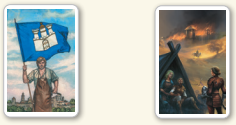
20 Conquerors
(With stickers to indicate their strength)

(4x) *(4x)* *(4x)* *(4x)* *(4x)*

16 Forts *(with rewards printed on the bottom)*

4x Grain *4x Road* *2x Wine* *2x Amber* *2x Grain & Amber* *2x Grain & Wine*

Progress Cards
(See the Almanac for details)



18 Politics *20 Battle*

32 Amber tokens

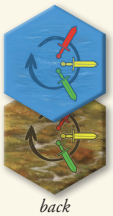
32 Wine tokens

5 Trade stations

Lumber *Brick* *Wool* *Grain* *Ore*

Harbors on the back

1 Direction marker



back

10 Number Tokens

back *2x* *1x* *2x* *2x* *1x* *1x* *1x* *2x* *1x* *2x*

4 Landing marker

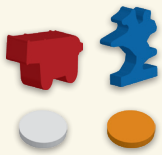
4 Settlement marker

4 Road marker

3 blocked road marker

Each player has (in wood of their color):

1 Cannon
1 Horse
2 Markers



Each player has (in die-cut):

1 Foundry and 1 horse farm

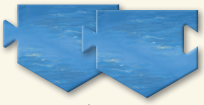
2 personal overview cards per chapter

Back *Back*

Back

Frame pieces

1x Sea frame–size 2



2x Sea frames–size 1

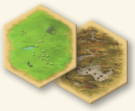
2x Land frames–size 3

4x Land frames–size 1

24 Terrain hexes

9x Swamp

2x Pasture

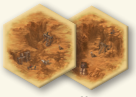


1x Pasture w/ swamp on back

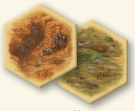
3x Fields

2x Forest

1x Forest w/ swamp on back



2x Hills



1x Hills w/ swamp on back

1x Mountains

1x Mountains w/ swamp on back

Chapter board 1

Chapter board 2

Chapter board 3

On back of Chapter board 2

Chronicle of Catan

Chapter 1 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				

Chapter 2 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Subtotal of Legend points				

Chapter 3 - Victory	Name	Name	Name	Name
Victory Points				
Position on the Legend points track				
Legend Points				
Subtotal of Legend points				

- Defeat -	Name	Name	Name	Name
Legend Points				
Grand total of Legend points				

CATAN

SCENARIO

THE HELPERS™

Meet your new best friends on the island of Catan! They generously share their specialized skills and expertise to help you develop your fledgling communities into thriving cities.

This scenario is suitable for use with CATAN, *CATAN – Seafarers*, and their 5-6 player extensions.

SCENARIO RULES

When you play with *CATAN – The Helpers*, the rules in your CATAN game or expansion apply except where noted.

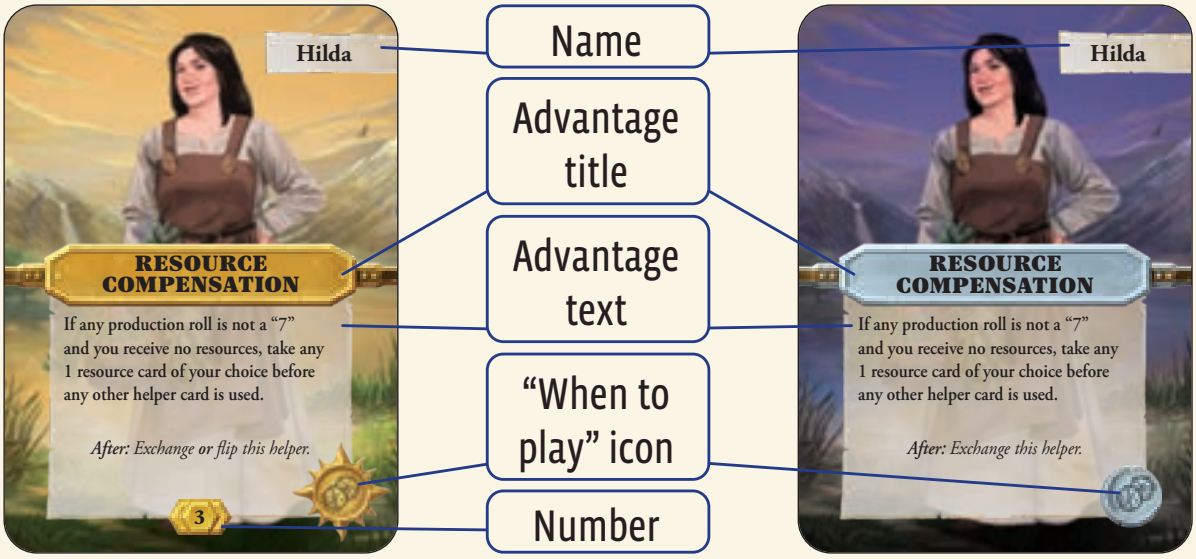
CONTENTS

CATAN – The Helpers contains:

12 double-sided helper tiles

HELPER TILES

All helper tiles have a sun side and a moon side, each with the following elements:



Sun side

Moon side

SET-UP

Set up your CATAN game board as usual. Then, prepare the helper tiles and take your starting helper as follows:

Preparing the Helper Tiles

Sort all the helper tiles sun side up. Then, starting with helper 1 (Asla), take the number of helpers equal to the number of players. Stack them, sun side up, in descending order (lowest number on the bottom, highest on the top). These tiles form the starting stack.

Example: With 3 players, take helpers 1, 2, and 3.
With 6 players, take helpers 1, 2, 3, 4, 5, and 6.

Shuffle **all** the remaining helpers and randomly pick as many additional helpers as you have players.

Place the additional helpers beside the board to form a display. Helpers in the display always face sun side up.

Remove the unselected helpers from the game. Each time you play, you may have a different mix of helpers.

Example of Set-up for 4 players:

Starting stack | The display | Out of the game

Variant: Use all 12 helpers if you like, even if you have fewer than 6 players. Doing so will add some complexity to the game.

Take Your First Helper

During the CATAN set-up phase, take the topmost helper from the starting stack immediately after you place your second settlement and road.

IMPORTANT: *Any time you take a helper, place it sun side up in front of yourself.*

USING THE HELPERS

It is important to remember that you will always have one helper in front of you during the game.

Using a Helper's Advantage

Each helper has a special advantage summarized on the tile. You can only play a helper (activate its advantage) one time on your own turn, with some exceptions. Each helper tile has an icon that indicates when you can play it. The icon is located inside the sun or moon in the lower right corner of the tile.

One time during your turn

Immediately after any production is complete

Immediately after using your helper's advantage, you have one or two options (depending on which side of your helper is facing up):

Exchange: Return the helper to the display and select a new one.

Flip: Keep the helper and flip it from the sun side to the moon side for use on another turn.

Example 1: You have Hilda moon side up and you use her advantage. You **must** return Hilda to the display and select a helper. Place the new helper sun side up in front of you.

Example 2: You have Hilda sun side up and use her advantage. You could exchange her, but you'd like to keep her so you can use her advantage again. Flip Hilda over to her moon side to use her on a later turn.

Prohibitions

- You can never play a helper during the turn you receive it.
- If you use the classic 5-6 player *Special Building Phase* rule, you can't play a helper during that phase. If you use the new 5-6 *Paired Player* rules, player 2 can play a helper during their portion of the paired turn.

The Helpers

The following pages have full descriptions and examples of all the helpers and their advantages. The text on each helper tile is a summary of these advantages.

FORCED TRADE

ASLA *is a self-assured healer. Her extraordinary skills provide people with crucial aid in times of great distress.*

Choose 1 resource type. Request this resource from 1 or 2 players, one after the other. If they have that resource, they must give you 1. For each resource you receive, give them 1 resource of your choice in return. You can return the same resource if you wish.

Example: You choose ore as your 1 resource. First, you request it from the Red Player. She gives you 1 ore, and you give her 1 wheat. Next, you request ore from the Blue Player. He gives you 1 ore, and you give him 1 ore back.

MAKESHIFT ROAD BUILDING

YNGVI *is a freethinker who is a fountain of new ideas. With his help, the impossible can become a reality.*

When you build a road, you may substitute 1 lumber or 1 brick with any 1 other resource of your choice.

Example: You want to build a road but have no brick. So you pay 1 lumber and 1 wool instead (or 2 lumber if you prefer).

Resource Compensation

Hilda *is an admired cook. She only needs a few ingredients to prepare a tasty stew and never leaves anyone hungry.*

Use immediately after **any player's** production roll. If the roll is not a "7" and you receive no resources, take any 1 resource card of your choice from the supply.

Example: The production roll for the turn is an "8." However, you have no settlements or cities on an "8" hex, so you receive no resources. You play Hilda to take 1 resource of your choice from the supply. Then exchange or flip her before the turn proceeds.

Move a Road

Högni *the shipbuilder is a highly gifted craftsman. Rumor has it he never puts down his ax—not even when he sleeps.*

You may remove 1 of your end roads and place it in another location per standard CATAN rules.

Example: An "end road" means 1 end does not connect to any of your own pieces. The roads outlined here in white are end roads.

PROTECTION FROM THE "7"

THOROLF *is a charismatic leader. As the supreme judge, he ensures that Catan is safe and prosperous.*

Use when any player rolls a "7." You **MUST** immediately use Thorolf's advantage. If you have more than 7 resources, do not return half to the supply. If you have 7 or fewer resources, take any 1 resource of your choice from the supply. Then exchange or flip him before the turn proceeds.

DEVELOPMENT CARD CHOICE

DIARA *has a cheerful character that fills the inhabitants' hearts with joy and encourages them to do great deeds.*

When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice. After paying, look at the top 3 development cards in the stack. Keep 1 and shuffle the other 2 into the deck.

Example: You want to buy a development card but have no ore. So you pay 1 wool, 1 grain, and 1 brick instead. Then you look at the top 3 cards, take 1, and reshuffle the rest.

Take Card From Leader

Ryan *is a peace-loving leader who always tries to mediate disputes and ensure justice.*

After your production roll has been resolved (all resources given out), you may choose 1 opponent who has more victory points than you. Look at their hand of resource cards and take 1 of your choice.

Assign Knight to Building

Gregor *is an educated and experienced man. His enlightened ideas help the community to steady progress.*

You may discard (place out of the game) 1 of your face-up knight cards to choose 1 of the following actions:

- **Build a settlement** for 1 lumber + 1 brick.
- **Build a city** for 2 ore + 1 grain.

Example: You have 2 knights that you have previously played. You want to build a city but don't have enough grain. You discard 1 of the knights and pay 2 ore + 1 grain to build a new city. This knight is no longer counted toward your total for the Largest Army.

2:1 TRADE FRENZY

STINA *is a determined fighter who never surrenders. She's famous for helping deserving people get a second chance.*

Choose 1 type of resource and exchange it a ratio of 2:1 as many times as you like–all at once. This advantage is NOT a 2:1 for the entire turn.

Example: You choose "brick" as the resource. Then you make three 2:1 trades with 6 brick for 1 wool, 1 grain, and 1 ore. Then exchange or flip Stina before your turn proceeds.

CHASE ROBBER TO DESERT

DIGUR *is a gigantic, famous and feared warrior. He resolutely confronts robbers and all enemies of Catan.*

You may move the robber to the desert. If you do, you receive 1 resource of the type produced by the terrain hex that the robber left. You can play Digur before or after resolving your production roll. If the robber is in the desert, you cannot play Digur.

Example: The robber is blocking your "8" fields hex. Before you roll the dice on your turn, you play Digur, move the robber to the desert, and take 1 grain from the supply.

Take Robber's Resource

Kaja *is a brave and loyal friend. You can count yourself lucky if you win her favor.*

Take 1 resource card from the supply that match the terrain hex that the robber currently occupies. If the robber is in the desert, you can take a resource of your choice from the supply.

> ***Example:*** The robber is blocking a mountains hex. You play Kaja and take 1 ore from the supply.

Development Card Swap

Carla *is a clever young woman whose skill in multiple languages is an asset for any merchant.*

You may place 1 of your unplayed development cards at the bottom of the development card stack and draw 1 from the top. Remember, you cannot play a development card on the turn you receive it (except for a VP card that brings your VP total to 10 or more).

Credits

Design: Klaus Teuber
Illustration: Alexandria Neonakis, Naomi Robinson, and Michael Menzel
Producers: Alex Colón Hernández, Ron Magin, and Stephanie Newman
Art Direction & Graphic Design: Morgan Dontanville
Special Thanks: Gavin Allister, Arnd Beenen, Sebastian Castro-Casas, Pete Fenlon, Arnd Fischer, John Hannasch, Sonja Heinrichsdorff, Antonio Pigafetta (LSKC/39-444), Donna Prior, Anne Reynolds, Kelli Schmitz, Benjamin Teuber, and Guido Teuber.

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You have purchased a game of the highest quality. However, if you find any components missing or damaged, or have other inquiries, please visit: www.catanstudio.com/support.

CATAN STUDIO

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CATAN®

catan.com

Ages 14+

~60-90 min.

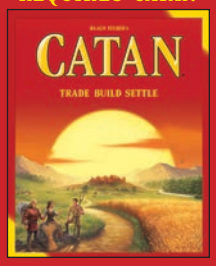
3-6 players

CATAN

SCENARIO

HELPERS OF CATAN™

REQUIRES CATAN



TO PLAY THIS

A Scenario for 3-6 Players

THE STORY

Come meet some of the most influential and helpful people on Catan. They are offering their skills and experience to help you with your building plans. This small expansion is suitable for use with *Catan*® and with *Catan: Seafarers*®.

SCENARIO RULES

Except where noted here, use *Catan*® rules.

NEW COMPONENTS

You will need all the components included in *Catan* base game. *Helpers of Catan*™ contains the following components:

- 10 double-sided helper cards
- 1 rules sheet

SET-UP

Set up ***The Settlers of Catan*** as normal.

Each helper card has a blue "A" side and a red "B" side. Six of the helpers have a number in addition to the letter on their "A" side. Make a stack of the six numbered cards, "A" side up. The top card is A1 and the remaining cards follow in numerical order (A2, A3, etc.).

Place the remaining helpers beside the board to form a display.

NOTE: *Helper cards in the display are always A-side up.*

Taking Your First Helper

As soon as you build your second settlement and road in the set-up phase, take the helper card from the top of the stack and place it in front of you with the "A" side up.

Once everyone has their starting helper card, add any remaining helpers from the stack to the display beside the board.

USING HELPERS

First, it is important to remember that you will always have one (and only one) helper in front of you at all times during the game—no more, no less.

Each helper offers you a special advantage. You can use this advantage whenever you wish, as long as you follow the specific rules for each helper as explained on the back of this rule sheet. The helpers' advantages are also summarized on their respective cards.

After Using a Helper's Advantage

Once you have used your helper's advantage, you have 2 options:

- **Keep the helper:** *This option is only available if your helper is "A" side up.* Turn the card over to its "B" side and keep it in front of you. You can use the helper a second time on a subsequent turn. If your helper is already on its "B" side, you must use the second option.
- **Exchange the helper:** Return the helper to the display and choose one of the other available helpers from the display (no, you cannot take back the one you just placed on the display). Place your new helper "A" side up in front of yourself.

Example: *Mike has the helper "Jean." He uses Jean's advantage during his turn. The card is on its "A" side, so Mike can either flip Jean to the "B" side or exchange her for a different helper. He decides to exchange. Mike places "Jean" into the display and takes the "Marianne" card from the display, placing it "A" side up in front of himself.*

Prohibitions

- You can never use a helper card during the same turn that you receive it.
- You can never use the helper more than once during a turn.
- When playing with 5-6 players, you may never use a helper during the Special Building Phase.

CREDITS

Design: Klaus Teuber

Artwork: Michael Menzel

Production & Rules Development: Catan Studio

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CATAN

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THE HELPERS IN DETAIL

Here is a full description of all of the helpers and the advantages they each give you. The rules printed here are the full rules for each helper. The text on each helper card is merely a summary of these rules.

The "After use" text at the bottom of each card is identical for all helpers. It reads as follows:

"A" Side: After use: You **may** turn this helper over or exchange him/her with 1 from the display.

"B" Side: After use: You **must** exchange this helper with 1 from the display.

Candamir—Use this advantage only 1 time during your turn. When you buy a development card, you may substitute 1 of the 3 resources with any 1 other resource of your choice (*for example, wool, grain, and lumber*). Additionally, when taking that development card, instead of drawing 1 card at random from the top of the development card deck, draw the top 3 cards and choose 1 of them to keep. Return the 2 cards you did not choose and reshuffle the development card deck.

Hilde—Use this advantage only 1 time during your turn. After your production roll has been resolved, choose an opponent who has more victory points showing on the board than you do. You may look at that player's hand of resource cards and take 1 resource card of your choice.

Jean—During your turn, choose 1 resource type. You may exchange that resource type with the supply at a 2:1 rate as often as you like during this turn (*for example, if you choose ore, you can give 2 ore to the supply and take any 1 other resource of your choice*).

Lin—Use this advantage only 1 time during your turn. You may use it before or after resolving your production roll. If the robber is on a terrain hex, you may move the robber to the desert. After moving the robber this way, you receive 1 resource of the type produced by the vacated hex (*for example, if the robber vacated a hills hex, you receive a brick*).

Note 1: After using Lin's advantage, you do not get to take a resource from a player with a settlement or city adjacent to the desert.

Note 2: "*Before or after resolving your production roll*" means that once you roll the dice for production, you **cannot** use Lin's advantage until after you take your resource cards or completely resolve a "7" roll (depending on what you roll).

Louis—Use this advantage only 1 time during your turn. You may remove 1 of your roads from the board and rebuild it for free. Louis can only move a road where 1 of its 2 ends is **not** connected to any of **your** other pieces (ignore opponents' pieces when you are checking connections).

When playing with *Catan: Seafarers*: If one of your roads is connected at 1 end to one of your ships (as long as this ship was built from the other direction), this road may also be removed and rebuilt. This road and this ship are only considered "connected" when your own settlement is built between them.

Marianne—Use this advantage on **any** turn. If any production roll is not a "7" and you receive no resources, take any 1 resource card of your choice. You get to use this advantage before any other helper is used by one of your opponents.

Nassir—Use this advantage only 1 time during your turn. First declare a resource card type (*wool, for example*). Next choose 1 or 2 opponents. Those opponents must each give you 1 card of the declared type (if they have it). Finally, for each resource card you received in this way, you must give the player that gave it to you 1 resource card of your choice in return.

Sean—Use this advantage on **any** turn. When any production roll results in a "7," you may immediately use either of these advantages:
–If you have more than 7 resource cards in your hand, you do not have to discard any cards.
–If you have 7 or fewer resource cards in your hand, you may take any 1 resource of your choice from the supply.

Vincent—Use this advantage only 1 time during your turn. You may discard 1 knight card to reduce your building costs as follows:

- Either build 1 settlement for 1 lumber plus 1 brick
- or upgrade a settlement to a city for 2 ore plus 1 grain.

The knight card that you discard must be one that you have already played.

William—Use this advantage only 1 time during your turn. When building a road you may alter the resources required to build that road. Instead of the usual 1 lumber plus 1 brick, you may substitute either the lumber or the brick with any 1 other resource of your choice (*for example, 1 lumber plus 1 wool*).

CATAN™ SCENARIOS FRENEMIES

A Scenario for 3-4 Players by Benjamin Teuber

THE STORY

We live in a time of altruism on Catan. We give away resources to help lagging players. We move the robber to isolated locations to ensure the safety of our fellows. We even go out of our way to connect our roads with our neighbors' networks. Has everyone gone nuts?

Ah! Catan's guilds reward such noble-minded behavior by handing out "favor tokens" (FTs). Favor tokens grant us different advantages: road building for free, development cards, random resources, preferential trades, or even Victory Points.

Sigh… If goodwill really exists… it's not part of this scenario.

SCENARIO RULES

Except where noted here, use ***The Settlers of Catan***® rules.

NEW COMPONENTS

You will need all the components included in ***The Settlers of Catan*** (SOC) game. ***Catan Frenemies***™ contains the following components:

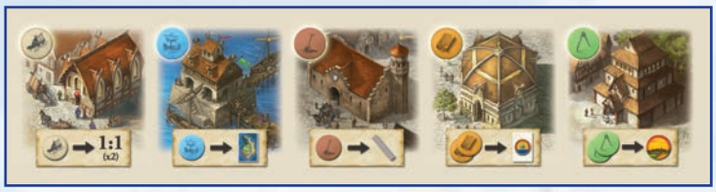
- 1 Guild Hall Board (with 5 Guild Halls)
- 8 Victory Point (VP) Markers
- 58 Favor Tokens (FTs) (remove the dotted FTs w/ 3 players)
  - 8 Trader Guild FTs (Wagons)
  - 8 Merchant Guild FTs (Ships)
  - 8 Road Builder Guild FTs (Shovels)
  - 17 Scholar Guild FTs (Books)
  - 17 Master Builder Guild FTs (Compasses)

Trader Merchant Road Builder Scholar Master Builder

SET-UP

Set up ***The Settlers of Catan*** as normal.

Place the guild hall board next to the island.



In a 3-player game, remove all favor tokens with a dot on their face from the game. In a 4-player game, use all of the favor tokens.

Create an "supply" of favor tokens. Place all favor tokens face down and mix them thoroughly. Alternatively, place them in an opaque bag or cup.

EARNING FAVOR TOKENS

You earn favor tokens in one of 3 ways:

- **Move the robber** (harmlessly).
- **Give away a resource card** (to another player).
- **Connect networks** (yours to another player's).

If you earn a favor token, draw it randomly from the face-down (or hidden) supply.

NOTE: You may not give away FTs. You may not trade FTs with other players.

1. Move the Robber Harmlessly

You earn 1 favor token if, after rolling a "7" or playing a Knight card, you move the robber in one of the following ways:

- you move the robber to any hex (even to the desert) with no surrounding settlements or cities; **or**
- you move the robber to the desert, but decide not to steal a resource from a player who owns a settlement or city adjacent to the desert.

2. Give Away a Resource Card

On your turn you may offer 1 resource card to an opponent. This opponent must have equal or fewer **visible** VPs than you have. The opponent may accept or reject your offer, or even ask for a different resource. If rejected, you may offer a card to another player (with the the same VP restriction). If your offer is accepted, you earn 1 favor token.

NOTE: You may only give away 1 resource card during your turn.

3. Connect Networks

A network is all of the roads, cities, and settlements of one color that are connected to each other. If you build a road that connects one of your networks with an opponent's network for the fi rst time, this opponent fi rst earns and draws 1 favor token. You then earn and draw 3 favor tokens.

You only earn favor tokens for fi rst-time connections of different colored networks. Should the 2 networks connect again later in the game at a different point, no one earns favor tokens.

Example: *The red player builds road "A" and thus connects his lower network to the blue player's network. Blue earns 1 FT. Red earns 3 FTs. If either blue or red build a road on path "B," they*

Catan Frenemies Rules 093012.indd 1 10/1/12 3:04 PM

cannot receive any further FTs. However, if either player builds a road on path "C," both players earn FTs. This is because red's upper network only now becomes connected to blue's network.

You cannot earn favor tokens for connecting your own networks with each other.

If, during the set-up, you connect 2 networks, no one earns favor tokens.

If you build a road that connects your network with the network of two opponents at the same time, you still receive only 3 favor tokens. The owners of the other two networks each earn 1 favor token. You decide which opponent draws from the bag first.

USING FAVOR TOKENS

When it is your turn, you may either redeem or exchange your favor tokens.

1. Redeeming Favor Tokens

You redeem favor tokens by returning them face up to the matching guild hall on the guild hall board:

- traders require 1 (grey) wagon token;
- merchants require 1 (blue) ship token;
- road builders require 1 (brick red) shovel token;
- scholars require 2 (gold) book tokens; and
- master builders require 2 (green) compass tokens.

By redeeming favor tokens you receive "favors" from the guilds.

You must perform the resulting favor immediately. A favor may not be credited and saved for later.

***NOTE:** You are not allowed to use FTs that you receive during your turn. You must wait until your next turn.*

Each guild grants different favors:

- **Traders' favor:** Trade 1 resource card for 1 different available resource card of your choice. You may take this action once or twice in a given turn.
- **Merchants' favor:** Take any 1 available resource card of your choice.
- **Road Builders' favor:** Build 1 road for free.
- **Scholars' favor:** Draw 1 development card for free.
- **Master Builders' favor:** Take 1 VP marker. For the sake of showing who has the most VPs, keep the marker face up. (The amount of victory points may affect your ability to give away resource cards.)

2. Exchanging a Favor Token

If you don't take a guild action, you may exchange 1 favor token for a favor token from the supply. First, draw an favor token from the face-down (or hidden) supply. Then choose to return one of your favor tokens back to the supply. You may return the favor token that you just drew.

ENDING THE GAME

You win if you reach **11 Victory Points** during your turn! The game immediately ends.

5-6 PLAYER VARIATION

To play with 5-6 players, you will need a copy of the SOC 5-6 Player Extension and a second copy of this scenario.

Except where noted here, use ***The Settlers of Catan***® rules, all of the SOC 5-6 rules, and this scenario's 3-4 player rules.

In a 5-player game, set up the SOC 5-6 as normal. Use all of the favor tokens from one copy of ***Catan Frenemies*** (58), along with all of the favor tokens from the second copy that have a dot on their face.

In a 6-player game, set up the SOC 5-6 as normal and use all of the FTs from two copies of ***Catan Frenemies*** that do not have a dot on their face (88).

You may not use favor tokens during a special build phase. If you receive a favor token during a special build phase, you may use it on your next turn.

CREDITS

Scenario Design: Benjamin Teuber

Design Derivation: Scenario is based on ***The Settlers of Catan*** by Klaus Teuber. Derivation development by Klaus Teuber.

Artwork: Michael Menzel

Production & Rules Development: Mayfair Games crew and the Catan GmbH crew

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CATAN™ SCENARIOS

OIL SPRINGS

A Scenario by
Erik Assadourian
& **Ty Hansen**

For
Klaus Teuber's
The Settlers of Catan™

THE STORY

Eureka! Oil has been discovered on the island of Catan. The great engineers of Catan have learned ways to improve production using this valuable new resource, both by converting it into other resources and enabling the upgrade of cities into metropolises. But oil is scarce and its use does not come without cost. Using oil produces pollution, as well as climate changing emissions, which bring with them the threat of coastal flooding – *and absolute disaster.* With the discovery of oil on Catan, its inhabitants face a new challenge: deciding whether the common good is worth limiting oil usage or whether the pursuit of victory is worth the risk of ruin.

NEW COMPONENTS

You will need all the components included in *The Settlers of Catan*™ (SOC) game. *Catan: Oil Springs*™, contains the following components, but not all of the them are used in a 3-4-player game:

- 21 oil tokens ..... (use 15 for 3-4 players)
- *(21 sequestered oil tokens on backs of oil tokens)*
- 6 Metropolis tokens..... (use 4 for 3-4 players)
- 4 Oil Spring tiles ..... (use 3 for 3-4 players)
- 1 Champion of the Environment token
- 7 Victory Point tokens
- 1 Disaster Track (with Disaster Track marker)

Oil token

Metropolis token

Disaster Track marker

Champion of the Environment token

Oil Spring tiles

VP token

SET-UP

- Lay out the board as shown below. Place Oil Spring tiles on the desert hex, the 9 forest hex, and northeast 10 pasture hex. *(The Robber starts off-board.)*
- For a variable setup see page 3. However, a variable setup can lead to a very volatile game.
- Place Disaster Track marker on the "0" on the Disaster Track.

SPECIAL RULES

Except where noted here, use *The Settlers of Catan* Rules.

Resource Production

Buildings on oil springs produce oil: one oil for a settlement, two for a city, and three for a metropolis. Unlike resource cards, oil is distributed one at a time starting with the player who rolled, and then proceeds clockwise around the table, until all players receive what they've produced, or the supply is exhausted.

The robber may be placed on an oil spring. Oil is kept in front of players (always visible to all players). When a player is stolen from, the person robbing can choose to take one oil specifically instead of a resource card at random. If a 7 is rolled, count each oil as 1 card. If you have to discard due to a 7, you may choose to discard oil, putting it back into the supply.

Note: *At any one time, you may only hold a maximum of 4 oil. When you produce oil after a dice roll, and this oil would increase your oil supply to more than 4 oil, you may not take the excess oil. Similarly, you may not steal oil, trade with other players for oil, or use development cards if it would result in you holding more than 4 oil.*

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Using Oil

There are 2 ways to ***use*** oil:

1. During your turn, you can convert 1 oil into 2 of the same, non-oil resource of your choice. *You cannot use maritime trade to obtain oil (i.e., a 4:1 trade or a harbor cannot give you oil). However, Year of Plenty and Monopoly development cards can be used for oil.*
2. You can use **1 brick, 1 grain, 1 ore and 2 oil** to upgrade one of your cities to a metropolis by placing a Metropolis token underneath. A metropolis produces 3 resources instead of 2, is worth 3 victory points, *and is immune to coastal flooding.*

Multiple oil can be used per turn for both of these two options. Oil used to build is returned to the general supply. However, the usage of oil results in pollution. After every 5 oil are used, a disaster is triggered. Keep track of this progression with Disaster Track marker on the Disaster Track—the token moves from 0 to 5.

Sequestering Oil

Alternatively, during your turn, you may choose to forgo the usage of 1 oil, sacrificing some growth for increased environmental security and the prestige of being a sustainability leader. In this case, on your turn flip one of your oil upside down in front of you (1 maximum per turn). This "sequesters" the oil, permanently removing it from the game. For every 3 oil you sequester, you gain 1 Victory Point. The first player to have sequestered 3 oil gains the "Champion of the Environment" token (worth 1 victory point). If another player sequesters more oil than the current Champion, he immediately takes the "Champion of the Environment" token.

> *Did You Know?*
> Climate change and other environmental disasters could generate up to 1 billion refugees by 2050.

Environmental Effects from Oil Usage

For every five oil used (but not those that are sequestered or returned to the bank because of the robber), an environmental disaster results. This "disaster phase" is resolved after the turn has been completed but before the dice are passed to the next player.

Important Note: *You can only use oil during a turn until a disaster is triggered. If the Disaster Track marker on the Disaster Track is on the 4, only one oil can be used during that turn (sequestering oil is not "usage" and thus does not count toward this progression). If the marker is on a 1, then four oil could be used during that turn. At the end of that turn if a disaster has been triggered, resolve the disaster, and then reset the marker to zero.*

> **Example:** *At the beginning of Patricia's turn, the Disaster Track marker on the Disaster Track is on 2. She uses 1 oil to get two grain and 1 oil to get two ore. The token is on 4. During this turn, Patricia can no longer build a metropolis as this goes beyond the limit of 5. However, she could still convert 1 more oil into resources. Since she already used oil, she can't sequester oil during this turn.*

The Disaster Phase

Each time the token on the disaster track reaches "5" (i.e., after the 5th, 10th, 15th, etc. oil is used), roll the two six-sided dice to determine where disaster strikes.

> *Did You Know?*
> Over the past 50 years, more than 10 million barrels of oil have been spilled in the Niger Delta from leaking pipes and accidents. That is twice the amount spilled in the Gulf of Mexico in 2010.

A "7" is Rolled

If a seven is rolled, a natural disaster triggered by climate change floods the coasts. Settlements bordering a sea hex are removed from the board (and returned to the affected player's supply), and cities are reduced to settlements. Roads are not affected. A metropolis (because of its seawalls and other advanced design) is also not affected. **Note:** *Destroyed settlements can later be rebuilt, either at their previous locations or elsewhere. Please note that other players can now also build a settlement there (if possible).*

A "7" is Not Rolled

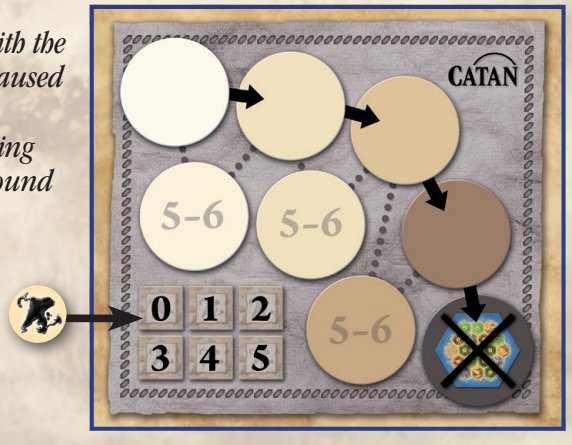
If any number other than 7 is rolled, industrial pollution has struck and a hex with that number will be affected (see text box on the right). If there is only 1 hex with the number rolled, that hex is affected. If more than 1 hex shares the same number, randomly select one to be affected. If the number rolled is no longer on any hex (because of previous disasters), nothing happens.

> *How to Randomly Choose a Hex*
> In these rules, we often instruct the players to "randomly choose" a hex. To do this for 2 hexes, assign the values 1-3 to one of the hexes and assign 4-6 to the other. Then roll one of the dice and the die result will "choose" one of the hexes. Similarly, for 3 hexes, assign 1-2, 3-4, and 5-6. For 4 hexes, assign 1, 2, 3, and 4 to the 4 hexes and if a 5 or 6 is rolled, reroll.

- If the affected hex does **not** contain an oil spring, remove the production number token from the hex—that hex no longer produces resources. Place the removed number token on one of the open circles on the Disaster Track. If all spaces on the track are filled, the game ends.
- If the affected hex contains an Oil Spring tile, remove 3 oil of the general supply from the game. These oil become part of the unrecoverable reserve—and thus are no longer accessible to the players.

Unlike hexes, Oil Spring tiles can continue to be hit by pollution throughout the game.

Note: *If the general supply no longer contains oil and the only remaining oil is in players' hands, they discard one oil at a time, beginning with the player who caused the disaster and continuing clockwise around the board.*



ENDING THE GAME

There are two ways to end this scenario:

- The first player to reach 12 or more victory points after the end of his/her turn—which includes resolving the Disaster Phase if applicable—wins the game.
- If the fifth number token is removed from one of the hexes, flooding has overwhelmed Catan and all inhabitants are forced to abandon the island, thus ending the game. While no player truly wins, the player who currently holds the Champion of the Environment token achieves a "Pyrrhic Victory." That player is recognized by the international community for his/her efforts to mitigate climate change and is granted the most attractive land on a neighboring island to resettle.

Example: *Alan has built a metropolis bringing him to 12 points. The 2 oil used for this build has triggered a disaster. Alan rolls a 7 during the Disaster Phase, resulting in coastal flooding. Alan's coastal settlement is removed from the board, and his coastal city is reduced to a settlement, bringing him down to 10-points. The game therefore continues.*

Pyrrhic Victory

A "pyrrhic victory" is a victory that comes with such devastating losses that it is minimally better than losing, and if repeated would result in total defeat. Even with international assistance to resettle to a new land, no Catanian can view the inundation of the island as a true victory.

5-6 PLAYER VARIATION

To play with 5-6 players, you will need a copy of *The SOC 5-6 Player Extension* and all components of this scenario.

Except where noted here, use *The Settlers of Catan* rules, all of the *SOC 5-6* rules, and this scenario's 3-4 player rules (pages 1-3).

- The maximum oil you may hold is 6 instead of 4 (see page 1).

Set-Up

Except where noted here, use the terrain set-up from the *SOC 5-6* rules, and as shown in the diagram on the right. Please note:

- The second desert also becomes an Oil Spring tile.
- Swap whatever tile is on the left "10" space with a forest hex. Similarly, swap the right "4" hex with a pasture hex.

For a variable setup see page 4. However, a variable setup can lead to a very volatile game.

Special Building Phase

The Special Building Phase follows immediately after a player finishes his turn or after a Disaster Phase if it took place. The Special Building Phase is resolved as described in the *SOC 5-6* player extension. **Note:** *The player whose turn has just ended cannot build in the Special Building phase. Furthermore, the following applies:*

- Oil cannot be converted into other resources.
- Oil cannot be sequestered.
- During the Special Building Phase, oil can be used, but only to build metropolises, and only if this action does not cause the Disaster Track marker on the Disaster Track to move beyond 5.
- If a disaster is triggered during the Special Building Phase, this is resolved immediately after the phase is completed.

End of Game

The game ends when someone either gets 12 points or when 8 number tokens are destroyed (not 5 as with the 3-4 player version).

WIDE OPEN GAME

To make this scenario more challenging and confrontational, consider changing these rules in future games:

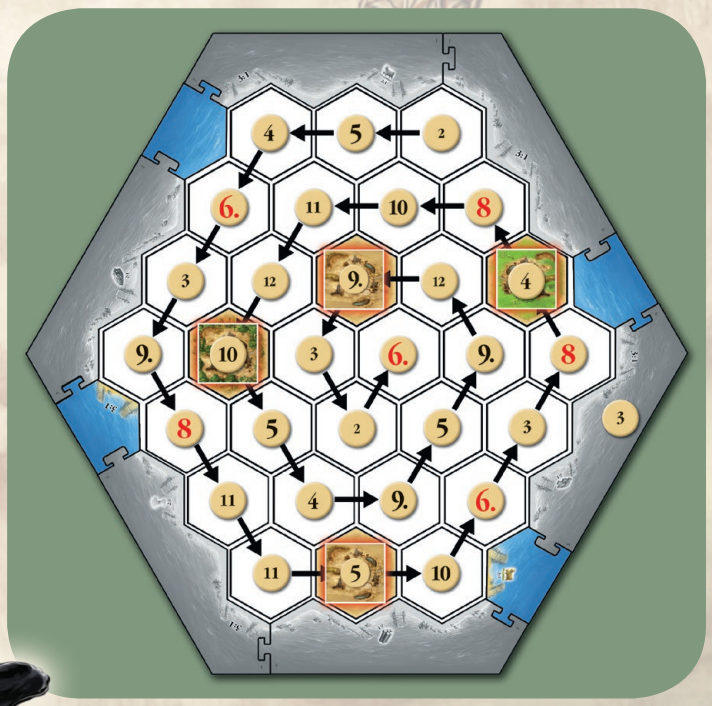
- Use a variable set-up.
- Allow players to both use oil and sequester (1 maximum) oil each turn.
- Remove the limit of oil tokens in a player's supply.

These rules make the scenario more true to life, but they also make it less balanced, which can be less fun.

Variable Set-Up (3-4 Players)

- Lay out the board using the variable set-up as described in *The Settlers of Catan*™. *(The robber starts off-board.)*
- Place a numbered Oil Spring tile on the desert. If possible, choose a number that is not adjacent to the desert.
- Place an unnumbered Oil Spring tile (depicting pasture) on the 2nd *highest* probability pasture hex (keep the hex's production number token). If you have a choice of 2 or more hexes whose production numbers have the same probability of being rolled, place the tile on one of the hexes that is not adjacent to another oil spring. If necessary, swap production number tokens so that oil springs are not adjacent.
- Similarly, place an unnumbered Oil Spring tile (depicting forest) on the 2nd lowest probability forest hex.

Note: *From lowest to highest probabilities are: 2&12 (1:36), 3&11 (2:36), 4&10 (3:36), 5&9 (4:36), 6&8 (5:36).*



Variable Set-Up (5-6 Players)

- Lay out the board using the variable set-up as described in the *SOC 5-6 Player Extension*.
- Follow the steps outlined in the variable set-up for 3-4 players. The only exception: the second desert also receives an Oil Spring tile.

ADDITIONAL NOTES

This section provides some additional guidelines for handling some situations that can arise during play.

- Year of Plenty can be used to take oil from the bank.
- If you use a Monopoly card to monopolize oil, you still cannot pass the limit for oil in your supply. To determine whose oil you take (when not all oil can be taken), collect one from each player, starting with the next player to play and going clockwise around the board until your limit is reached.
- You may not place the robber on a destroyed hex.

CREDITS

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DESIGN NOTES

This scenario is an effort to draw attention to important challenges humanity faces, in relation to the resources that modern society depends on. While taking on issues of pollution and climate change, we strongly wish to emphasize that we do not see this as a polarizing political effort, but simply as a way to draw attention to the tradeoffs inherently embedded in the usage of natural resources such as oil. The use of oil has brought with it great benefits, and it is not our intention to condemn its use in a general sense. However, science has shown that its overuse is now having a destabilizing effect on our climate, and responsible use has become more important than ever before. Our intention with this scenario is to draw attention to these challenges in a way that is is both informative and entertaining.

> *Did You Know?*
> Sea levels are projected to rise 1 to 2 meters by 2100, greatly threatening island and coastal nations. Some islands, such as Tuvalu and Vanatu, risk being submerged altogether. For others, like the Maldives and the Marshall Islands, salt water could contaminate the countries' fresh water supplies or soil, or extreme weather events could have devastating effects on human settlements.

Catan: Oil Springs is a scenario written by Erik Assadourian and Ty Hansen, for the board game "The Settlers of Catan" by Klaus Teuber. It was developed by the Transforming Cultures Project of the Worldwatch Institute for the purpose of creating awareness about the effects that the usage of oil has on the environment. The scenario has been further developed as a non-profit initiative with support of Catan GmbH and Mayfair Games, which had the lead on graphical design and will publish the scenario on the English speaking market, as well as Franckh-Kosmos Verlags-GmbH & Co. KG, which is publishing it on the international market.

Catan: Oil Springs can be downloaded for free at www.oilsprings.catan.com in various languages. Revenue from sales of the cardboard version of this scenario will be used to cover the expenses of graphics and printing. Further profits will support Worldwatch's Transforming Cultures Project (www.transformingcultures.org).

More information is available at: www.worldwatch.org, www.kosmos.de, www.catan.com, www.transformingcultures.org, and www.mayfairgames.com.

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The Fishermen Of Catan

By Klaus Teuber

Here is a scenario for three or four players designed by Klaus Teuber for use with *The Settlers of Catan.*

1. The Story

For generations, the people of Catan have lived in an island paradise, surrounded by the peaceful sea. They have long known of the benefits of the sea: maritime trade has been crucial to their expansion since the beginning. But recently they have discovered that the sea holds other bounty, ready to be gathered and used in the never-ending quest for expansion and trade.

2. New Components

29 Fish Tokens: There are 29 fish tokens included in this scenario. Each token shows 1 (11x), 2, (10x), or 3 (8x) fish. These tokens are blank on the back to disguise their identities.

1 "Old Shoe" Token: The old shoe is the same size as a fish token and also has a blank back.

6 Fishery Tiles: The chevron-shaped tiles are designed to fit on the sea hexes to indicate areas of the coast where fish tokens can be collected. They are numbered 4, 5, 6, 8, 9, and 10.

The Scenario Setup

Set up the board according to the normal rules (see page 12 of *The Settlers of Catan* game rules). Place the harbor hexes and sea hexes normally.

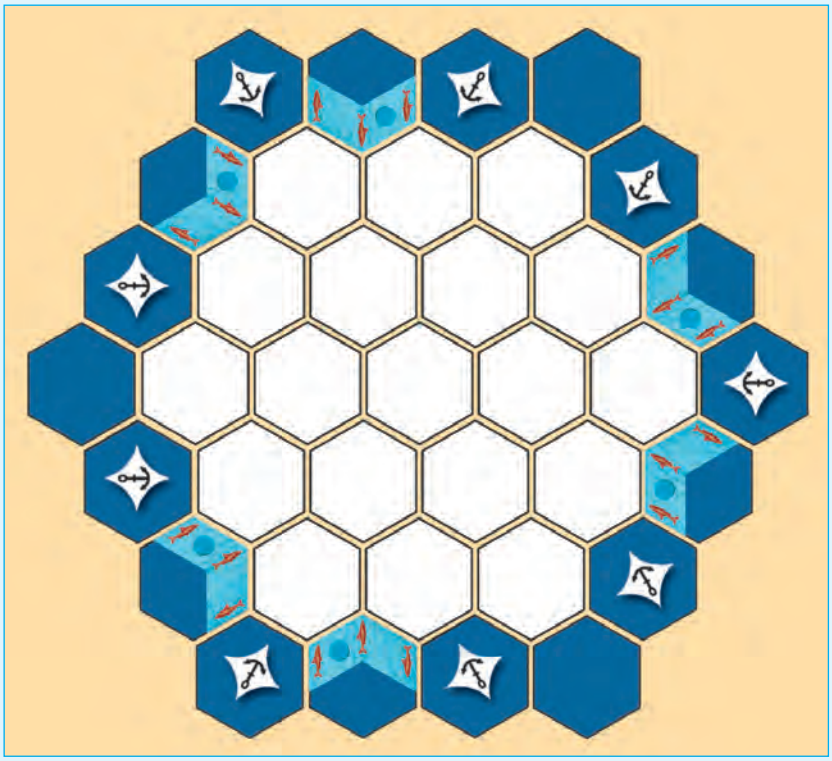
Shuffle the 6 fishery tiles. Place one face up on each "interior" empty sea hex (see the illustration at the right) such that each points towards the island.

Mix the fish tokens and the old shoe token together face down and place them near the resource cards.

Players: 3-4

Game Length: About 90 minutes

Components: *The Settlers of Catan* and this expansion kit.



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Not for children under the age of 4 years old.

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3. Special Rules

Except where noted here, all the normal rules for *The Settlers of Catan* are used.

A. Setup Phase

Each player places 2 settlements and roads as normal. If you place your second settlement on a fishery, then you will receive a fish token (see below) in addition to your normal starting resources. Place the robber in the desert hex, and you are ready to begin!

B. Fishing for Fortunes

Each fishery touches 3 coast intersections. Settlements and cities built on these intersections have a chance to collect fish. Each fishery shows a die roll number. When the number on a fishery matches the number on the production dice roll, each settlement or city adjacent to that fishery collects fish tokens. Each settlement collects 1 token, while each city collects 2. Fish tokens are drawn randomly from the supply. If there are not enough fish tokens to fulfill everyone's production, no one receives any fish tokens that turn.

When you draw a fish token, examine it. If it is the old shoe token, you must reveal it immediately (see below). If it shows fish, keep it face down in front of you until you choose to spend it. Fish tokens DO NOT count as resources: do not count them against your hand limit and do not discard them when a "7" is rolled on the dice. Similarly, the robber cannot be used to steal fish tokens. Fish tokens may be traded.

If you have a settlement or city on an intersection that touches both a harbor and a fishery, you receive both benefits.

Would you like to discover more ways to vary your *Settlers of Catan* game? Visit **www.mayfairgames.com** for information about Catan expansions, free variants, and more!

This is the second *Settlers of Catan* expansion to appear in Games Quarterly Magazine. Don't miss another expansion—visit **www.gamesquarterly.net** for more information about the magazine and past expansions!

C. The Fish Market

During your turn, you can exchange fish for certain advantages. You may combine multiple fish tokens to purchase more expensive rewards. The more fish you spend, the bigger the bonus:

2 fish .....Move the robber back to the desert (do not steal any cards).

3 fish .....Steal a random resource card from another player.

4 fish .....Take a resource of your choice from the bank.

5 fish .....Build a free road (as per normal building rules).

7 fish .....Draw a free development card.

You cannot "make change." If the number of fish on your tokens is more than the purchase price, the excess fish are lost. Place the fish you spend face up next to the supply of fish tokens. When the last face-down fish token is drawn, turn over all the used fish tokens and mix them up again to form a new supply.

D. That Old Shoe

One of the tokens shows an "old shoe" that you might accidentally draw while collecting a fish token. If you draw the old shoe, you must reveal it immediately! Keep the old shoe face up in front of you. As long as the old shoe is in your possession, you will need 1 additional victory point to win the game! So, you would need 11 victory points to win the basic Settlers game!

There is good news, however! During your turn after rolling the dice, you can give the old shoe away! You can give the shoe to any other player who has the same or more victory points than you. But, if you alone have the most points, you must keep the old shoe for yourself!

4. Game End

The game ends as soon as a player has enough points on his turn to win (10 normally, 11 if you have the old shoe).