

KLAUS TEUBER

CATAN

®

GAME RULES & ALMANAC



CATAN®

Dear Settlers,

To make it as easy as possible for you to start playing *Catan*®, we use an award-winning rules system, which consists of 3 parts. First, if you do not know how to play *Catan*, please read the Game Overview on page 16 (the back cover). Next, read the Game Rules on pages 2-6 (red borders) and start to play the game. If you have questions during the game, consult the Catan Almanac on pages 6-15 (gold borders).

Now you are ready for your first adventure on Catan. Have fun settling this new land together!

— Klaus Teuber

You can find further information at:

catan.com

catanstudio.com

klausteuber.com

GAME RULES

These 4-page rules (pages 2-5) contain all the important information that you need to play!

If you need more information during the game, you can look up keywords (marked *) in the “Almanac,” which follows these rules.

GAME COMPONENTS

- 19 terrain hexes (tiles)
- 6 sea frame pieces
- 9 harbor pieces
- 18 circular number tokens
- 95 resource cards (bearing the symbols for the brick, grain, lumber, ore, and wool resources)
- 25 development cards (14 knight cards, 6 progress cards, 5 victory point cards)
- 4 “Building Costs” cards
- 2 special cards: “Longest Road” & “Largest Army”
- 16 cities (4 of each color, shaped like churches)
- 20 settlements (5 of each color, shaped like houses)
- 60 roads (15 of each color, shaped like bars)
- 2 dice (1 yellow, 1 red)
- 1 robber
- 1 “Game Rules & Almanac” booklet

CONSTRUCTING THE ISLAND

The frame pieces hold the board together and prevent the pieces from moving after the board is in place. Before building the island, assemble the frame by matching the numbers at the ends of the frame pieces together (i.e., 1-1, 2-2, etc.).

You can then construct the island of Catan using the 19 terrain hexes as shown on page 3.

Starting Set-up for Beginners

You can play the game *Catan* on a variable game board. For your first game, however, we suggest that you use the “Starting Set-up for Beginners *.” (See Illus. A on page 3.) This set-up is well-balanced for all players.

Before your first game, you must remove the die-cut components from the cardboard holders. Carefully punch out and separate the pieces. When punching tiles out of the die-cut sheets, always push the tiles through from the front, “cut” side (pushing from the back may cause the tiles to rip).

Lay out the map as specified in Illustration A (or on the back of this booklet).

First, assemble the frame as shown. Second, create Catan by placing the 19 terrain hexes on the table—again as shown. Third, place the circular number tokens on top of the designated terrain hexes. Finally, place your settlements and roads.



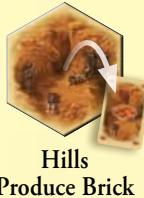
RULES

STARTING MAP FOR BEGINNERS

To make it as easy as possible for you to get started with *Catan*, we use an award-winning rules system, which consists of 3 parts—the *Overview*, the *Game Rules*, and the *Almanac*.

If you've never played *Catan*, please read the game *Overview* first—it's on the back cover of this booklet. Next, read the *Game Rules* and start to play. And finally, if you have questions during the game, please consult the *Almanac* (it begins on page 6).

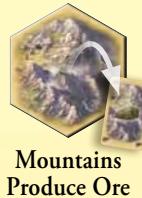
RESOURCE PRODUCTION



Hills
Produce Brick



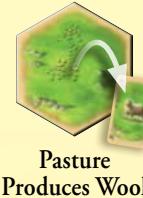
Forest
Produces Lumber



Mountains
Produce Ore



Fields
Produce Grain



Pasture
Produces Wool



Desert
Produces Nothing

Starting Set-up for Experienced Players

It is more fun to play with a variable game board—with the game board laid out randomly. The board changes each game. If you would like to use the variable set-up, you can find the guidelines in the Almanac under Set-up, Variable*. Also look for useful tips under Set-up Phase* and Tactics*.

SETTING UP THE GAME

Select a color and take your 5 settlements, 4 cities, and 15 roads (no more and no less!). Place your 2 roads and your 2 settlements on the game board. Place your remaining settlements, roads, and cities down in front of you.

Note: If you are playing a 3-player game, nobody plays the red position indicated on the starting map.

Take your color's building costs card. (See Illustration B.)

Illustration A



Begin the game with the resource cards produced by the settlements marked with white stars. See ⭐

ODDS FOR DICE ROLLS

2 & 12 =	3%
3 & 11 =	6%
4 & 10 =	8%
5 & 9 =	11%
6 & 8 =	14%
7 =	17%

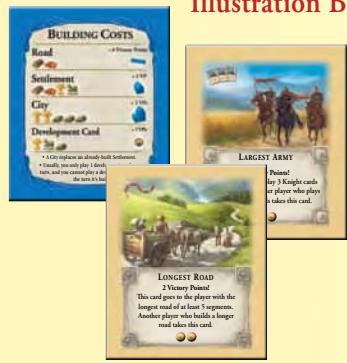
Place the special cards "Longest Road" and "Largest Army" beside the game board along with the 2 dice.

Sort the resource cards into 5 stacks and put them face up next to the game board.

Shuffle the development cards and place them face down by the board.

You receive resources* for each terrain hex around your starting settlement marked with a white star ⭐ (see Illustration A). Take the appropriate resource cards from their stacks.

Illustration B



RULES

Example: See Illustration A. Blue receives 1 brick card, 1 lumber card, and 1 ore card for his leftmost settlement (i.e., his settlement marked with a star ★).

Each player keeps their resource cards hidden in their hand.

Important: Settlements and cities may only be placed at the corners of the terrain hexes—never along the edges (see Illustration C). Roads may only be placed at the edges of the terrain hexes—1 road per edge (see Illustration D). The Distance Rule★ means many intersections along roads will remain unoccupied.

TURN OVERVIEW

Unless you're using the Starting Set-Up for Experienced Players, the oldest player goes first.

On your turn, you can do the following in the order listed:

- You must roll for resource production★ (the result applies to all players).
- You may trade★ resource cards with other players and/or use maritime trade★.
- You may build★ roads★, settlements★ or cities★ and/or buy development cards★. You may also play one development card★ at any time during your turn.

After you're done, pass the dice to the player to your left, who then continues the game with step 1.

Tip: For advanced players, we recommend combining the second and third steps. You can find more details in the Almanac under “Combined Trade/Build Phase★.”

The Turn in Detail

1. Resource Production

You begin your turn by rolling both dice. The sum of the dice determines which terrain hexes produce resources.



Each player who has a settlement on an intersection★ that borders a terrain hex marked with the number rolled receives 1 resource card of the hex's type. For an example see resource production★. If you have 2 or 3 settlements bordering that hex, you receive 1 resource card for each settlement. You receive 2 resource cards for each city you own that borders that hex. If there are not enough of a given resource in the supply to fulfill everyone's production, then no one receives any of that resource during that turn (unless it only affects 1 player).



Illustration D

2. Trade★

Afterwards, you may trade freely (using either or both types of trades below) to gain needed resource cards:

a) Domestic Trade★

On your turn, you can trade resource cards with any of the other players. You can announce which resources you need and what you are willing to trade for them. The other players can also make their own proposals and counteroffers.

Important: Players may only trade with the player whose turn it is. The other players may not trade among themselves.

b) Maritime Trade★

You can also trade without the other players! During your turn, you can always trade at 4:1 by putting 4 identical resource cards back in their stack and taking any 1 resource card of your choice for it. If you have a settlement or city on a harbor★, you can trade with the bank more favorably: at either a 3:1 ratio or, in certain harbors, at 2:1 (trading the resource type shown).

Important: The 4:1 trade is always possible, even if you do not have a settlement on a harbor.

3. Build★

Now you can build. Through building, you can increase your victory points★, expand your road network, improve your resource production, and/or buy useful development cards. To build, you must pay specific combinations of resource cards (see the Building Costs Card★). Take the appropriate number of roads, settlements, and/or cities from your supply and place them on the game board. Keep development cards hidden in your hand.

You cannot build more pieces than what is available in your pool—a maximum of 5 settlements, 4 cities, and 15 roads.

a) Road★ Requires: Brick & Lumber

A new road must always connect to 1 of your existing roads, settlements, or cities. Only 1 road can be built on any given path★.

The first player to build a continuous road (not counting forks) of at least 5 road segments receives the special card “Longest Road★.” If another player succeeds in building a longer road than the one created by the current owner of the “Longest Road” card, they immediately take the special card (and its 2 victory points). **Tip:** This creates a 4 victory point swing!



RULES

b) Settlement★ Requires: Brick, Lumber, Wool, & Grain

Take special note of the “Distance Rule”★: you may only build a settlement at an intersection if all 3 of the adjacent intersections are vacant (i.e., none are occupied by any settlements or cities—even yours).



Each of your settlements must connect to at least 1 of your own roads. Regardless of whose turn it is (i.e., during any production phase), when a terrain hex produces resources, you receive 1 resource card for each settlement you have adjacent to that terrain hex.

Each settlement is worth 1 victory point.

c) City★ Requires: 3 Ore & 2 Grain

You may only establish a city by upgrading one of your settlements.



When you upgrade a settlement to a city, put the settlement (house) piece back in your supply and replace it with a city piece (church).

Cities produce twice as many resources as settlements. You acquire 2 resource cards for an adjacent terrain hex that produces resources.

Each city is worth 2 victory points.

d) Buying a Development Card★ Requires: Ore, Wool, & Grain

When you buy a development card, draw the top card from the deck. There are 3 different kinds of these cards: knight★, progress★, and victory point★. Each has a different effect (see 4.b, below).



Development cards never go back into the supply, and you cannot buy development cards if the supply is empty.

Keep your development cards hidden (in your hand) until you use them, so your opponents can't anticipate your play.

4. Special Cases

a) Rolling a “7” and Activating the Robber★

If you roll a “7,” no one receives any resources.

Instead, every player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.

Then you must move the robber★. Proceed as follows:

- (1) You must move the robber★ immediately to the number token of any other terrain hex or to the desert★ hex.

(2) Then you steal 1 (random) resource card from an opponent who has a settlement or city adjacent to the target terrain hex. The player who is robbed holds their resource cards face down. You then take 1 card at random. If the target hex is adjacent to 2 or more players’ settlements or cities, you choose which one you want to steal from.

Important: If the production number for the hex containing the robber is rolled, the owners of adjacent settlements and cities do not receive resources. The robber prevents it.

b) Playing Development Cards★

At any time during your turn, you may play 1 development card (put it face up on the table). That card, however, may not be a card you bought during the same turn (except for a victory point card, as described below)!

Knight Cards (Purple Frame)★

If you play a knight card, you must immediately move the robber. See “Rolling a ‘7’ and Activating the Robber” above and follow steps 1 and 2.



Once played, knight cards remain face up in front of you. The first player to have 3 knight cards in front of themselves receives the special card “Largest Army,” which is worth 2 victory points. If another player has more knight cards in front of them than the current holder of the Largest Army card, they immediately take the special card and its 2 victory points.

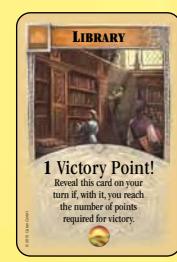
Progress Cards (Green Frame)★

If you play a progress card, follow its instructions. Then the card is removed from the game (i.e., toss it in the box).



Victory Point Cards (Orange Frame)★

You must keep victory point cards hidden. You may only reveal them during your turn and when you are sure that you have 10 victory points—that is, to win the game. Of course, you can reveal them after the end of the game if someone else wins. You may play any number of victory point cards during your turn, even during the turn you purchase them.



ENDING THE GAME

If you have **10 or more** victory points **during your turn**, the game ends and you are the winner! If you reach 10 points when it is not your turn, the game continues until any player (including you) has 10 points on their turn.

ALMANAC

This “Catan Almanac” contains detailed, alphabetical entries and examples for *Catan*. These are not the “Game Rules.” You do not have to read this material prior to your first game. Instead, use the Game Rules. Then read this to enjoy the complete experience.

This almanac includes advanced rules and clarifications. You can also refer to it if any questions arise during a game.

B

BUILD (BUILDING)

You may build on your turn after you have rolled for resource production and finished trading. To build, you must turn in the specified combinations of resource cards (see the Building Costs Cards). Return the resource cards to the supply stacks.

You can build as many items and buy as many cards as you desire—as long as you have enough resources to “pay” for them and they are still available in the supply. (See Settlements , Cities , Roads , and Development Cards .

Each player has a supply of 15 roads, 5 settlements, and 4 cities. If you build a city, return the settlement to your supply. Roads and cities, however, remain on the board until the end of the game once they are built.

Your turn is over after “building,” and the player to your left continues the game.

New rule variant: see *Combined Trade/Build Phase* .

BUILDING COSTS CARDS

The building costs cards show what can be built and which resources are required. When you pay building costs, you must return the necessary resources to their supply stacks. You can build settlements and roads , upgrade settlements to cities , and buy development cards .

C

CITIES

You cannot build a city directly. You can only upgrade an existing settlement to a city. You pay the required resources, return the settlement to your supply, and replace the settlement with a city on the same intersection . Each city is worth 2 victory points. You receive double resource production (2 resource cards) from the adjacent terrain hexes whenever those numbers are rolled.



When you build a city, the upgraded settlement piece becomes available again. You can use it to build another settlement later.

Example: See Illustration E. Claudia, the blue player, rolls a resource production roll of “8.” She receives 3 ore cards: 1 ore for her settlement and 2 ore for her city. Benny, the red player, receives 2 lumber for his city.

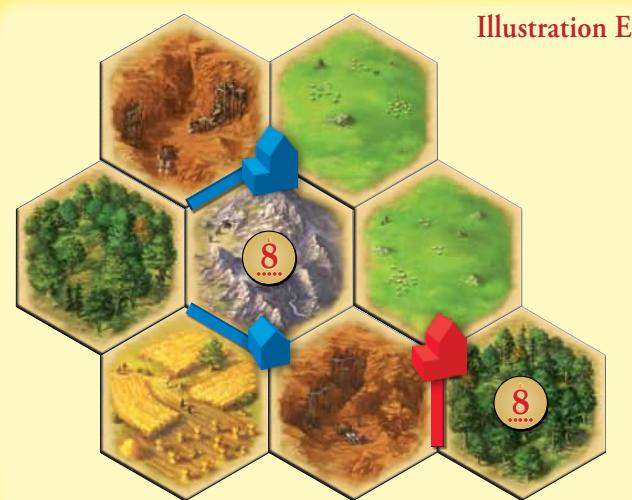


Illustration E

Hint: It is extremely difficult to win the game without upgrading settlements to cities. Since you only have 5 settlements available, you can only reach 5 victory points by only building settlements.

COAST

When a terrain hex borders on the sea (i.e., a frame piece), it is called a “coast.” You can build a road along a coast. You can build settlements and upgrade settlements to cities on intersections that border on the sea. However, since a site on the coast borders only 1 or 2 terrain hexes, coastal settlements generate smaller resource yields. Still, coastal sites often lie on harbors, which allow you to use maritime trade to trade resources at more favorable rates.

COMBINED TRADE/BUILD PHASE

The separation of the trade and build phases was introduced to make the sequence easier to learn for beginners. We recommend experienced players ignore this separation.

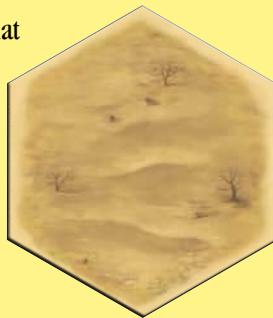
After rolling for resource production, you can trade and build in any order (you can trade, build, trade again and build again, etc.). You can even use a harbor on the same turn you build a settlement there. Using this method speeds up the game a lot.

ALMANAC

D

DESERT

The desert is the only terrain hex that does not produce resources. The robber  starts the game there. A settlement or a city built adjacent to the desert yields fewer resources than those built next to one of the other terrain types.



DEVELOPMENT CARDS

There are 3 different kinds of cards: Knight Cards , Progress Cards , and Victory Point Cards .

When you buy a development card, take the top card of the draw pile into your hand. Keep your development cards hidden until you play them. This keeps the other players in the dark.



You cannot trade or give away development cards.

You may only play 1 development card during your turn—either 1 knight card or 1 progress card. You can play the card at any time, even before you roll the dice. You may not, however, play a card that you bought during the same turn.

Exception: If you buy a card and it is a victory point card  that brings you to 10 points, you may immediately reveal this card (and all other VP cards) and win the game.

You only reveal victory point cards when the game is over—once you or an opponent reaches 10+ victory points and declares victory.

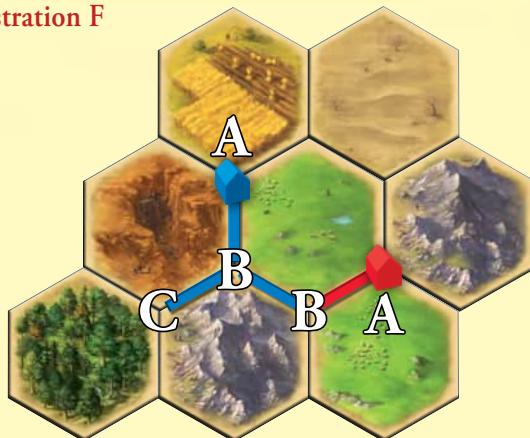


DISTANCE RULE

You may only build a settlement on an unoccupied intersection  and only if none of the 3 adjacent intersections contains a settlement or city.

Example: See Illustration F. Coleman, the blue player, wants to build a settlement. The settlements marked “A” are already in play. Coleman cannot build on the intersections marked “B.” He can only build at intersection “C.”

Illustration F



DOMESTIC TRADE

On your turn, you may trade resources with the other players (after rolling for resource production). You and the other players negotiate the terms of your trades—such as which cards will be exchanged. You may trade as many times as you can, using single or multiple cards. However, you cannot give away cards, or trade matching resources (“trade” 3 ore for 1 ore, for example).

Important: While it is your turn, you must be a part of all trades, and the other players may not trade among themselves.

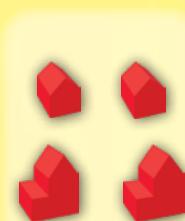
Example: It is Pete’s turn. He needs one brick to build a road. He has 2 lumber and 3 ore. Pete asks aloud, “Who will give me 1 brick for 1 ore?” Beth answers, “If you give me 3 ore, I’ll give you a brick.” Cooper interjects, “I’ll give you 1 brick if you give me 1 lumber and 1 ore.” Pete accepts Cooper’s offer and trades a lumber and an ore for a brick. Note Beth may not trade with Cooper, since it is Pete’s turn.

E

ENDING THE GAME

If you have—or reach—10 victory points on your turn, the game ends immediately and you win! You can only win during your turn. If somehow you find you have 10 victory points during another player’s turn, you must wait until your next turn to claim victory.

Example: Siobhán has 2 settlements (2 points), the Longest Road special card (2 points), 2 cities (4 points), and 2 victory point cards (2 points). She reveals her 2 victory point cards, giving her the 10 points needed to win. She surprises her opponents and claims victory!



G

GAME PLAY

Here is a summary of the game sequence, plus some more specific entries where you can find details:

- (1) Lay out the game board: *Set-up, Variable* *
- (2) Initial set-up: *Set-up Phase* *
- (3) Play

The starting player begins the game. The other players follow in clockwise order.

On your turn, you complete these 3 phases in order:

- Roll for *Resource Production* * (the roll applies to all players)
- *Trade* *
- *Build* *

You may play 1 development card any time during your turn.

Pass the dice to the player on your left at the end of your turn. That player then takes their turn using the same 3 phases.

H

HARBORS

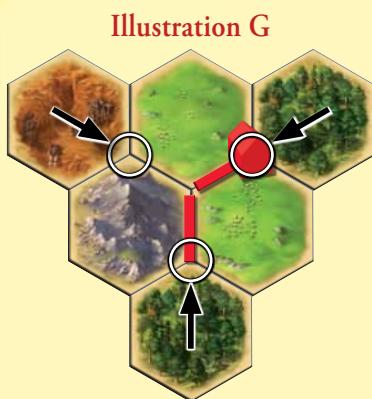
Harbors allow you to trade resources more favorably. In order to control a harbor, you must build a settlement on a coastal intersection * which borders the harbor. See also “Maritime Trade” *.



I

INTERSECTIONS

Intersections are the points where 3 hexes meet. See Illustration G. You may only build settlements on intersections. The influence (for resource yields) of settlements and cities extends into the 3 adjacent terrain hexes that form the intersection.



K

KNIGHT CARDS

When you play a “Knight” development card during your turn, you must immediately move the robber *. Place the knight card face up in front of you.

You **must** move the robber away from its current spot and onto the number token of **any other** terrain hex or on the desert.

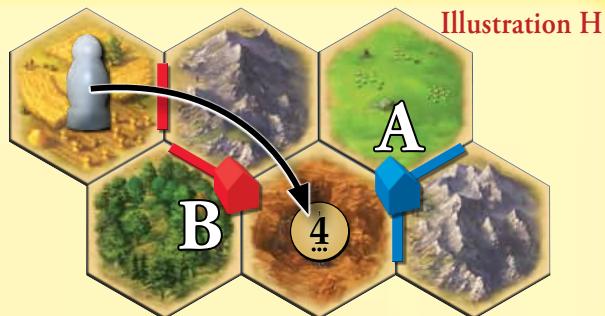
You then steal 1 resource card from a player who has a settlement or a city adjacent to the robber. If there are 2 or more such players, you may choose your victim.

The player you elect to rob keeps their cards face down while you take 1 of their cards at random. If that player has no cards, you get nothing! (However, you can always ask players about the **number** of cards they hold. They must answer truthfully.)

If you are the first player to have 3 knight cards face up in front of you, you take the “Largest Army” * special card. This special card is worth 2 victory points.

If another player has more face-up knight cards than you, they take the special card and the 2 victory points that go with it.

Example: See Illustration H. On Niall’s turn, he plays a knight card and moves the robber from the fields hex to the hills hex with the “4.” Niall may now steal a random resource card from player A or B.



L

LARGEST ARMY

If you are the first player to play 3 knight cards, you receive this special card, which is worth 2 victory points. You place the “Largest Army” card face up in front of you. If another player plays more knight cards than you have, they immediately take the special card. The 2 victory points likewise count for the new owner.



LONGEST ROAD

If you are the first player to build a continuous road of at least 5 individual road pieces, you take this special card and place it face up in front of you. This card is worth 2 victory points.

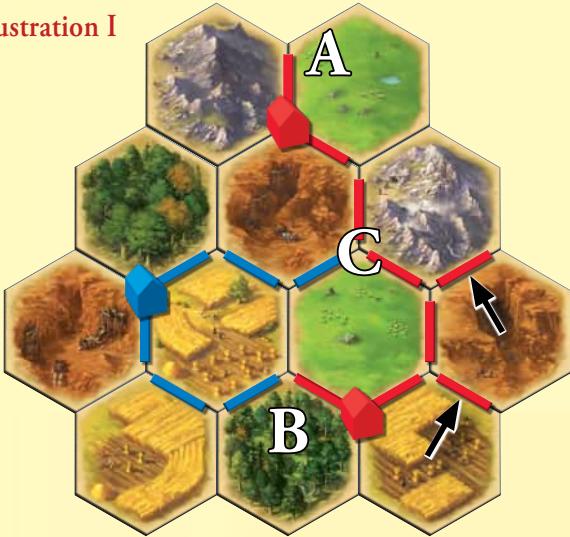
Note: If your road network branches, you may only count the single longest branch for purposes of the longest road.

If you hold the “Longest Road” card and another player builds a longer road, they immediately take your “Longest Road” card. They also acquire the 2 bonus victory points. (Since you also lose the 2 victory points, it is a 4 point swing!)

Example: See Illustration I. Emily, the red player, builds a continuous road with 7 wooden pieces (A–B). The branch roads (marked with arrows) are not counted. Emily snags the “Longest Road” special card.



Illustration I



You can break an opponent's road by building a settlement on an unoccupied intersection along that road!

Example: In Illustration I, Coleman (the blue player) builds a settlement on intersection “C” (which is legal). This breaks Emily's road into 2 parts. Emily must give the special card to Coleman, who now has the Longest Road (and 2 more VPs).

Special Case: If your longest road is broken and you are tied for longest road, you still keep the “Longest Road” card. However, if you no longer have the longest road, but two or more players tie for the new longest road, set the “Longest Road” card aside. Do the same if no one has a 5+ segment road. The “Longest Road” card comes into play again when only 1 player has the longest road (of at least 5 road pieces).

M

MARITIME TRADE

On your turn, you can trade resources using maritime trade during the trade phase even without involving another player.

The most basic (and unfavorable) exchange rate is 4:1.

You may trade 4 identical resource cards to the supply in exchange for 1 resource card of your choice. You do not need a harbor (settlement at a harbor location) to trade at 4:1, so when nobody wants to trade...



Example: Benny returns 4 ore cards to the supply and takes 1 lumber card in exchange. Normally, he should first try a more favorable trade with the other players (domestic trade).

If you have built a settlement or city at a harbor location, you can trade more effectively. There are 2 different kinds of harbor locations:

Generic Harbor (3:1): Here you may exchange 3 identical resource cards for any 1 other resource card during your trade phase.



Example: Brad has a settlement at a generic harbor. He can, for instance, exchange 3 lumber cards for 1 wool card.

Special Harbor (2:1): There is only 1 special harbor for each type of resource (with the same symbol). So, if you earn plenty of a certain type of resource, it can be useful to build on the special harbor for that resource type. The exchange rate of 2:1 only applies to the resource shown on the harbor location. A special harbor does not permit you to trade any other resource type at a more favorable rate (not even 3:1)!



Example: Ron built a settlement at the ore special harbor. He may exchange 2 ore cards for any 1 other resource card. He can also trade 4 ore cards for any 2 other cards. If he traded 4 wool instead of 4 ore, he would get only 1 card in return.

N

NUMBER TOKENS

The 18 number tokens are marked with the numerals “2” through “12.” There is only one “2” and one “12.” There is no “7.”



The more often a number is rolled, the more often each associated hex produces resources. Note the size of the numbers and the dots (pips) beneath the numbers on the tokens. The taller the number and the larger the quantity of dots, the more likely it is that number will be rolled. “6” and “8” (the red numbers) are the most frequently rolled numbers. They each have 5 dots, because there are 5 ways to roll these numbers on the 2 dice.

The letters on the back of the number tokens are only used during the setup phase (see Set-up, Variable★).

P

PATHS

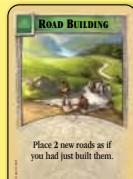
Paths are defined as the edges where 2 hexes and/or hexes and the frame meet. Paths run along the border of 2 terrain hexes or between a land hex and the frame. Only one road★ can be built on any path. At each end of a path is an intersection★.



PROGRESS CARDS

Progress cards are a type of development card. They have green frames. There are 2 each of 3 varieties:

Road Building: If you play this card, you may immediately place 2 free roads on the board (according to normal building rules).



Year of Plenty: If you play this card you may immediately take any 2 resource cards from the supply stacks. You may use these cards to build in the same turn.



Monopoly: If you play this card, you must name 1 type of resource. All the other players must give you *all* of the resource cards of this type that they have in their hands. If an opponent does not have a resource card of the specified type, they do not have to give you anything.



You may play only 1 development card★ during your turn.

R

RESOURCE CARDS (RESOURCES)

There are 5 different types of resources (see page 3): grain (from fields), brick (from hills), ore (from mountains), lumber (from forest), and wool (from pasture). These resources are represented by “resource cards.” You receive these cards as income from the resource production of these hexes. Resource production is determined by the dice roll at the beginning of each turn. You receive your income for each terrain hex adjacent to your settlements or cities every time the production number on the hex is rolled (exception: see Robber★).



RESOURCE PRODUCTION

On your turn, you must roll the dice for the turn’s resource production. The number rolled determines which hexes produce resources. Each number appears twice—except for “2” and “12,” which only appear once.

All players who have settlements★ or cities★ on the hexes indicated by the roll receive the yields (resource cards) of those hexes. Each settlement produces 1 resource card and each city produces 2 resource cards.

Example: See Illustration J. Loren, the blue player, rolls a “4.” Her settlement “A” borders a hills hex marked by the number “4,” so she takes a brick card. If settlement “A” had been a city, she would have received 2 brick cards. Bridget owns the red settlement “B” that borders on 2 hexes with the number “4”: hills and pasture. Bridget takes 1 brick card and 1 wool card from the supply stacks.

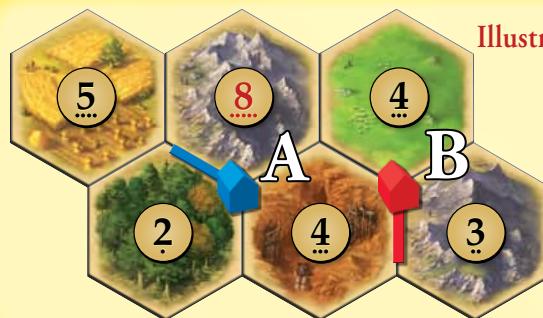


Illustration J

It is possible that during the game there will not be enough resources in the bank to supply all of the yields. If there are not enough resource cards to give every player all the production they earn, then no player receives any of that resource that turn.

Exception: If the shortage of resource cards only affects a single player, give that player as many of these resources as are left in the supply, and any extras are lost. In either case, production of other types of resources is not affected.

RESOURCE TRADE

In the second phase of your turn, you may trade with the other players. The other players may not trade among themselves, only with the player whose turn it is. There are 2 different kinds of trade:

- Domestic trade  and
- Maritime trade .

ROADS

The roads connect your settlements and cities. You build roads on paths . You cannot build new settlements without also building roads. Roads provide victory points only if you hold the Longest Road  special card. Only 1 road may be built on each path. You can build roads along the coast.

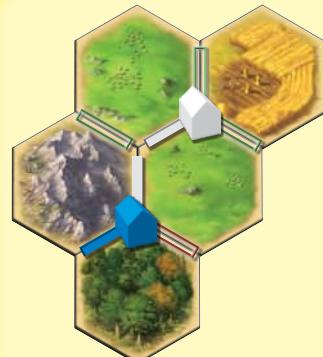


Illustration K

Example: See Illustration K. Liam, the white player, would like to build a road. He may build (place) his road on any of the paths outlined in green. Each of these paths connects to either Liam's road or his settlement, and is not blocked by the blue player's settlement (see the path outlined in red).

ROBBER

The robber begins the game in the desert . It is moved only by rolling a "7"  or playing a Knight  card.



If the robber is moved to any other terrain hex, it prevents that hex from producing resources. Players with settlements and/or cities adjacent to the target terrain hex receive no resources from this hex as long as the robber is in the hex.

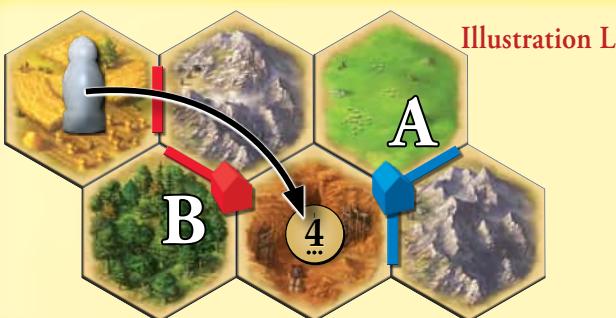


Illustration L

Example: See Illustration L. It is Xander's turn and he rolls a "7". He must move the robber. The robber was in a fields hex. Xander places it on the "4" number token of a hills hex. If a "4" is rolled in the coming turns, the owners of settlements

"A" and "B" do not receive a brick resource card. This lasts until the robber is moved again by another "7" or a knight card. Xander may also take 1 resource card at random from 1 of the players who own settlements "A" or "B".

ROLLING A "7" AND ACTIVATING THE ROBBER

If you roll a "7" for resource production, none of the players receive resources. Instead:

(1) Each player counts their resource cards. Any player with more than 7 resource cards (i.e., 8 or more) must choose and discard half of them. Return discards to the supply stacks. If you hold an odd number of cards, round down (e.g., if you have 9 resource cards, you discard 4).

Example: Alex rolls a "7." He has only 6 cards in his hand. Larry has 8 cards and Will has 11. Larry must discard 4 cards and Will 5 (rounding down).

(2) Then you (the player who rolled the "7") must move the robber  to the number token  of any other terrain hex (or to the desert  hex). This blocks the resource production of this hex, until the robber moves to another number token or the desert.

(3) After discarding occurs, you also steal 1 resource card at random from a player who has a settlement or city adjacent to this new hex. If there are 2 or more players with buildings there, you may choose from which one to steal.

The robber must be moved. You may not choose to leave the robber on the same hex.

After moving the robber, your turn continues with the trade phase.

See also Knights .

S

SETTLEMENTS

A settlement is worth 1 victory point.

Settlements are built on intersections  (where 3 hexes meet or 1 or 2 hexes meet the frame). You share in all of the resource production of each terrain hex adjacent to your settlements.



You must meet 2 conditions when building a settlement:

- (1) Your settlement must always connect to 1 or more of your own roads .
- (2) You must observe the Distance Rule . For an example of the distance rule, see Illustration M on page 12.

ALMANAC

Example: See Illustration M. Olivia, the blue player, wants to build a new settlement. She may only do so at one of the intersections marked "B". She cannot build on "A" because of the Distance Rule, nor on "C" because no blue road leads to this intersection.

Illustration M



Note: If you have built all 5 of your settlements, you must upgrade 1 of your settlements to a city before you can build another settlement. You will then have the settlement in your supply, so you can build another settlement.

SET-UP PHASE

Begin the “set-up phase” after you build the game map (see Illustration N and Set-up, Variable \star).

Everyone chooses a color and takes the corresponding game pieces:

- 5 settlements;
- 4 cities;
- 15 roads; and
- 1 building costs card.

Sort the resource cards into 5 stacks and place them face up beside the board.

Shuffle the development cards \star and place them face down beside the resource cards.

Place the 2 special cards and the dice beside the board.

Place the robber in the desert.

The set-up phase has 2 rounds. Each player builds 1 road and 1 settlement per round.

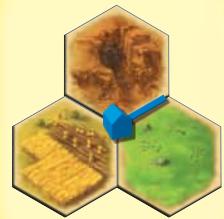
Illustration N



Suggested Beginners' Map Set-up

Round One

Each player rolls both dice. The player who rolls highest is the starting player and begins.



The starting player places a settlement on an unoccupied intersection \star of their choice, then places a road adjacent to this settlement.

The other players then follow clockwise.

Everyone places 1 settlement and 1 adjoining road.

Important: When placing all other settlements, the Distance Rule \star (see page 7) always applies!

Round Two

Once all players have built their first settlement, the player who went last in the first round begins round two. That player builds their second settlement and its adjacent road.

Important: After the starting player builds, the other players follow **counterclockwise**, so the starting player in round one places their second settlement last.

The second settlement can be placed on any unoccupied intersection, as long as the Distance Rule is observed. It doesn't have to connect to the first settlement. The second road must attach to the second settlement (pointing in any of the 3 directions).

Each player receives their starting resources immediately after building their second settlement. For each terrain hex adjacent to this second settlement, take a corresponding resource card from the supply.

Note: The starting player (the last to place their second settlement) begins the game. That player rolls both dice for resource production. You can find helpful tips about the set-up phase under “Tactics.”

SET-UP, VARIABLE

Assemble the frame as outlined on pages 2-3.

Note: If you want to vary relative harbor locations slightly, just shuffle the order of the frame pieces **and do not** place the random harbor pieces as outlined below in point 2.

Turn the terrain hexes face down. Shuffle the terrain hexes.

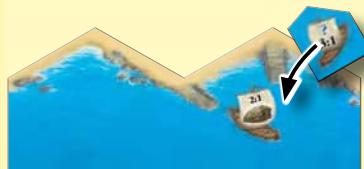
1. Randomly place the terrain tiles face up inside the frame arranged as shown in Illustration O.

Illustration O



2. Now take the 9 harbor pieces (the small 5-sided pieces with ships on them) and randomly place one on top of each harbor on the frame. See Illustration P.

Illustration P



3. Place the 18 number tokens as shown in Illustration Q:

- Sort the number tokens beside the board, letter side face up.
- Place 1 token on each land hex. Start at a corner of the island. Place the number tokens on the terrain hexes in alphabetical order, proceeding *counter-clockwise* toward the center. Skip the desert.

Illustration Q



Important: Alternatively, you can use a fully random set-up.

Place 1 token on each land hex. Start at one corner of the island, and place the number tokens in random order. In such case, the tokens with the red numbers must not be next to each other. You may have to swap tokens to ensure that no red numbers are on adjacent hexes.

Note: The desert never gets a number token. It should be skipped.

More set-up instructions can be found in “Set-up Phase.” *

SOLDIER CARDS

Some earlier editions of *Catan* had soldier cards. These are now called knight cards. See Knight Cards *.

STARTING SET-UP FOR BEGINNERS

If you want to use the starting set-up, lay out the board as shown in Illustration R (and the Game Overview):

- Assemble the frame exactly as shown in Illustration R.
- Place the terrain hexes exactly as shown in Illustration R.
- Place 2 settlements and 2 roads of each color as shown. If only 3 are playing, remove the red pieces.
- Each player receives the 3 resources from the terrain hexes adjacent to their settlement marked by the white star.

The oldest player is the starting player. The oldest player takes the first turn and rolls for resource production.

TACTICS

Since you play *Catan* with a variable map, the tactical considerations of each game are different. There are, nevertheless, some common points you should consider:

- Brick and lumber are the most important resources at the beginning of the game. You need both to build roads and settlements. You should try to place at least 1 of your first settlements on a good forest or hills hex.
- Do not underestimate the value of harbors. For instance, a player with settlements or cities on productive fields should try to build a settlement on the “grain” harbor.
- Leave enough room to expand when placing your first 2 settlements. Look at your opponents’ sites and roads before making a placement. Beware of getting surrounded! If you plan to build toward a harbor, the middle of the island may be a tricky place for a starting settlement, for it can easily be cut off from the coast.
- The more you trade, the better your chances of victory. Even if it is not your turn, you should offer trades to the current player!

Illustration R



TRADE

After you roll for resource production, you may trade with other players (domestic trade*) or with the bank (maritime trade*).

- You may trade as long as you have resource cards.
- If you decide not to trade during your turn, no one can trade.
- You may trade with another player between your turns, but only if it is that player's turn and they elect to trade with you.
- You may **not** trade with the bank during another player's turn.
- You may **not** give away cards.
- You may **not** trade development cards.
- You may **not** trade like resources (e.g., 2 wool for 1 wool).

V

VICTORY POINT CARDS

Victory point cards are development cards*, so they can be "bought." These orange framed development cards represent important cultural achievements, represented by certain buildings.

Each victory point card is worth 1 victory point. You only reveal your victory point cards when you or someone else wins the game! Keep victory point cards hidden until you have 10 points during your turn and you can declare victory. (You should also reveal them if someone else wins.)

Hint: Again, keep your victory point cards hidden until the end of the game. Place them face down in front of you. Of course, if you have 1 or 2 unused cards face down in front of you for a long time, the other players will assume that they are victory point cards.



A general note on Catan rules. This is the 5th English-language edition of *Catan* (aka *Settlers of Catan*). Over the years, the rules have been clarified, refined, and occasionally updated. As of January 1, 2015, all of the rules in this version of Catan take precedence over any previously-published rules.

VICTORY POINTS

The first player to reach (be at) 10 victory points (VPs) on their turn wins the game.

Players acquire victory points (VPs) for the following:

1 settlement = 1 VP

1 city = 2 VPs

Longest Road special card = 2 VPs

Largest Army special card = 2 VPs

Victory point (VP) card = 1 VP

Since each player begins with 2 settlements, each player begins the game with 2 victory points.

Therefore, you only need 8 more victory points to win the game!

Hint: In Catan, you will often see an icon of a rising sun (on VP cards and special VP cards, etc.). This is the VP symbol. It is a visual reminder for the things, other than settlements and cities, that earn you VPs. Each VP symbol you see is worth 1 VP.



Victory Points in Catan



= 1 VP



= 2 VPs



= 2 VPs



= 2 VPs



= 1 VP



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

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



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GAME OVERVIEW

- 1** The island of Catan lies before you. The isle consists of 19 terrain tiles surrounded by ocean. Your goal is to settle on Catan, and expand your territory until it becomes the largest and most glorious in Catan.
- 2** There are five productive terrain types and one desert on Catan. Each terrain type produces a different type of resource (The desert produces nothing). Each resource you receive is represented by a card. Here's what each terrain produces:



Hills
Produce Brick



Forest
Produces Lumber



Mountains
Produce Ore



Fields
Produce Grain



Pasture
Produces Wool



Desert
Produces Nothing

- 3** You begin the game with 2 settlements and 2 roads. Each settlement is worth 1 victory point. You therefore start the game with 2 victory points! The first player to acquire 10 victory points on their turn wins the game.

- 4** To gain more victory points, you must build new roads and settlements and upgrade your settlements to cities. Each city is worth 2 victory points. To build or upgrade, you need to acquire resources.

- 5** How do you acquire resources? It's simple. Each turn, you roll 2 dice to determine which terrain hexes produce resources. Each terrain hex is marked with a round number token. If, for example, a "10" is rolled, all terrain hexes with a "10" number token produce resources—in the illustration on the right, those terrain hexes are a mountains hex (ore) and a hills hex (brick).

6 You only collect resources if you own a settlement or city bordering these terrain hexes. In the illustration, the red settlement [A] borders the "10" mountains and orange settlement [B] borders the "10" hills. If a "10" is rolled, the red player receives 1 ore card and the orange player receives 1 brick card.

7 Since the settlements and cities usually border on 2-3 terrain types, they can "harvest" up to 3 different resources based on the dice roll. Here, the white settlement [C] borders on forest, mountains, and pasture. A settlement at [D] would only harvest the production from 2 terrain hexes (hills and mountains). Finally, a settlement at [E] would only harvest the production from 1 terrain hex (pasture). However [E] is also at a wool harbor.

8 Since it's impossible for you to have settlements adjacent to all terrain hexes and number tokens, you may receive certain resources only at rare intervals—or never. This is tough, because building requires specific resource combinations.

9 For this reason, you can trade with other players. Make them an offer! A successful trade might yield you a big build!

10 You can only build a new settlement on an unoccupied intersection if you have a road leading to that intersection and the nearest settlement is at least two intersections away.

11 Carefully consider where you build settlements. The numbers on the round tokens are depicted in varying sizes. They also have dots (pips) below the numbers. The taller the depicted number, and the more pips it has, the more likely that number is to be rolled. The red numbers 6 and 8 are the tallest numbers with the most pips; they are likely to be rolled most frequently.



Bottom line: The more frequently a number is rolled, the more often the hexes with those numbers produce resources.

You should consider settling on hexes that have good potential for production (*i.e.* 6 and 8 vs. 2 and 12). However, these same high-producing hexes are often the primary target for the robber.





CATAN

EXTENSION
5-6 PLAYER.



You have arrived on the island of Catan. Its uninhabited lands lie before you, stretching for miles in all directions. It offers the promise of bountiful harvests and plentiful resources. As you make plans to build a new life here, you discover that you are not alone. Several other newly-arrived leaders are planning their futures here as well. The race to build a bright and prosperous new community has begun!

The *CATAN® – 5-6 Player Extension™* (aka *CATAN 5-6*) allows you to add one to two players to your CATAN games. The island is larger, the demand for resources is fiercer, and the thrills are even greater!

NOTE: This 2022 revision has **new** “paired player” rules that replace the special building phase found in previous editions of *CATAN 5-6*. Longtime CATAN fans should take note. You can download the new rules from catan.com for free.

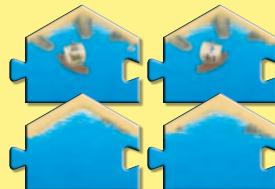


GAME COMPONENTS

To play *CATAN 5-6*, you need nearly all of the components from the CATAN base game, plus the following pieces:



11 terrain hexes
(1 Desert, 2 ea. Forest, Hills, Pasture, Fields, and Mountains)



4 small sea frames
(2 with harbors, 2 without)



28 number tokens
(brown text on back)



10 settlements
(5 per player)



30 roads
(15 per player)



8 cities
(4 per player)



Player 1 and player 2 markers
with plastic bases



25 resource cards



9 development cards



2 Building Costs cards



2 optional harbor pieces

Note: When you want to play with 3-4 players again, we have made it easy to separate the cardboard *CATAN 5-6* components from the CATAN components.

- Look at the front of the terrain hexes. The *CATAN 5-6* hexes all have a watermark icon (depicted here) printed in the lower left corner. CATAN terrain hexes have no watermarks.
- Look at the back of the number tokens. The letters on the back of the *CATAN 5-6* tokens are dark brown. The letters on the standard CATAN number tokens are black.



GAME RULES FOR 5-6 PLAYERS

Except as noted below, *CATAN* 5-6 uses the same rules found in *CATAN*. The additional rules include:

- Assembling the larger board (add small frame pieces)
- Creating the supply (add more cards)
- The 5-6 player set-up phase
- The paired players turn

SETTING UP A 5-6 PLAYER GAME

Assembling the Larger Board

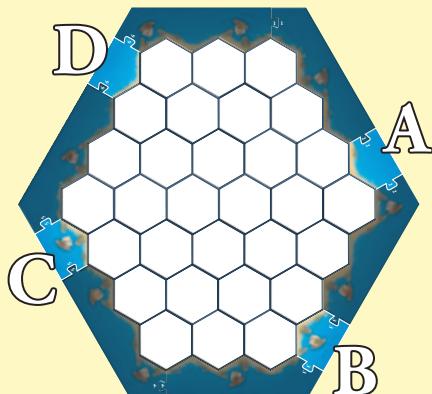
To begin each game, you need to assemble the board. *CATAN* 5-6 uses a board very similar to the one in *CATAN*, but expanded with additional small sea frames.

Note: The 5 and 6 player games use all of the hexagonal tiles from *CATAN* 5-6 and all of the tiles from the *CATAN* base game. However, you only use the number tokens from this extension (lettered A to Y and ZA, ZB, and ZB).

Assemble the frame as specified in *CATAN* and add the 4 small sea frame pieces from *CATAN* 5-6 as shown here:

- Place the small “2-2” all-sea frame piece between the “2-2” joint of the *CATAN* frames (**A**).
- Place the small “3-3” 2:1 wool harbor frame piece between the “3-3” joint of the *CATAN* frames (**B**).
- Place the small “5-5” 3:1 harbor frame piece between the “5-5” joint of the *CATAN* frames (**C**).
- Place the small “6-6” all-sea frame piece between the “6-6” joint of the *CATAN* frames (**D**).

Add the Small Sea Frames



Create the Supply

Add the 25 resource cards and 9 development cards to the cards for 3-4 players. Sort the resource cards into 5 stacks. Put them face up beside the board. Shuffle the development cards and place them face down beside the board. These card stacks form the supply.

Place the “Longest Road” and “Largest Army” special VP cards beside the supply.

The 5-6 Player Set-up Phase

Take your starting pieces

Select a color and take your 5 settlements, 4 cities, and 15 roads. Also take your color’s “Building Costs” card. If this is your first 5-player game, see the note on page 5.

For your first 5-6 player game: Use the *Starting Set-up for 5-6 New Players* (see image on page 5). Once set-up is complete, give each player their starting resources from the settlements marked with white stars (★) as shown.

For 5-6 experienced players: Once you are comfortable with the 5-6 player rules, add the terrain hexes to the frame as follows:

1. Shuffle all 30 terrain hexes face down and place them face down inside the frame.
2. Turn the hexes face up, without changing their location.
3. Take the number tokens from *CATAN 5-6* (brown letters on back).

Place the number token labeled “A” on any one of the six corner hexes (we chose the upper right in our example on page 5). Continue placing the tokens in alphabetical order along a spiral, starting on the outside hexes and proceeding counter-clockwise toward the center of the board. Place each token so that the numbered side is facing up. When the series of tokens reaches a desert hex, skip over that hex and continue on the other side.

Note: The last three tokens are each marked with two letters: ZA, ZB, ZC.

4. Place the robber on either of the desert hexes.

Optional: Some experienced players like to randomize their harbors. To do so, here’s how: Take the 11 harbor pieces (9 from *CATAN* + 2 from *CATAN 5-6*) and shuffle them face down. Randomly place them on top of each harbor on the frame as shown.

Starting settlements and resources



Starting Set-up for 5-6 New Players*



Red



Blue



Green



White



Orange



Brown



*For your first 5 player game: One color remains inactive in the game. To determine which color, a player takes 1 road of each color and hides them in their hand. Each player takes 1 road at random from this band (unseen). The remaining road is the inactive color. Leave that color's settlements on the board as inactive settlements, but remove the roads. This will maintain a fair starting set-up for all players.

Number Token Placement Order



- Each player, in turn, rolls the dice to determine the starting player as in CATAN.
- Place your first 2 settlements, 2 roads, and receive your starting resources, using the method described in Set-Up on page 12 of the CATAN Almanac.

NEW RULES FOR 5-6 PLAYERS

The phases used in CATAN remain the same—resource production, trade, and build. For 5-6 players, use the new paired player rules during trading and building.

Note: If you have played previous versions of *CATAN 5-6*, this paired player rule replaces the special building phase.

Determine the Paired Players

- If you are the starting player, place the **player 1** marker in front of yourself.
- Place the **player 2** marker in front of the third player to the left of **player 1**.

Note: For the remainder of these rules, we will refer to the players with these markers as **player 1** and **player 2**, respectively.

Paired Player Rules

The phases used in CATAN remain generally the same. **Player 1** rolls the dice for the turn. However, during the trade/build phase, **both player 1 and player 2** can take actions. **Player 1** must always complete their portion of the paired turn before **player 2** can begin their portion.



Paired Players

5 players

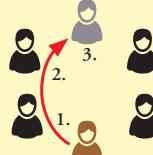
The third player to the left of the starting player is player 2.



The starting player is player 1.

6 players

The third player to the left of the starting player is player 2.



The starting player is player 1.

Paired Player Turn Order

Player 1 performs this part of a turn just as you would in CATAN.

- Begin the turn with the production dice roll. All players take their resources (or any “7” roll is resolved) as usual in CATAN.

The **Combined Trade/Build Phase** is slightly different with the paired players rule.

Player 1 goes first and may do the following in any order:

- Trade resource cards with all players as usual AND trade resource cards with the supply as usual.
- Build anything shown on your “Building Costs” card and play 1 development card as usual.

After **player 1** completes their portion of the paired turn, **player 2** takes their part of the paired turn.

Player 2 may do the following in any order:

- Trade cards ONLY with the supply.
- Build anything shown on your “Building Costs” card and play 1 development card as usual (even VP cards to win the game).

After **player 2** completes their part of the turn, the paired players each pass their respective markers to the player on their left. **Player 1** also passes the dice. The new **player 1** starts a new turn.

Ending the Game Clarifications

You win the game if you are the first player to reach 10 or more victory points on your turn (as in CATAN). However, if there is ever an instance when both **player 1** and **player 2** reach 10 points during the same turn, **player 1** wins the game before **player 2** can take their part of the paired turn.

Player 1 and 2 Actions Overview

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Play 1 development card	● Play 1 development card

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KLAUS TEUBER

CATAN

EXPANSION

SEAFARERS™

GAME RULES
& SCENARIOS



RULES

Standing on the coast, you look out across the boundless sea. Having tamed the wilds of your homeland, your heart yearns for greater adventures, greater conquests. Your people are ready to follow you, even into the unexpected dangers of the unknown. Nearby, seasoned dock workers are putting the finishing touches on your first great seaworthy ship. Soon you will leave the settlements behind to join the ranks of explorers and conquerors. Soon you will become one of the Seafarers of Catan!

This rules set was revised in early 2009. Four scenarios were customized for 3- and 4-player games.

You can find more information at:

catanstudio.com

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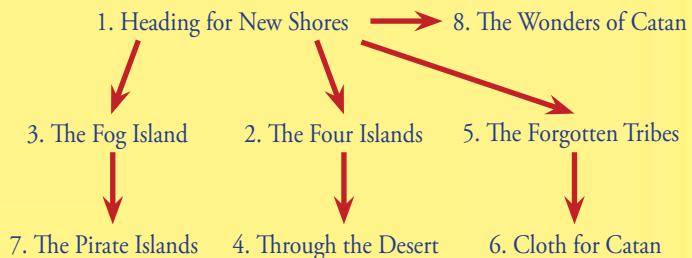
VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by means of a series of famous "voyages" from the history of Catan! In the scenarios starting on page 8, you can find the destinations of these voyages of discovery. Experience the history of Catan for yourself!

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

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

Scenario 9 is intended for free play using your own ideas.



GAME RULES

GAME COMPONENTS

Catan: Seafarers includes the following items:

- 6 frame pieces
- 19 sea hexes
- 11 terrain hexes (tiles), including:
 - 2 gold field hexes
 - 2 desert hexes
 - 1 fields hex
 - 1 forest hex
 - 1 pasture hex
 - 2 mountains hexes
 - 2 hills hexes
- 50 Catan chits
- 10 number tokens (numbered on one side)
- 10 harbor tokens
- 60 wooden ships in 4 colors (15 ships of each color)
- 1 pirate ship (black)
- 1 Game Rules & Scenarios booklet

EXPANSION RULES

Except where noted below, *Catan: Seafarers* uses the same rules as *Catan*. The additional rules include:

- Rules for building, placing, and moving ships.
- Rules covering the acquisition of special victory point tokens.
- The dreaded pirate!

1. Assembling the Board

Before you can begin exploring the sea lanes of Catan, you must first construct the board. Each scenario in this book includes an illustration that shows how the board should be built.

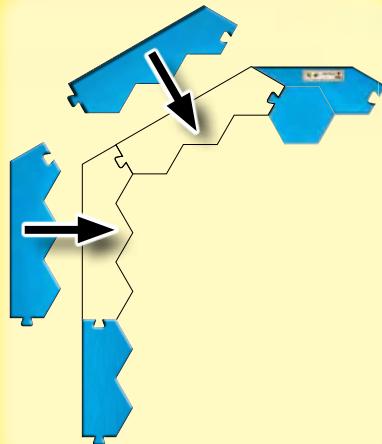
What You Need

To play the scenarios with *Catan: Seafarers* (aka "Seafarers"), you need the components from a copy of *Catan* (aka "Settlers"). Each scenario lists all the components needed to play that scenario.

RULES

The Frame Pieces

To assemble the frame for a *Seafarers* scenario, you have to use the six frame pieces from *Catan* and the *Seafarers* frame pieces. To use the six *Catan* frame pieces, you need to turn them over so that the all-sea sides are face up—you do not use the harbors that are printed on those frame pieces. Each scenario illustration shows how the frame pieces should be put together.



The Hexagonal Tiles and the Harbor Tokens

After you built the frame, place the hexagonal tiles (hexes). Arrange these hexes exactly as shown in the scenario diagram. After you place the hexes, you need to arrange the round tokens with the production numbers. These are also placed exactly as shown in the scenario diagram.

After you build the board, randomly place the harbor tokens. Take the harbor tokens listed in the scenario description and shuffle them face down in



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

Important Note: Do not use the smaller harbor tokens from the *Catan* game when playing with the *Seafarers* expansion!



2. Ship Building

In order to travel from one island to another, you need to build ships. You cannot satisfy your hunger to expand with roads alone!

The ship pieces in the game do not represent the individual ships, just as roads do not represent the actual carts and wagons that travel along your trade routes.

Instead, the ship pieces represent a “shipping route.” This is the route that ships use to trade and travel between the islands.



To build a ship, expend 1 wool resource (to make sails) and 1 lumber resource (to build hulls and masts).

Like roads, ships can only be placed on the boundary (hex side) between two hexes. Unlike roads, ships cannot be placed between two land hexes. You may only build ships between two sea hexes (forming an aquatic route) or between a sea hex and a land hex (a coastal route). You may not build a ship along a

coast route if there is already a road along that hex side (and vice versa).

When you build a new ship, you may place it adjacent to any settlement or city you have already built on the coast (see Illustration A).



Illustration A

OR—you may place your new ship adjacent to any of your other ships that are already on the board (see the paths marked “YES” in Illustration B). When you place ships, any amount of branching is allowed, just like when you build roads.

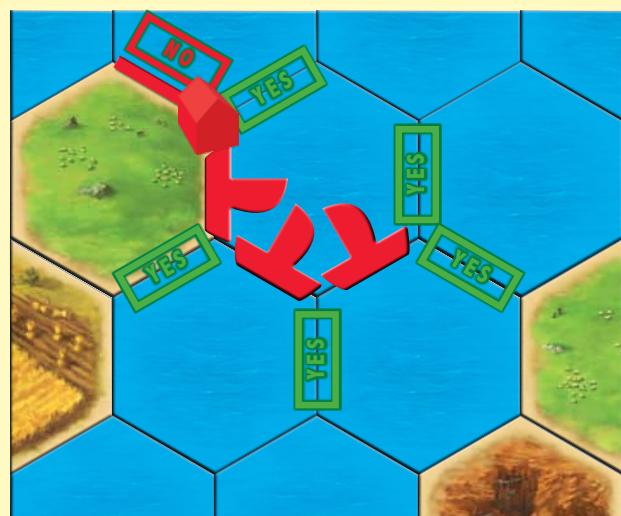


Illustration B

RULES

Since the ships represent established sea routes, they may not be connected to roads, nor can roads connect directly to ships (see Illustration C). You may only connect a land network of roads to a sea network of shipping routes if you first build a settlement where they come together. Ships and roads can be built towards each other; but even if they both reach the same intersection, they are not connected until you build a settlement there. Unconnected networks do not count toward the “Longest Trade Route” (see page 5).

Roads and ships may not be built along the same coastline. There can only be one ship **OR** one road along any given coastal hex side (see the *Catan* rules on road building).

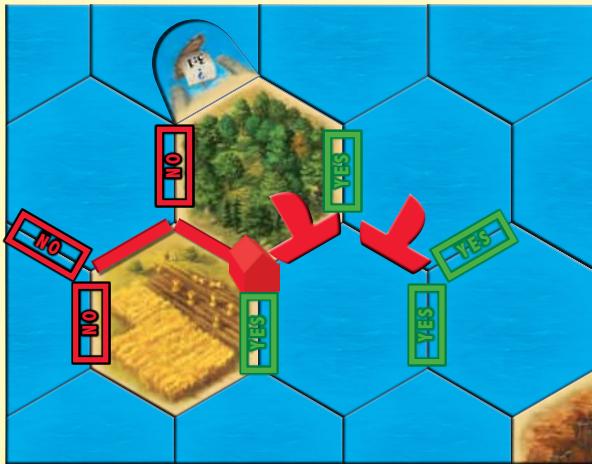


Illustration C

3. The Purpose of Ships

Shipping routes act as roads across water (or along the coast). You build and place ships in much the same way as roads. They connect two adjacent intersections. A chain of connected ships of the same color form a “shipping route.” Shipping routes act the same way as roads for expanding your principality. You can build new pieces anywhere that is connected to your network of roads and shipping routes. Count shipping routes when you calculate the “Longest Trade Route” (see page 5).

If your shipping route reaches a coastline, you can then build a new settlement on that coast, even if it is a new island. Of course, you must still obey the “distance rule” from basic *Catan*, even if you are building on a new island. Once you build a settlement on a new island, you can use it as a base for further expansion, building new roads and ships (see Illustration D).

4. Shipping Routes

A shipping route is either “closed” or “open.” A “closed shipping route” is any unbroken line of ships that interconnects two of **your** settlements and/or cities. You may never move any ships that are part of a closed shipping route, even if that movement would not break the connection between the two settlements/cities. An “open shipping route” is any route that does not interconnect two of your settlements or cities.

5. Moving Ships

The biggest difference between ships and roads is the ability of ships to sail from one location to another. Unlike road pieces, ships may be moved. However, there are limits to how ships may be moved. You must obey these restrictions when you move your ships:

- You may only move **1** ship per turn, and only during your building phase.
- You may not move a ship on the same turn you originally built it.
- When you move a ship, you must obey all of the usual rules for placing a new ship.
- You may only move a ship where one of its two ends is not adjacent to any of your other pieces. In Illustration D the ships outlined in white can move. So, none of the orange ships can move. Three of the red ships, and only one of the blue ships can move.



Illustration D

RULES

Example: (See Illustration E.) Here are 2 open red shipping routes. The red ships outlined in white are the ends of their respective routes. In either case, you may move the ship outlined in white (as long as you didn't buy the ship this turn). You may move the ship pointed to by the arrow to any of the edges marked "Yes."



Illustration E

6. Catan Chits and Special Victory Points

Catan chits fulfill different tasks in the individual scenarios. They can be applied as special victory points, serve as markers, or help to count the results.



Many of the scenarios have goals other than expanding your principality. These goals can award a successful player special victory points. When you earn a special victory point, you receive a catan chit. Each scenario describes the rules for how to acquire these chits.

When you earn a special victory point, you must place the corresponding catan chit underneath a settlement or city on the board. You must use the settlement or city that earned you the chit. This allows all the other players to see how many points you have earned, and how you gained those points.

You earn special victory points in addition to the normal points you earn by placing a settlement or city.

Example: In Scenario 1: Heading for New Shores, Olivia earns 2 victory point tokens when she builds her first settlement on one of the smaller islands. This settlement is then worth a total of 3 victory points: 1 for the settlement and 2 for the tokens.

7. The “Longest Trade Route”

Because in *Seafarers* shipping routes are just as important as roads, players no longer compete for the “Longest Road.” Instead, they compete for the “Longest Trade Route.” The longest trade route is in all ways identical to the longest road (i.e., it is worth 2 victory points, etc.), but players may count shipping routes (open or closed) as well as roads to determine who controls the longest trade route. The player with the longest continuous line of roads and/or ships receives the Longest Trade Route special card and the 2 victory points for it.

Remember that you can only connect a road to a shipping route if there is a settlement or a city at the intersection where the two meet. Also, you can only count the single longest branch of a road and/or shipping route to calculate the longest trade route.

Example: (See illustration F) You have the longest trade route. The route includes 4 ships (a closed shipping route) and 2 roads, which are linked by settlement “A”. You also constructed a shipping route starting from settlement “B”. You can connect these 2 ships (an open shipping route) to your road if you build a settlement at intersection “C”. This will increase the length of your trade route to 8.



Illustration F

8. The “Road Building” Development Card

When playing the “Road Building” development card in a game of *Seafarers*, you have the option of building 2 roads, 2 ships, or 1 ship and 1 road.



RULES

9. Gold Fields

The gold field is a new addition to Catan! Eager gold prospectors discovered this valuable mineral on some of the islands around Catan! This gold rush can provide many opportunities to the clever player who is able to take advantage of it!

The gold field hexes represent regions rich in gold nuggets. Gold itself cannot be used to build any pieces, so there are no gold resource cards in the game. Gold, however, is a very valuable medium of exchange.

Whenever the number on a gold field hex is rolled, players collect resources for each adjacent settlement or city. As normal, each settlement is entitled to 1 resource, while each city is entitled to 2 resources. Players who are eligible for resources from a gold field hex may select ANY of the five resources (grain, lumber, ore, brick, or wool). They may choose any desired combination of these resources, up to the limit of 1 for each settlement and 2 for each city adjacent to the gold-producing hex.

10. Starting With a Ship

Some players will wish to get a jump on the opposition by first exploring the oceans around Catan. These foresighted leaders may elect to place either or both of their starting settlements on the coastline. If you do so, you have the option of placing a ship, instead of a road, adjacent to that settlement. This is an especially sound strategy if you are planning rapid maritime expansion.



11. The Pirate

Just as the fields of Catan are troubled by the ravaging robber, the sea is vulnerable to the scourge of brigands!



The dreaded pirate works the sea lanes for rich profit!

The pirate is another new addition to Catan. Place the pirate piece near the board before the game begins. The pirate can affect the game in three ways:

- If you roll a “7” during your turn, you may elect to move the pirate INSTEAD of the robber. Like the robber, you place the pirate in the center of any hex you choose—except that you may only place it on a sea hex. You are then allowed to steal one random resource from any ONE player who has a ship adjacent to that hex! If a player has more than one ship adjacent to that sea hex, you are only allowed to steal one card from that player.
- If you play a knight card, you now have the choice of moving either the robber or the pirate.
- Because sailors fear the pirate, they will not sail near its location. You may not place any new ships on the border of the hex the pirate is on. In addition, no ship may be moved away from the pirate if it is on the border of the hex in which the pirate is sailing.

Note: In Seafarers, certain scenarios contain no desert hexes. In such cases, start the robber off the board (just like the pirate).

A general note on *Catan* rules. This is the 5th English-language edition of *Catan: Seafarers*. Over the years, the rules have been clarified, refined, and occasionally updated. As of December 1, 2020, all of the rules in this version of *Catan* take precedence over any previously-published rules.

SCENARIOS

Unlike Catan, when you play Seafarers you don't have to set up the board using the same basic shape every time! Instead, you can choose from any of these scenarios.

Each scenario offers a unique blend of challenges and opportunities for you to explore. Each scenario is presented in this format:

NAME OF SCENARIO

A short summary and historical description.

1. Components

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

2. Preparation

If the scenario has any special instructions for preparing the game, they are explained in this section. Unless stated otherwise, the harbor tokens used in each scenario are shuffled with their blank sides face up and then placed randomly face up as shown in the scenario map.

VOYAGES OF DISCOVERY IN CATAN

Discover seafaring in Catan by embarking on a series of famous "voyages" from the history of Catan! In the scenarios starting on page 8, you can find the destinations of these voyages of discovery. Experience the history of Catan for yourself!

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

Scenarios 5 through 8 are more complex. We've added new rules, so we recommend that you play the scenarios in the order shown.

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

3. Additional Rules

Any additional rules for the scenario, including rules about how to earn special victory points, are described here.

4. Variable Set-up

This section provides advice on how to vary the standard set-up. After having played these scenarios, experienced players may want to experiment with scenarios of their own design.

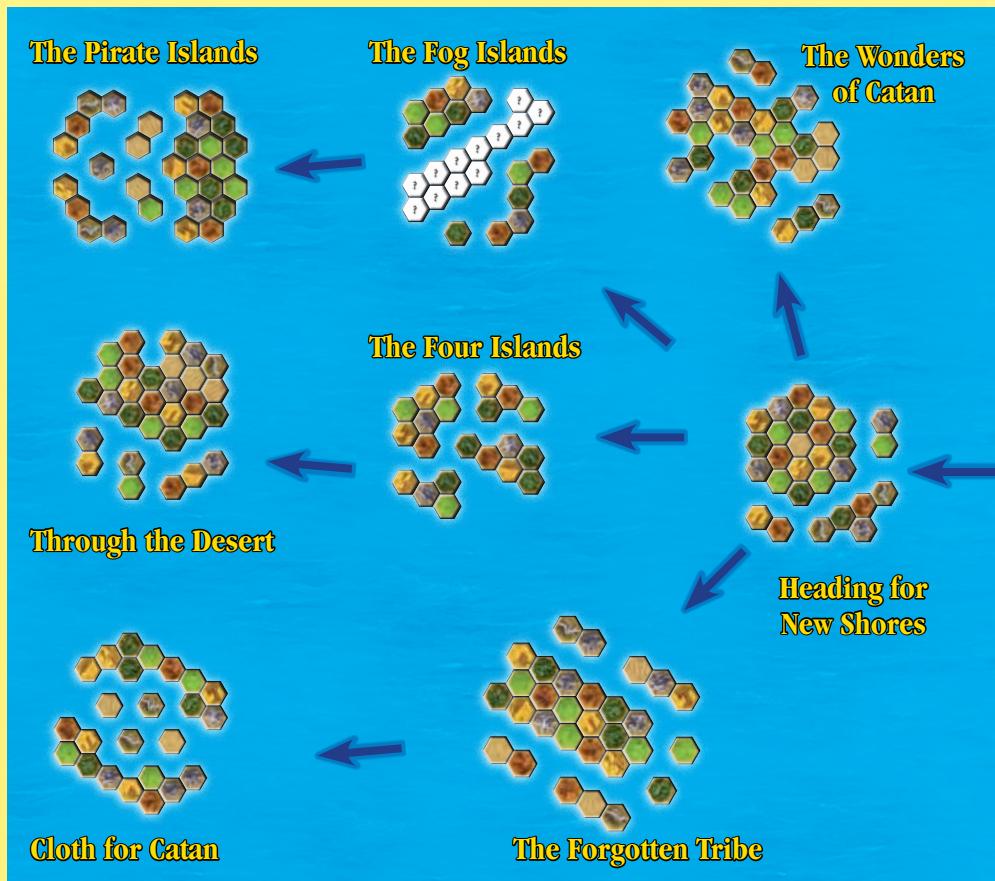
SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

IMPORTANT INFORMATION!

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

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



SCENARIOS

SCENARIO 1: HEADING FOR NEW SHORES

SCENARIO 1: HEADING FOR NEW SHORES

After a long voyage, the settlers have reached Catan and built their first settlements. Harbors are built and new, seaworthy ships are being developed. Daring Catanians sail across the ocean. Before long, rumors appear that many smaller islands are out there at sea, not too far away—it is even said that gold has been found on some of them. Gold is highly appreciated in Catan. Ships are fitted out, and soon Catanian ships set sail to find the gold of the islands.

1. Components

For 3 Players

Harbors: You need 8 harbor tokens:

5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need 18 Catan chits and: *

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	9 / 4	2s.....	1 / 0
Desert.....	0 / 0	3s.....	1 / 1
Gold field ..	0 / 2	4s.....	1 / 2
Fields	3 / 1	5s.....	2 / 1
Hills	2 / 2	6s.....	2 / 0
Mountains .	2 / 2	8s.....	2 / 1
Pasture	4 / 1	9s.....	1 / 1
Forest	3 / 0	10s.....	2 / 1
Total:	23 / 12	11s.....	2 / 0
		12s.....	0 / 1
Total:14 / 8			

* Use red #'s for small islands.

For 4 Players

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need 24 Catan chits and: *

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	10 / 4	2s.....	1 / 1
Desert.....	1 / 0	3s.....	2 / 1
Gold field ..	0 / 2	4s.....	2 / 1
Fields	4 / 1	5s.....	2 / 1
Hills	3 / 2	6s.....	2 / 1
Mountains .	3 / 2	8s.....	2 / 1
Pasture	4 / 1	9s.....	2 / 1
Forest	4 / 1	10s.....	2 / 1
Total:	29 / 13	11s.....	2 / 1
		12s.....	1 / 0
Total:18 / 9			

* Use red #'s for small islands.

2. Preparation

Set up the game map as shown in the appropriate scenario diagram. Use the 3-player set-up (see page 9) with 3 players. Use the 4-player set-up (see page 10) with 4 players. For the 4-player set-up, randomly place the harbor tokens from a stack that has been shuffled with reverse sides up.

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the main island (the big island), as described in basic *Catan*.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate & Robber

Play this scenario with both the robber and the pirate.

The pirate starts on the sea hex marked with a pirate ship. In a 4-player game, the robber starts in the desert. In a 3-player game, the pirate starts on the hills hex marked with a “12”.

Special Victory Points

Each time you build a settlement for the first time on one of the small islands, you receive 2 special victory points! Take 2 Catan chits and place them under the settlement when you build it. You can potentially receive 2 points for each of the small islands—it does not matter if other players have already built settlements on a small island.

Ending the Game

The game ends as soon as a player reaches 14 victory points on their turn.

4. Variable Set-up

The main island and the small islands can be set-up in a manner similar to the set-up in a regular *Catan* game.

Main Island for 4 Players

Using the main island positions shown in the 4-Player Set-up diagram, build the main island (big island) and place the harbors according to the rules for basic *Catan*.

Small Islands for 4 Players

There are 13 terrain hex positions shown in the 4-Player Set-up diagram that are **not** adjacent to the main island. Randomly place the small island terrain hexes in these positions (use the red numbers in the component list, including 4 sea hexes). Then place the number tokens randomly on the land hexes—red production numbers should not be placed next to each other.

SCENARIOS

HEADING FOR NEW SHORES 3-PLAYER SET-UP



Main Island for 3 Players

Randomly place the 14 land terrain hexes and 8 harbor tokens in the main island positions shown in the 3-Player set-up diagram. Then place the number tokens randomly—red numbers should not be placed next to each other.

Small Islands for 3 Players

There are 12 terrain hex positions shown in the 3-Player Set-up diagram that are **not** adjacent to the main island. Randomly place the small island terrain hexes in these positions (use the **red numbers** in the component list, including 4 sea hexes). Then place the number tokens randomly on the land hexes.

SCENARIOS

HEADING FOR NEW SHORES 4-PLAYER SET-UP



SCENARIO 2: THE FOUR ISLANDS

The tribes of Catan quickly develop into experienced seafarers. One day they reach the islands to the west, the “Four Islands” group. Here too, fertile fields, lush pastures, and productive mines lure the intrepid Cataniens. New settlements are quickly built. But soon the Cataniens’ curiosity spurs them on: what will they find on the other islands? Since every tribe wants to see all four islands, an exciting race for the few settlement sites begins!

1. Components

For 3 Players

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need 18 Catan chits and:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	15	2s.....	1
Desert.....	0	3s.....	2
Gold field	0	4s.....	2
Fields	4	5s.....	3
Hills	4	6s.....	2
Mountains	4	8s.....	2
Pasture	4	9s.....	3
Forest	4	10s.....	2
Total:	35	11s.....	2
		12s.....	1
		Total:	20

For 4 Players

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need 24 Catan chits and:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	12	2s.....	1
Desert.....	0	3s.....	2
Gold field	0	4s.....	3
Fields	5	5s.....	3
Hills	4	6s.....	2
Mountains	4	8s.....	2
Pasture	5	9s.....	3
Forest	5	10s.....	3
Total:	35	11s.....	3
		12s.....	1
		Total:	23

2. Preparation

Set up the game map as shown in the appropriate scenario diagram. Use the 3-player set-up (see page 12) with 3 players. Use the 4-player set-up (see page 13) with 4 players.

3. Additional Rules

Set-up Phase

You may place your starting settlements (with roads/ships) on any one island, or two islands, of your choice. You may place both settlements on the same island, or you may place them on two separate islands. Thus, at the beginning of the game you have 1 or 2 “home islands.” All other islands are “foreign islands” to you.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate & Robber

Play this scenario with both the robber and the pirate. The pirate starts on the sea hex marked with a pirate ship. The robber starts on the hex with a “12.”

Special Victory Points

If you are able to build a settlement on a foreign island, you will earn special victory points!

When you build your first settlement on a foreign island, you earn TWO special victory points. Take 2 Catan chits and place them underneath the settlement. That settlement is worth 3 victory points! Additional settlements you build on that island do not earn special victory points.

If you build your first settlement on a second foreign island, you again earn TWO special victory points!

If you manage to place a new settlement on a third foreign island, you again earn TWO special victory points!

Note: If you start the scenario with 2 home islands, you will only be able to earn FOUR special victory points. If you start with only 1 home island, you may earn up to SIX special victory points!

It does not matter if another player has already built a settlement on the island, or even if it is that player’s home island! Each time you build your first settlement on a new island that was foreign to you, you earn the special victory points.

Example: Pete has built his two settlements on the island on the lower left. Now his ships reach the island on the lower right. He builds a settlement on this island and obtains 2 Catan chits, which he places under the settlement. From this settlement he then reaches the island on the upper right, builds his first settlement there, and obtains 2 additional victory points (Catan chits) for it.

SCENARIOS

THE FOUR ISLANDS 3-PLAYER SET-UP



Ending the Game

The game ends as soon as a player reaches 13 victory points on their turn.

4. Variable Set-up

The contours of the four islands should not be altered. Within these contours, the terrains and number tokens can be redistributed freely. However, you should make sure forest terrains and pasture terrains don't get number tokens that are too unfavorable.

SCENARIOS

THE FOUR ISLANDS 4-PLAYER SET-UP



SCENARIO 3: THE FOG ISLANDS

Other Catanian seafarers discover a new land they call “The Fog Islands.” Near the island stretches a mysterious sea, mostly covered by a thick fog. Fearless seafarers who have ventured into the fog-shrouded ocean tell tales of fertile hidden islands and a legendary land of gold. Thirsty for adventure, the Catanians load their ships with supplies and seeds and set out on a voyage to the mysterious ocean in the fog.

1. Components

- Harbors for 3 Players:** You need 8 harbor tokens:
5 special 2:1 (one for each resource) and 3 generic 3:1.
Harbors for 4 Players: You need 9 harbor tokens:
5 special 2:1 (one for each resource) and 4 generic 3:1.
Terrain & Tokens: You need: *

Face-up		Face-up	
Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	16 / 13	2s.....	0 / 1
Desert.....	0 / 0	3s.....	1 / 2
Gold field ..	0 / 0	4s.....	1 / 2
Fields	2 / 3	5s.....	2 / 2
Hills	2 / 3	6s.....	2 / 2
Mountains .	2 / 3	8s.....	2 / 2
Pasture	4 / 4	9s.....	2 / 2
Forest	4 / 4	10s.....	1 / 2
Total:	30 / 30	11s.....	2 / 1
		12s.....	1 / 1
		Total:	14 / 17

* Use red #'s for 4 players.

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

* Use red #'s for 4 players.

2. Preparation

Set up the upper island, lower island, and sea hexes (the “Face-up” components) as shown in the appropriate scenario diagram. Use the 3-player set-up (see page 15) with 3 players. Use the 4-player set-up (see page 16) with 4 players.

The white hexes with the question marks start empty. You discover them later in the game. The hexes provided for the empty spots (see the “Face-down Stack” components) are shuffled and stacked with their reverse sides facing up.

The number tokens for these land hexes are also shuffled and stacked, reverse sides facing up.

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the upper and/or lower island, as described in basic *Catan*.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate & Robber

Play this scenario with both the robber and the pirate.

The pirate starts on the sea hex marked with a pirate ship.

The robber starts on the hex with a “12.”

Discovery of New Territories

When you connect a ship (or a road) to an unexplored area, you discover a new hex! If you place a ship or road that connects to the intersection of an unexplored hex, you must immediately draw the top hex from the pile and place it face up in the empty space.

If the newly discovered region is a land hex, you must also take a number chip from the pile and place it on the hex. Then you receive a reward: 1 resource card of the type produced by that land hex!

If the newly discovered region is a sea hex, then there is no reward (sorry!). You have to explore farther across the ocean to find new territories.

Ending the Game

The game ends as soon as a player reaches 12 victory points on their turn. There are no special victory point chits in this scenario.

4. Variable Set-up

The contours of the upper and lower islands should not be altered. Within these contours, the terrain hexes and number tokens can be redistributed freely.

SCENARIOS

THE FOG ISLANDS 3-PLAYER SET-UP



SCENARIOS

THE FOG ISLANDS 4-PLAYER SET-UP



SCENARIO 4: THROUGH THE DESERT

Far away, to the west of Catan, a new island is discovered. The Catanians named it “Desert Island,” because a desert belt splits the island into two parts. Soon after building the first settlements in the larger part of the island, scouts discover fertile land on the other side of the desert belt. At the same time, ships discover smaller islands with gold deposits and abundant ore deposits.

Now, who will be the first to build new settlements, and where?

The most daring settlers set out to cross the merciless desert. Others try to be the first ones to reach the smaller islands, build settlements there, and expand them into prospering cities.

1. Components

For 3 Players

Harbors: You need 8 harbor tokens:

5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need 24 Catan chits and: *

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	8 / 2	2s.....	1 / 0
Desert.....	3 / 0	3s.....	1 / 1
Gold field ..	0 / 2	4s.....	2 / 1
Fields	2 / 2	5s.....	1 / 2
Hills	3 / 0	6s.....	2 / 1
Mountains .	2 / 2	8s.....	2 / 1
Pasture	3 / 1	9s.....	2 / 1
Forest	4 / 1	10s.....	2 / 0
Total:	25 / 10	11s.....	1 / 1
		12s.....	0 / 0

* Use red #'s for foreign islands. **Total:** ...14 / 8

For 4 Players

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need 32 Catan chits and:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	10 / 2	2s.....	0 / 1
Desert.....	3 / 0	3s.....	2 / 1
Gold field ..	0 / 2	4s.....	2 / 1
Fields	2 / 3	5s.....	2 / 1
Hills	4 / 1	6s.....	2 / 1
Mountains .	2 / 3	8s.....	2 / 1
Pasture	4 / 1	9s.....	2 / 1
Forest	5 / 0	10s.....	2 / 1
Total:	30 / 12	11s.....	2 / 1
		12s.....	1 / 1

* Use red #'s for foreign islands. **Total:** ...17 / 10

2. Preparation

Set up the game map as shown in the appropriate scenario diagram. Use the 3-player set-up (see page 17) with 3 players. Use the 4-player set-up (see page 19) with 4 players.

3. Additional Rules

Set-up Phase

A desert zone divides the bigger island into a small land strip (upper right) and a main island. This small land strip above the desert includes:

- 4 players—the fields 8, mountains 11, and gold field 10.
- 3 players—the fields 6, forest 3, and gold field 4.

You must build your first two settlements (with roads/ships) on the main island. The smaller islands and the small land strip are considered to be “foreign” areas.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

Pirate & Robber

Play this scenario with both the robber and the pirate.

The robber starts on one of the three deserts and the pirate on the sea hex marked with a pirate ship.

Special Victory Points

The first time you build a new settlement in each of the “foreign” areas (on one of the small islands and/or on the small land strip), you receive TWO special victory points! Place 2 Catan chits underneath the settlement when you build it. It does not matter if another player has already built a settlement in that foreign area. Potentially, each player can earn up to 8 Special Victory Point in this scenario.

Ending the Game

The game ends as soon as a player reaches 14 victory points on their turn.

SCENARIOS

THROUGH THE DESERT 3-PLAYER SET-UP



4. Variable Set-up

The main island and the foreign areas can be set up in a manner similar to the set-up in a the regular *Catan* game.

Main Island Set-up

First, place the 3 desert hexes in the positions shown in the appropriate set-up diagram (3-player or 4-player). Next, randomly place the “main island” terrain hexes (see the

component list on page 17) and harbor tokens on the main island in the positions shown in the set-up diagram.

Then, place the 8 sea hexes (or 10 for 4 players) adjacent to the main island as shown in the set-up. Finally, place the main island number tokens randomly on the land hexes (see the component list on page 17).

SCENARIOS

THROUGH THE DESERT 4-PLAYER SET-UP



Foreign Islands Set-up

There are 10 (or 12 for 4 players) "foreign area" terrain hexes (outlined in red) on the set-up diagrams. Randomly place the foreign area terrain hexes in these areas (see the component list on page 17). Finally, place the "foreign islands" number tokens randomly on the land hexes

Note: When doing a variable setup, you should not place red number tokens (6s & 8s) on adjacent hexes, nor should you place them on golds fields.

SCENARIO 5: THE FORGOTTEN TRIBE

Far in the South, Catanian settlers reach a long, narrow island. Soon the first settlements emerge. When exploring the surrounding waters, the Catanians come across small, inhabited islands. During the first encounters it turns out that the strangers are speaking a similar language and know the same legends. It soon becomes clear that these people actually are descendants of a group of people whose ship got lost; a ship from a fleet that hundreds of years ago reached Catan for the first time. The reunion with the Catanian brothers causes great joy, and they don't hold back on neighborly help and gifts.

1. Components

Harbors: You need 6 harbor tokens:

5 special 2:1 (one for each resource) and 1 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s.....	1
Desert.....	3	3s.....	2
Gold field	2	4s.....	2
Fields	5	5s.....	2
Hills	5	6s.....	2
Mountains	5	8s.....	2
Pasture	5	9s.....	2
Forest	5	10s.....	2
Total:	49	11s.....	2
		12s.....	1
		Total:	18

Additional Components: 8 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram. Then:

- Place the 8 Catan chits on the marked coastlines.
- Place the 6 harbor tokens, with their reverse sides facing up, on the marked spots. Then turn the tokens over.
- Take the 4 topmost cards from the (shuffled) stack of development cards and place them, with their reverse sides facing up, on the spots indicated in the setup.

Important: The small islands all remain without number tokens.

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the big main island, as described in basic *Catan*.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.

During play, no settlement can be built on the surrounding small islands that do not produce resources.

Pirate & Robber

Play this scenario with both the robber and the pirate.

The robber starts on any desert and the pirate on the sea hex marked with a pirate ship.

When a “7” is rolled, either the robber or the pirate can be moved. The robber can not be moved to the small islands.

If the robber has left the desert it started from, it cannot be moved back to it.

Special Victory Points

Each of the Catan chits placed on the small islands is worth a victory point. If you reach such an island with one of your ships and build (or move) a ship on the edge with a Catan chit, you take the chit and put it down face up in front of yourself.

Gifts

The gifts of the forgotten tribe consist of victory points (Catan chits), development cards, and the harbors.

• Development Cards

If you build (or move) a ship on the edge next to the card, you take the card. You can use it like a regularly obtained development card. The usual restrictions apply here as well (only 1 card per round; newly-acquired cards may not be played the turn you acquire them; VP cards to be revealed immediately only if it lets you win the game, etc.).

• Harbors

If you build (or move) a ship on an edge next to a harbor, you take the harbor. If you have a settlement on the coast, you must immediately place the harbor on an adjacent edge. However, harbors must never occupy adjacent or the same edges. In case you have no appropriate coastal settlement, you can put the harbor aside until such a settlement is built.

When you have placed a harbor, you can use it immediately, even during the same turn.

Ending the Game

The game ends when a player reaches 13 victory points on their turn.

4. Variable Set-up

The terrains and number tokens of the main island can be rearranged freely. However, one should make sure the 3 terrain hexes at the bottom of the main island don't receive numbers that are too favorable (that is, no 5, 6, 8, or 9).

SCENARIOS

THE FORGOTTEN TRIBE SET-UP



SCENARIO 6: CLOTH FOR CATAN

On their voyage westwards, the Catanians encounter further islands inhabited by members of the “Forgotten Tribe.” The magnificent cloth and resplendent garments of these people quickly attract the Catanians’ attention. During the course of the centuries, the islanders acquired great skills in producing cloth. Since the clothing of the newcomers is not nearly as high in quality, a busy barter trade for the beautiful cloth soon begins.

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	18	2s.....	2
Desert.....	2	3s.....	3
Gold field	2	4s.....	3
Fields	5	5s.....	3
Hills	3	6s.....	3
Mountains	4	8s.....	3
Pasture	4	9s.....	3
Forest	4	10s.....	3
Total:	42	11s.....	3
		12s.....	2
		Total:	28

Additional Components: 50 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Place two number tokens on each of the 4 small islands, right on the intersection as shown. Each number token represents a village. Place 5 Catan chits next to each of the 8 villages. Place the remaining 10 Catan chits beside the board to form a “general supply.” In this scenario, each Catan chit represents a bolt of “cloth.”

3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the two main islands, as described in basic *Catan*.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.

Once the last player has placed their second settlement, everyone—starting with this same player and continuing in a clockwise direction—can build a third settlement. When you place your third settlement, you receive your starting resources. The members of the “Forgotten Tribe” live on the 4 small islands in the center of the map (the number tokens are their villages). You may never build settlements on these 4 islands.

Cloth Trade

As soon as you establish a shipping route between one of your own settlements/cities and a village of the “Forgotten Tribe” (i.e., you reach an intersection with number token), you establish “trade relations” with this village:

- You immediately take 1 bolt of cloth (Catan chit) from the supply of this village. Each time the number of the village is rolled, you receive 1 more bolt of cloth.
- If 2 or more players have connect to a village, and the number of the village is rolled, each player receives 1 bolt of cloth (Catan chit) from the supply of this village.
- If there are not enough Catan chits left in the supply for the village to give one to each player connected, take enough chits from the general supply for those players.
- If there are zero Catan chits next to a village when its number is rolled, no one receives any Catan chits from that village. Do not take Catan chits from the general supply.
- Two bolts of cloth (Catan chits) are worth 1 victory point, but an unpaired bolt of cloth is worth nothing.

Moving Ships

Any shipping route that connects one of your settlements/cities to a village of the “Forgotten Tribe” is “closed.” This means that you may not move any ships that are part of that shipping route.

Pirate & Robber

Play this scenario with both the robber and the pirate. The robber starts on the fields hex with “12” number token. The robber cannot move to the islands of the “Forgotten Tribe.”

The pirate starts on the sea hex marked with a pirate ship. You may not move the pirate until you have at least one shipping route between one of your settlements/cities and a village of the “Forgotten Tribe.”

When you move the pirate, you can either draw a resource card or take a Catan chit (bolt of cloth) from one of the players whose ship is adjacent to the new pirate hex.

Longest Trade Route

No victory points are awarded for the “Longest Trade Route.”

SCENARIOS

CLOTH FOR CATAN SET-UP



Ending the Game

The game ends when a player reaches 14 victory points on their turn or when 3 or fewer of the "Forgotten Tribe" villages each still contains at least one Catan chit. In the second case, the player with the most victory points wins. In case of a tie, the player who has more bolts of cloth wins.

4. Variable Set-up

The terrains and number tokens of the two main islands can be rearranged freely. The position and number tokens of the 4 islands in the center should not be changed.

SCENARIO 7: THE PIRATE ISLANDS

In the Northwest, pirates have invaded the island kingdom of the Catanians. The battle-hardened buccaneers quickly sink the peaceful Catanians' merchant ships and capture the settlements on the western isles. After expanding the captured settlements into fortresses, the pirates continue with their raids. Now they are threatening the eastern island. Time and again, they attack the coastal settlements with their fleet and rob valuable resources from the Catanians. The Catanians decide to build a navy to stop the audacious acts of the pirates and drive them a into the open sea.

1. Components

Harbors: You need 8 harbor tokens:

5 special 2:1 (one for each resource) and 3 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s.....	1
Desert.....	3	3s.....	2
Gold field	2	4s.....	3
Fields	5	5s.....	3
Hills	5	6s.....	3
Mountains	5	8s.....	3
Pasture	5	9s.....	3
Forest	5	10s.....	3
Total:	49	11s.....	2
		12s.....	1
		Total:	24

Additional Components: 12 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Please note: The pasture hex on the left two-hex island (in the center) remains without a number token and therefore does not produce resources. The same applies to the two hills hexes of the western islands (at the top of the scenario diagram).

One settlement and one ship of each color are placed on the coast of the eastern island, as shown. The eastern island can be colonized in a normal fashion; all other islands are "pirate islands."

Build 4 pirate fortresses on the western islands, as illustrated. Each pirate fortress consists of 3 Catan chits stacked with 1 settlement of a particular color placed on top.

Please note: In a 3-player game, do not use the white player's position. All white pieces are removed, or not included from the beginning. (Be careful if you switch/substitute colors!)

If you are playing a 3-player game, remove all of the VP cards from the development card deck. In a 4-player game, the VP cards remain in the deck, but are used in all ways as "Knight" cards.

The "Longest Road" and "Largest Army" special victory point cards are not used in this scenario.

3. Additional Rules

Set-up Phase

You build two settlements with roads/ships on the main (eastern) island (at the bottom of the scenario diagram), as described in basic *Catan*. After finishing the set-up phase, each player has three settlements on the eastern island!

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement.

Pirate & Robber

The pirate fleet is represented by the black pirate ship and starts on the field marked with a pirate ship in the scenario diagram. There is **no** robber in this scenario.

Shipbuilding

You can build only one shipping route. Your shipping route must begin at one of your coastal settlements/cities on the eastern island. This shipping route must first lead to the intersection marked by the circle of your color and then to the pirate fortress of your color. Your shipping route cannot branch out, nor can it be continued beyond the pirate fortress. Your shipping route must be built in such a way so that it reaches its destination in as short a route as possible—i.e., a route may not veer off to block other players' routes.

Warships

When you reveal a knight card (alternatively, in a game with 4 players, a VP card), you can convert the respective hindmost (i.e., closest to your route's starting settlement/city) "normal" ship of your route into a warship. In order to mark a ship as warship, turn it on its side. Place the card used into a discard pile.

Attention: When the stack of development cards is used up, no further development cards can be purchased. This means that the deposited cards do not enter the game again.

SCENARIOS

THE PIRATE ISLANDS SET-UP



SCENARIOS

The Pirate Fleet

The pirate fleet circumnavigates the two desert islands in a clockwise direction as shown in the scenario diagram. Every time you roll the dice (before anything else), the pirate fleet moves a number of hexes equal to the lower of the two die results. If both die results are the same, use the result on either die.

Pirate Attack

If the pirate fleet ends its move on a hex that is adjacent to one of your settlements/cities, you are attacked immediately—even before resource production or the resolution of a “7” roll.

- The die result used for movement also determines the strength of the pirates.
 - Your strength is equal to the number of warships you have.
 - If the pirate is stronger, you lose 1 resource card and another resource card for each of your cities.
- The lost cards are drawn randomly from your hand and are discarded.
- If you are stronger, you receive a resource card of your choice.
 - If both parties are equally strong, nothing happens.

Building a Settlement on the Pirate Island

Once your shipping route reaches the marked intersection of your color on the pirate islands, you can pay the building costs to build a settlement there. You may only build one such settlement, but it can be expanded into a city.

Please note: Building this settlement can also be a disadvantage because it doubles the probability of a pirate attack on one of your coastal settlements/cities.

A “7” Is Rolled

There is no robber in this scenario. Still, if you have more than 7 resources in your hand and a “7” is rolled, you lose half of them, as usual. Then the player who rolled the “7” can steal a card from any of the other players.

Conquest of a Pirate Fortress

If your shipping route has reached the pirate fortress that matches your color, you can attack the pirates at the end of your turn.

To determine the strength of the pirate fortress, you roll a die—the result is the pirate’s strength for the current turn.

- If the number of warships in your shipping route is greater than the number rolled, you have won and you can remove one of the Catan chits underneath the pirate fortress.
- If the number of your warships is less than the number rolled, you lose the battle and must remove your two ships closest to the pirate fortress.
- If the number of your warships is equal to the number rolled, you lose your ship adjacent to the pirate fortress.

After an attack, your turn is finished; hence it is not possible to attack a pirate fortress more than once per turn.

After a tie or a defeat, you must again build 1 or, as the case may be, 2 ships on a later turn, in order to once again attack the pirate fortress.

Once your pirate fortress has lost all three Catan chits, you have driven the pirates away and have recaptured the settlement. From that point on, the pirate fortress is one of your settlements—it gives you a victory point, it produces for you, and it can be upgraded to a city.

Ending the Game

You win if...

- You capture the pirate fortress of your color
- AND**
- You have a total of at least 10 victory points.

If all pirate fortresses are captured before the game ends, remove pirate fleet.

4. Variable Set-up

This scenario is balanced only if the given set-up is maintained. Therefore, it should not be varied, except for the harbors.

SCENARIOS

SCENARIO 8: THE WONDERS OF CATAN

After the Catanians defeat the pirates for good, a period of prosperity and peace begins on the islands of Catan.

So the tribes decide to embellish the northern archipelago. Discovered last, it is graced with magnificent buildings in praise of Catan. Soon, this turns into a competition.

Who will be the first in completing a Wonder of Catan?

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s.....	2
Desert.....	3	3s.....	3
Gold field	2	4s.....	3
Fields	5	5s.....	3
Hills	5	6s.....	3
Mountains	5	8s.....	3
Pasture	5	9s.....	3
Forest	5	10s.....	3
Total:	49	11s.....	3
		12s.....	1
		Total:	27

Additional Components: 5 wonder cards, 10 Catan chits

2. Preparation

The required game components are listed above. Set up the game map as shown in the scenario diagram, and finally place the harbor tokens (from the stack that has been shuffled with reverse sides up).

Copy or cut out the 5 wonder cards shown to the right.

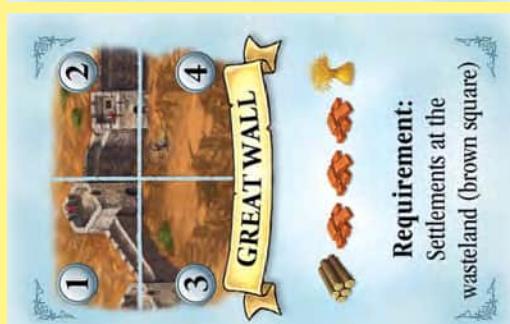
3. Additional Rules

Set-up Phase

You build your first two settlements with roads/ships on the main island, as described in basic *Catan*. However, no settlements may be placed on the small islands, nor on the intersections marked with colored squares (brown and purple), nor on the intersections with red exclamation points.

Remember: If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.

- Each player receives 1 Catan chit.
- Place the wonder cards next to the game board.



SCENARIOS

Special Victory Points

If you build a settlement on one of the smaller islands, then you receive a special victory point! Take a Catan chit and place it under the settlement when you build it. It does not matter if other players have already built settlements on that island.

Building the Wonders of Catan

Whoever is the first to start building a wonder can freely choose between the 5 available. The other players must make do with the wonders that are left. You may only build 1 wonder.

- You can start building a Wonder of Catan only if you already met its requirements as specified on the corresponding wonder Card. For example, you can start building the Monument only if you have a city at a harbor and have built a trade route with at least 5 consecutive, unbranched roads or ships.
- If you meet the requirements for a wonder, you can start building the wonder on your turn by placing one of your ships on the corresponding wonder card (preferably below the resource costs). But then you have to actually build this wonder. Once you start building your wonder, no other player may start building the same wonder.
- Each wonder is subdivided into four levels. Each level costs the 5 resources indicated on the corresponding wonder card.
- Once you have handed over the resources for the first level of your Wonder of Catan, you place a Catan chit on the “1” field of the wonder card. When you have finished the second level, you move the chit to field “2,” and so on.
- If you have enough resources, you can build several levels for your Wonder of Catan during the same turn.

Pirate & Robber

The robber starts on one of the 3 deserts. The pirate is not used in this scenario.

Ending the Game

You win if...

- You finish building your Wonder of Catan (4th level)

OR

- If you have 10 victory points and have completed a higher level of your wonder than any other player.

4. Variable Set-up

Within the given frame, the terrain hexes and number tokens of the main island can be rearranged and combined freely. However, the two terrain hexes adjacent to the deserts shouldn't receive favorable numbers (neither 6 nor 8).

SCENARIOS

THE WONDERS OF CATAN SET-UP



SCENARIO 9: NEW WORLD

Have a desire for new adventures? No problem! Just go ahead and play—leave it to chance! Build your own scenario! Our following brief instruction will do. Or do you prefer a methodical approach? Then go and develop your own scenarios, and take friends or family along for new adventures in Catan!

1. Components

Harbors: You need 9 harbor tokens:

5 special 2:1 (one for each resource) and 4 generic 3:1.

Terrain & Tokens: You need:

Terrain Hexes		Number Tokens	
Type	#	Value	#
Sea	19	2s	1
Desert	0	3s	3
Gold field	0	4s	3
Fields	5	5s	3
Hills	4	6s	2
Mountains	4	8s	2
Pasture	5	9s	3
Forest	5	10s	3
Total:	42	11s	2
		12s	1
		Total:	23

Additional Components: 16 Catan chits

2. Preparation

Assemble the frame as shown in the scenario diagram. Take all of the hexes listed above and shuffle them together face down. Randomly place these hexes face up in the frame.

After placing all the hexes in the frame, you need to shuffle all of the number tokens listed above and randomly place one token on each land hex. Do not place number tokens on the sea hexes.

Important: *The red number tokens (6 and 8) may not be placed on adjacent hexes! If you draw two red numbers together, then you must replace the second one with a random token drawn from the stack. In the unlikely event that the last token drawn is a second red number, swap it with any legal token already on the board. All players must agree on which token to swap.*

Shuffle and stack the harbor tokens with their reverse sides facing up. Starting with the oldest player and then everybody taking a turn, each player takes a harbor and places it on an edge between a sea hex and a land hex, or between a land hex and a frame piece. The harbor token should lie on the sea hex (or the frame piece), and both of the corners of the harbor token should touch the land hex.

3. Additional Rules

Set-up Phase

You may place your starting settlements (with roads/ships) on any islands you choose. You may place both settlements on the same island, or you may place them on two separate islands. Thus, at the beginning of the game a player has 1 or 2 “home islands.” All other islands are “foreign islands” to that player.

Remember: *If you build a settlement on the coast, you may place a ship (instead of a road) next to the settlement. You can then go immediately out to sea.*

Pirate & Robber

Play this scenario with both the robber and the pirate. Start the robber and the pirate on the frame as shown in the scenario diagram. Each will enter play when it is first moved.

Special Victory Points

If you build a settlement on a foreign island, you receive a special victory point! Take a Catan chit and place it under the settlement when you build it. Each player may earn only ONE special victory point for building on each foreign island in this scenario. It does not matter if other players have already built settlements on that island.

Ending the Game

The game ends once a player has reached 12 victory points.

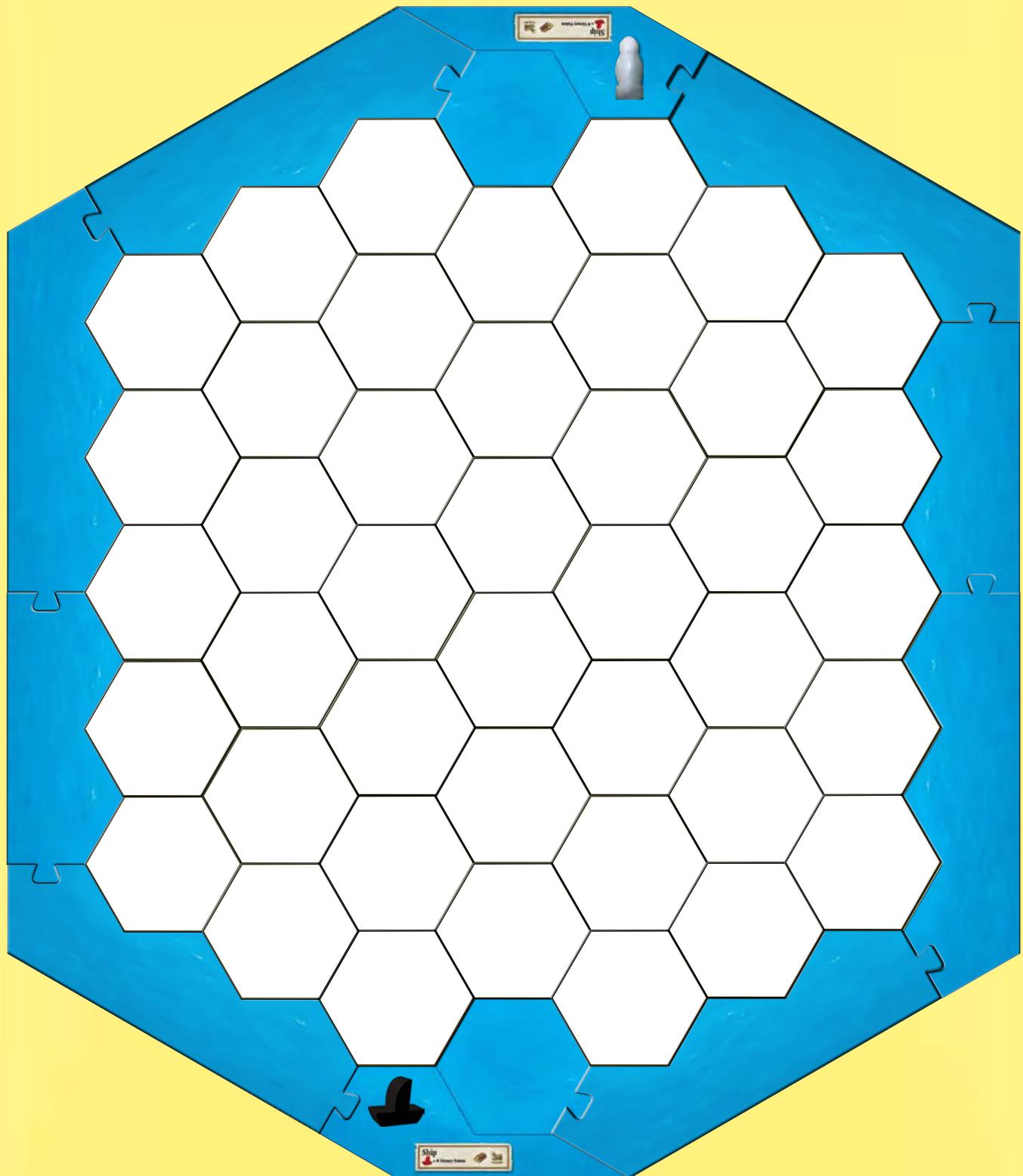
4. Variable Set-up

Changes can be made if the players are not happy with the set-up of the hexes (e.g., too many small islands or a main island that is too big). All players should agree to any changes.

Of course it is also possible to purposefully build scenarios of one's own and try them. Everyone is free to use the rules contained in this booklet at will or to set them aside.

SCENARIOS

NEW WORLD SET-UP



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CATAN

— 5-6 PLAYER EXTENSION —
SEAFARERS



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

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

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



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

EXTENSION RULES

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

GAME COMPONENTS

CATAN – Seafarers 5-6 Player Extension contains:

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

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

WHAT YOU NEED

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

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

ASSEMBLING THE BOARD

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

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

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

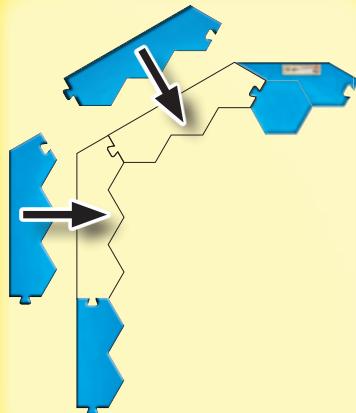
After you place the hexes, you need to arrange the round tokens with the production numbers. These are also placed as shown in the scenario diagram.

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

IMPORTANT INFORMATION!

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

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



RULES

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

New Rules for 5-6 Players

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

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



SCENARIOS

Each scenario is presented in this format:

NAME OF SCENARIO

1. Components

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

2. Preparation

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

3. Additional Rules

Any additional rules for the scenario are described here.

4. Variable Set-up

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

SCENARIO DIAGRAM

The scenario diagram provides the board set-up.

VOYAGES OF DISCOVERY IN CATAN

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

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

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

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

The Pirate Islands



The Fog Islands



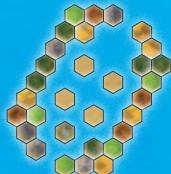
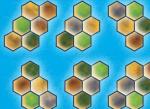
The Wonders of Catan



Through the Desert



The Six Islands



Cloth for Catan

Heading for New Shores



The Forgotten Tribe

SCENARIO 1: HEADING FOR NEW SHORES

1. Components

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

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

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

Additional Components: 48 CATAN chits

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 2: THE SIX ISLANDS

1. Components

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

Terrain & Tokens:

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

Additional Components: 60 CATAN chits

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 3: THE FOG ISLAND

1. Components

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

Terrain & Tokens:

Face-up Terrain Hexes	Face-up Number Tokens	Face-down Stack Terrain Hexes	Face-down Stack Number Tokens
Type#	Value#	Type#	Value#
Sea12	2s1	Sea12	2s2
Desert1	3s3	Desert0	3s1
Gold field2	4s3	Gold field1	4s1
Fields5	5s2	Fields2	5s2
Hills5	6s3	Hills2	6s1
Mountains5	8s3	Mountains2	8s1
Pasture4	9s2	Pasture3	9s2
Forest4	10s3	Forest3	10s1
Total:.....38	11s3	Total:.....25	11s1
	12s2		12s1
	Total:.....25		Total:.....13

Additional Components: None

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 4: THROUGH THE DESERT

1. Components

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

Terrain & Tokens:

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

Additional Components: 20 CATAN chits

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 5: THE FORGOTTEN TRIBE

1. Components

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

Terrain & Tokens:

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

Additional Components: 10 CATAN chits

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

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SCENARIO 6: CLOTH FOR CATAN

1. Components

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

Terrain & Tokens:

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

Additional Components: 70 CATAN chits

2. Preparation

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

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

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 7: THE PIRATE ISLANDS

1. Components

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

Terrain & Tokens:

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

Additional Components: 18 CATAN chits

2. Preparation

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 8: THE WONDERS OF CATAN

1. Components

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

Terrain & Tokens:

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

Additional Components: 7 wonder cards and 18 CATAN chits

2. Preparation

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

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

3. Additional Rules

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

4. Variable Set-up

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

RULES



SCENARIO 9: NEW WORLD

1. Components

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

Terrain & Tokens:

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

Additional Components: 50 CATAN chits

2. Preparation

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

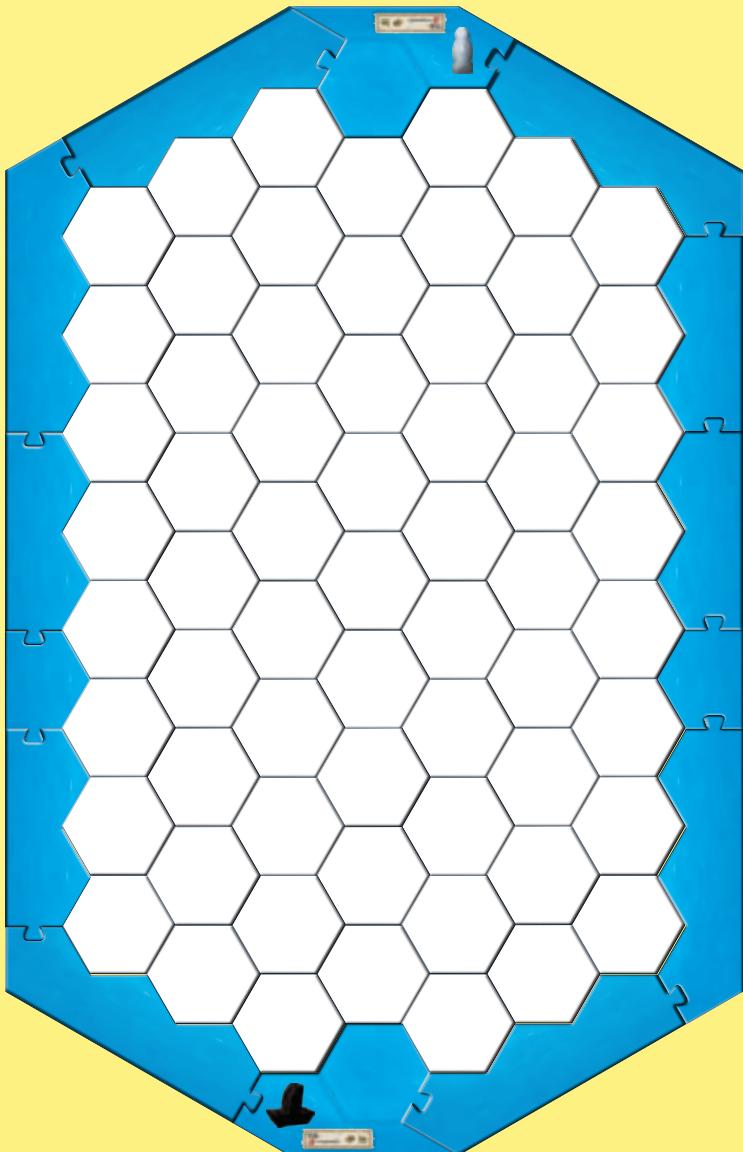
3. Additional Rules

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

4. Variable Set-up

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

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You have purchased a game of the highest quality.
 However, if you find any components missing or damaged, please visit:
catanstudio.com/support
 For all other inquiries, contact us at:
info@catanstudio.com



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

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

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GAME RULES
& ALMANAC



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Dear Knights of Catan,

This booklet contains all of the guidelines you need to play *Catan: Cities & Knights*®. We recommend that you first read the “Game Overview” on the back of these rules. Then read the “Game Rules” to familiarize yourself with the basic changes in this expansion. Finally, refer to the “Almanac” when special questions arise during play. Also note that the Almanac includes instructions on how to label the game parts.

You can find further information online at:

catan.com

klausteuber.com

catanstudio.com

GAME RULES

Except where noted below, *Catan: Cities & Knights* (aka “*Cities & Knights*”) uses all the rules from *Catan*® (aka “*The Settlers of Catan*”). The additional rules include:

- a revised turn order;
- rules for placing and using knights;
- rules for city development and progress cards; and
- rules for the attacking barbarians!

These 12-page rules (pages 2-13) contain all the important information that you need to play! Look for specific information about the individual progress cards in the “Almanac,” which follows after these rules (see pages 14-18).

GAME COMPONENTS

- 1 “barbarian tile” with movement spaces for the barbarian ship
- 36 commodity cards, including:
 - 12 paper (from forest)
 - 12 cloth (from pasture)
 - 12 coin (from mountains)
- 54 progress cards:
 - 18 trade progress cards (yellow flag on the back)
 - 18 politics progress cards (blue flag on the back)
 - 18 science progress cards (green flag on the back)
- 6 “Defender of Catan” victory point (VP) cards

A general note on Catan rules. This is the 5th English-language edition of *Catan* (aka *Settlers of Catan*). Over the years, the rules have been clarified, refined, and occasionally updated. As of January 1, 2015, all of the rules in this version of *Catan* take precedence over any previously-published rules.

- 4 development flip-charts (“city calendars”)
- wooden playing pieces in 4 colors:
 - 12 city walls (square wooden tokens; 3 of each color)
 - 24 knights (round wooden tokens; 6 of each color)
- 3 metropolis pieces (yellow wooden city gate pieces)
- 3 metropolis tokens (die cut cardboard)
- 2 sheets of knight labels
- 1 barbarian ship (wooden ship piece)
- 1 merchant (wooden cone piece)
- 1 Game Rules & Almanac booklet
- 1 game overview (on back of this booklet)
- 1 event die (with 3 ships and 3 city gate symbols)

WHAT YOU NEED FROM YOUR CATAN GAME

To play *Cities & Knights* you will need **most** of the components from a copy of *Catan*. Set aside the following *Catan* pieces, as you won’t need them:

- The development card deck;
- The “Largest Army” card; and
- The building costs cards.

See Illustrations A and B.

Cities & Knights pieces replace these components. Use all of the remaining pieces from *Catan*.



Set aside all of these *Catan* pieces before you start—you don’t need them in C&K.

RULES

NEW GAME PIECES

Progress Cards

In *Cities & Knights*, these three card decks replace the development card deck from *Catan*.



Illustration B

Knights

Before you play *Cities & Knights* for the first time, you need to label all 24 knight tokens (the round wooden “disks”). There are 6 tokens of each color.

There are 6 knights per player (color):

- 2 basic knights
(1 ring, open helmet)
- 2 strong knights
(2 rings, full helmet)
- 2 mighty knights (3 rings,
great-helm with crest)

You need to attach 2 labels to each knight token. Label each token as shown in illustration C. The front side of each token gets the “inactive” symbol (a black & white image), the reverse side of each token gets the “active” symbol (a full-color head).

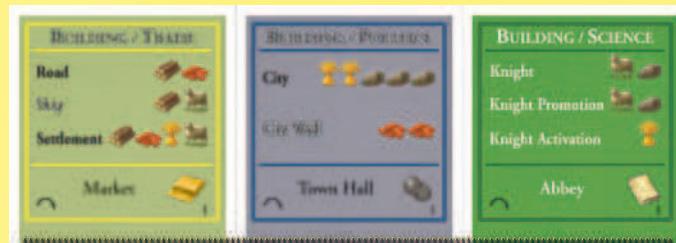
Important: Make sure to affix the correct stickers to each token. The “inactive” front and “active” back of each token must be a knight of matching level. For example, inactive basic on the front, active basic on the back, etc.



Illustration C

Development Flip-chart

Before playing your first game, you must separate the spiral-bound pages of the development flip-charts. Each page of the flip-charts is perforated, so there are 3 parts to each page. Gently pull the sections of each page apart. When finished, you should have 5 pages, each divided into 3 separate sections.



You use the development flip-charts to track the city improvements that you purchase. Each page of the flip-chart shows the building costs of each piece. Each section also shows the cost of the next level of improvement. When you buy a city improvement, you flip the page section matching the improvement you purchased.

Each page section depicts an illustration of the improvements that you’ve purchased, and a number of red dice. These red dice tell you if you acquire progress cards. The third level of improvement in each category describes the special ability you’ve just earned for that development track.

City Walls

City walls are low, square wooden blocks that you can place beneath your cities. To build a city wall, you pay 2 brick resources to the bank. Each city wall you have on the board increases the maximum number of cards you can safely hold in your hand when a “7” is rolled on the production dice. Each city wall adds 2 cards to your “safe” hand limit.



You may only build a city wall under a city. You can not place a city wall under a settlement. If one of your cities with a city wall is reduced to a settlement (by the barbarians), you must also remove that city wall from the board. Also, you may only build 1 city wall under a given city, and you can have a maximum of 3 city walls on the board at any given time.

SETTING UP THE ISLAND OF CATAN

Normally, you play *Cities & Knights* on a random, variable game board, just like the *Catan* base game. However, we recommend that you use the prepared board set-up shown in Illustration D (see page 4), it’s ideal for your first game of *Cities & Knights*. This layout provides a balanced production of resources (most especially grain) and commodities that may prove scarce during the game.

Hexagon Tiles and the Barbarian Tile

After constructing the frame, place the hexagonal tiles (hexes) within the frame as shown in the Game Overview.

If you are constructing a random board, place the land hexes in the center of the framed area as you would normally.

Next, place the “barbarian tile” as noted. The barbarian ship will move along this track toward *Catan*. Again, if using a random board, shuffle the harbor tokens and place them normally.



SETTING UP THE GAME

Sort the resource cards into 5 stacks, 1 for each resource. Place them face-up near the island.

Sort the new commodity cards into 3 stacks, one for each commodity. Place them face-up by the resource cards.

Divide the progress cards into 3 stacks by the flag color on the back of each card (green, blue, and yellow). Shuffle each stack separately and place them face down near the island.

Place the 3 metropolises, the merchant cone, the 3 dice (1 yellow, 1 red, and 1 event die), and the “Longest Road” card near the island.

Place the black wooden ship on the “barbarian ship” space on the Barbarian Tile. The barbarian ship moves along this track on its way to Catan.

Place the robber on the desert hex.

Each player selects a color and takes all of the pieces of that color. Each player receives:

- 5 settlements, 4 cities, and 15 roads (all from the *Catan* base game);
- 6 knights (2 each of basic, strong, and mighty knights);
- 3 city walls; and
- 1 development flip-chart.

SET-UP PHASE

Once you’ve constructed the board and arranged the pieces, begin the set-up phase. Now the players place their initial settlements, cities, and roads. Each player rolls the dice; the player with the highest roll begins.

Starting with the first player and continuing clockwise around the table, each player places 1 settlement and 1 road (as in basic *Catan*).

Then, the second placement round begins with the last player to place a settlement. It continues counterclockwise around the table (so the first player to place a settlement will be the last to place). Each player now places 1 city and 1 road, following all of the normal rules for placement described in the *Catan* base game (i.e., no city may be placed fewer than 2 spaces away from all settlements, etc.).

You receive your first resources immediately after you place your city. You get 1 resource for each terrain that your city is adjacent to.

Place your development flip-chart in front of you with the first page showing (indicating that you have not built any city improvements).

STARTING MAP FOR BEGINNERS

Beginners should set up the game according to the example shown here.



Illustration D

RULES

TURN OVERVIEW

The player who placed the last city takes the first turn; afterwards, in clockwise direction, one by one the other players take their turns. On your turn, the following actions are performed, in the order listed:

- You roll all 3 dice.
- The results of the event (symbol) die are resolved.
- Progress cards may be drawn (depending on the result of the event die).
- All players produce the resources indicated by the red and yellow dice.
- All players produce the commodities indicated by the red and yellow dice.
- You may do any or all of the following in any order:
 - Trade resources and/or commodities with the bank and/or other players.
 - Build roads, settlements, cities, knights, city walls, and/or city improvements.
 - Activate, promote, and/or perform actions with your knights.
 - Play any number of progress cards.

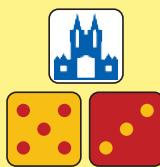
Note: The “Alchemist” progress card can only be played before the dice are rolled. It is the only progress card that can be used before the dice are rolled and the results resolved.

SPECIFIC ACTIONS

Dice Rolls

Each player begins their turn by rolling all 3 of the dice. The result of the dice will determine not only which terrain hexes produce resources and commodities, but also what actions the barbarians will take, and if any progress cards are drawn. The effects of the die roll must be resolved in a specific order:

- First, use the event die to determine what event takes place that turn.
- If the ship symbol is showing, then move the barbarian ship 1 space closer to the island of Catan. The ship follows the track on the Barbarian Tile. The ship begins its journey on the space illustrated with the ship. The barbarians attack when the ship reaches the last space. (See “Attack of the Barbarians” on page 11.)
- If one of the three city gate symbols (blue, green, or yellow) is showing, then all players may be eligible to draw a progress card. To be eligible, a player must be able to match the number rolled on the red die with one of the red die icons showing on their flip-chart in the section that matches the color of the city gate rolled on the symbol die (see example).



Example: See Illustration F. The event die shows a yellow gate, and the red die shows the number “1.” All those players who have purchased at least the first level yellow city improvement (the market) are eligible to draw a yellow progress card.



Illustration F

Beginning with the player whose turn it is, and continuing clockwise, each eligible player draws the topmost card from the progress card stack that matches the color of the city gate showing on the event die. Keep your progress cards secret from your opponents until you play them. You may never have more than 4 progress cards in your hand. See “Progress Cards” on page 9.

- Add the red and the yellow dice together to determine which hexes produce resources and commodities for all players. All hexes whose number matches this sum produces 1 of the appropriate resources for each settlement adjacent to it. Production for a city bordering a producing hex depends on the type of terrain rolled. See Illustration J.

As in *Catan* base game, any hex that is occupied by the robber does not produce any resources or commodities. Also, if a “7” is rolled on the dice, no hexes produce; instead, the player who rolled the “7” must move the robber and may be able to steal 1 card from any opponent whose settlement or city is adjacent to the robber. The robber cannot be moved until after the barbarians reach the island of Catan for the first time. Until the first barbarian attack, if you roll a “7”, all players must check if they are holding too many cards as usual; however, you do not move the robber from the desert and you do not steal a card from another player. Further, you are not allowed to move the robber by playing of any progress cards (like the Bishop) or knight actions until after the first barbarian attack.

Cities Produce Resource & Commodity Cards

A City on a: Produces

	1 Wool + 1 Cloth
	1 Lumber + 1 Paper
	1 Ore + 1 Coin
	2 Brick
	2 Grain

Illustration G

Trading and Building

In *Cities & Knights*, you are allowed to build and trade any number of times and in any order. You do not need to finish all of your trading before you begin your building. All of the rules from *Catan* apply to trades made in *Cities & Knights* (with the addition of the commodity cards). Progress cards may never be traded at any time.

All of the basic rules for building remain in effect. The cost of roads, settlements, and cities remain unchanged. There are, however, 2 new items that you may elect to build during your turn. Also, you may no longer purchase development cards with resources.

The 2 new items are city walls and knights.

City Walls

To build a city wall, you must pay two brick resources to the bank. Place the city wall (the square wooden piece) under any city you own on the board. There are three restrictions on the placement of city walls:

- You may only build city walls under cities—never under settlements.
- You may only build one city wall under each city.
- You may never have more than 3 city walls at one time.

Each city wall you control increases the maximum number of cards you safely hold in your hand when a “7” is rolled on the production dice. Each city wall adds 2 cards to this limit.

Example: If you have 2 cities, each with a city wall, you may safely hold up to 11 cards in your hand without having to discard half of them when a “7” is rolled.

If the barbarians pillage your city (i.e., reduce it to a settlement), the city wall is also destroyed. You must remove the city wall from the board.

Knights

Knights are represented by the round wooden tokens. Each knight token is labeled on both sides. One side—showing the symbol of a knight’s helmet in black and white—is the inactive side. An inactive knight may not perform any actions. The other side of the token, which depicts the helmet in color, is the active side. The type of helmet and the number of rings indicate the strength of the knight.



Illustration H

Reminder: See Illustration H. The open-face helmet and single ring denotes a “basic knight.” The full helmet surrounded by a pair of rings indicates a “strong knight.” The great-helm adorned with the glowing sun and trio of rings represents a “mighty knight.”

If you wish to “hire” a knight, you must pay one wool and one ore to the bank. This allows you to take a basic knight (open helmet/one ring) and place it on the board. Newly placed knights are always placed with the inactive side up. You may place your knight on any unoccupied intersection connected to your roads. There are 2 special purchases you can make once you have a knight:

Activating a Knight

In order for a knight to take an action, it must first be activated. To activate a knight, you must pay one grain to the bank. Then you may turn the knight token over to the active side, which depicts the helmet in color. The strength of the knight does not affect the cost to activate it. It costs only one grain, regardless of whether it is a basic knight, or a mighty knight. A knight may be activated on the same turn it was built; however, the knight may not perform an action on that same turn.

Promoting a Knight

You can increase the strength and effectiveness of your knights by paying additional resources. The cost to promote a basic knight to a strong knight or a strong knight to a mighty knight is one wool and one ore. When you promote a knight, return the old knight token (which may be repurchased later) and replace it with a token showing the next higher strength level. The new, stronger knight must be placed in the same location as the knight you have promoted. The status of the knight, active or inactive, is not changed when you promote the knight. You may promote a knight on the same turn that it was originally built, or on any later turn. A knight may only be promoted once per turn. You may only promote a strong knight to a mighty knight after you have purchased the third level of the politics (blue) city improvement (the “Fortress”).

Playing Progress Cards

During your turn, after you have rolled the dice, you may play any number of progress cards in any order. You may play them between other actions taken during your turn. When you play a progress card, resolve all of its effects, then place it, face down, under the progress card stack of the matching color.

For more information about progress cards, see “Progress Cards” on page 9 or consult the *Cities & Knights* Almanac.

COMMODITIES

In *Cities & Knights*, we've added 3 new, "refined" materials to the game (see Illustration I). As in *Catan*, we refer to the 5 basic materials (lumber, wool, grain, brick, and ore) as "resources."

The 3 new materials (cloth, coin, and paper) are called "commodities." In many ways, the commodities are treated the same as resources, but there are also some ways in which they differ. Here are all of the details about commodities:



Illustration I

- Commodities are produced only by cities, and only in forest, pasture, and mountains.
- Commodities, when produced, are added to your hand of resource cards. They count toward the robber or limit when a "7" is rolled. They may be stolen by the robber, or lost as a discard.
- The borders on commodity cards are intertwined with ribbons that match the color of the commodity (gold for cloth, green for paper, and gray for coin). The borders on the resource cards all are plain knot work. Both commodity cards and resource cards have the same card backs (i.e., a map).
- Commodities may be traded in all the same ways as resources. You may trade them freely with other players. You may exchange 4 of the same commodity for 1 of any resource or commodity you choose. If you have a settlement or a city on a 3:1 harbor, you may trade 3 of any commodity for 1 of any resource or commodity of your choice. You may also trade 4 of any resource for 1 of any commodity you choose (3:1 at a harbor; 2:1 if you have the matching special harbor).
- You need commodities to acquire city improvements.
- Some progress cards specifically mention "resources" or "commodities." These cards can only affect the type of material they specifically mention.

CITY IMPROVEMENTS

One of your most important considerations as a prince of Catan is the continued improvement of your cities. This improvement is made possible through the use of commodity cards. You are able to improve your cities in three areas of development: trade (yellow); politics (blue); and science (green). You may purchase improvements in all 3 areas even if you own only 1 city.

Your city improvements are tracked with your development flip-chart. Your flip-chart is divided into 3 separate parts, 1 for each of the 3 areas of development. Each section has 5 pages, which correspond to the 5 levels of improvement you can acquire in each area. At the beginning of the game, open page 1 of your flip-chart; the page indicates that you have no improvements.

The various improvements are represented by important buildings that can be constructed in your cities, such as a market, a cathedral, or a library. The cost of a building is shown in the lower right corner of each flip-chart page.

Example: See Illustration J. The market costs 1 cloth.

Pay 1 cloth and flip the Market section of your development flip-chart.



Illustration J

The first improvement in each area always costs 1 commodity of the matching type. The second improvement in each area costs 2 of that commodity. The cost of each subsequent improvement is again increased by 1.

There is one restriction on the purchase of improvements, however. If you have no cities on the board (because the barbarians have pillaged your last city), you may not purchase any city improvements until you have built at least 1 city. (See "Attack of the Barbarians" on page 11.)

Each improvement increases your chance of being eligible to draw progress cards. Each improvement shows a picture of the improvement. Above that picture is a row of red dice.

RULES

Each die shows a number. If the event die roll shows a city gate, you may draw a progress card of like color—but only if the number on the red die matches one of the dice pictured on that color's section on your development flip-chart. A higher level of improvement increases your chance to draw progress cards.

Example: See Illustration K. If you have built the market improvement, it shows 2 red dice. If the event die rolls the yellow city gate, and the red die shows a “1” or “2,” then you may draw a yellow progress card.

In addition, when you build the third improvement in each area, you receive a special ability. You are able to use this ability for the remainder of the game, even if other players also achieve the third level of improvement (in which case they also get the advantage) or if you purchase improvements beyond the third level. The advantage that you gain from each color of improvement is different:

- **Trading House (yellow):** You may trade commodities (of the same type) 2:1 for any commodity or resource. You may make this trade only during your turn, as if you were using a harbor. This special trade advantage does not include resources, only the three commodities.
- **Fortress (blue):** You may promote strong knights to mighty knights after you have built the fortress. You must still pay to promote the knights normally.
- **Aqueduct (green):** If, when the dice are rolled for production, you do not receive any resources or commodities, you may take any one resource of your choice from the bank. You many not, however, use this ability when a “7” is rolled.



Illustration K

THE METROPOLIS

Building city improvements is also important if you want to have a metropolis. A metropolis is represented by a yellow city gate. These gates are designed to fit over the wooden city pieces.



Only 3 metropolises may be in play at any given time: one each for trade, politics, and science.

The first player who achieves the fourth level of improvement in any one of these 3 areas (the bank, the cathedral, or the theater) may place one of the metropolis gates on any one of their own cities on the board. You may take the metropolis only if no other player already controls the fourth level improvement of that color, for there can be only 1 metropolis for science, trade, or politics. When you acquire a metropolis, place the metropolis token of the appropriate color on your flip-chart to show which area is associated with your metropolis.

A city with a metropolis is worth a total of 4 victory points! This includes 2 points for the city and 2 additional points for the metropolis.

You may take another player's metropolis if you are able to acquire the fifth level of improvement in the matching color before they do. If another player reaches the fifth level of improvement before the metropolis owner does, that player may take both the metropolis piece and the colored metropolis token.

If you have reached the fifth level of improvement in any area, no player may take your metropolis away.

A metropolis is immune to the barbarians. It can never be pillaged or reduced. However, the metropolis is counted when determining the strength of the barbarian army.

You may build more than one metropolis. If you are the first player to reach the fourth level of improvement in more than one area (or if you reach the fifth level, thereby taking another player's metropolis away), you may place another metropolis gate on one of your cities. But, you may not purchase any improvements beyond the third level of a given color unless you have a city where you could build a metropolis. If you do not have such a city on the board, you must wait until you have built at least one more city.



Illustration L 3 City Improvements

PROGRESS CARDS

In *Cities & Knights*, progress cards replace the development cards from the *Catan* base game. You don't purchase progress cards like development cards; instead you draw them with the right combination of event die and red die.



Illustration M

Acquiring Progress Cards

To be able to draw a progress card:

- You must possess at least one level of city improvement in one or more areas of development. The first level of improvement displays two red dice, the second level displays three, and so on.
- The event die, when rolled on any player's turn, must show the city gate symbol matches the color of one of your city improvements.
- The number on the red die, rolled at the same time, must match one of the red dice displayed on your city improvement matching the color of the city gate on the symbol die.

If these three conditions are met, you may draw the top card from the progress card stack that matches the color of the city gate on the event die. If more than one player is allowed to draw on the same turn, then each player draws in turn order, beginning with the player who rolled the dice this turn.

Example: Player A rolls a "6" on the yellow die, a "3" on the red die, and the yellow city gate on the event die. Player B has already built a town hall (blue) and a merchant guild (yellow). Since player B's yellow improvement shows a red die with "3," showing player B may draw a yellow progress card.

Playing Progress Cards

During your turn, you may play as many progress cards as you wish. All progress cards may only be played after you roll the dice (exception: the "Alchemist"). Here are some specific rules about the play of progress cards. More detailed instructions about each card can be found in the *Cities & Knights* Almanac:

- Victory point cards must be played immediately when drawn. The Spy may not steal them, and they cannot be hidden in your hand. These cards do not count toward your hand limit of 4 cards.

- You may never hold more than four progress cards in your hand. If you draw a fifth progress card, and you cannot play it because it is not your turn, you must discard one card (of your choice) to the bottom of the appropriate stack.
- Progress cards may be played on the same turn they are drawn.
- Progress cards may not be traded with other players, nor may the robber steal them.
- When you play a progress card, place it face down under the appropriate progress card stack. Victory points, however, remain face-up and in play.

KNIGHTS

Knights are essential for achieving victory in *Cities & Knights* of Catan. Without them, the barbarians will surely pillage your cities and ruin your hopes for victory.

Like settlements, knights are placed at the intersection of three hexes. However, knights do not have to observe the distance rule. Knights can be placed to block construction of other players, and they can also be used to break another player's "longest road."

Example: See Illustration N. A knight placed at the intersection of two players' roads will keep the opposing player from building past the knight. The red player has

four available intersections for knight placement (marked with arrows). If Red places a knight at intersection "A," Blue will not be able to build past that knight.

Only Red can build a road there. If Red places her knight at "B," it will break Blue's road—thus shortening it for purposes of determining the longest road.

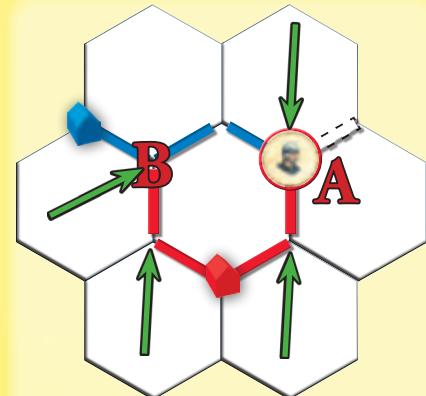


Illustration N

There are 3 strengths of knights: basic knights, strong knights, and mighty knights. A basic knight has a strength of 1, a strong knight has a strength of 2, and a mighty knight has a strength of 3.

Knights serve you in 2 ways. First, they help protect Catan from the barbarian army (See "Attack of the Barbarians" on page 11). Second, your active knights can perform one action during your turn. Each knight may perform any 1 of the actions each turn. A knight may not be activated and then perform an action on the same turn. A knight can, however, perform

an action and then be activated again later on the same turn (although this knight cannot perform another action on the same turn). When a knight performs an action, turn the knight token over to the inactive side. To activate that knight again, you must pay one grain.

Here are all of the actions that you may perform with an active knight:

Moving a Knight

You may move an active knight to another intersection. In order for the knight to move, you must have built roads linking the intersection the knight is moving from to the intersection that it is moving to.

An intersection may only be occupied by one knight at a time. However, a moving knight may pass through any number of intersections that are occupied by pieces of the same color (assuming that they are all connected by roads, as above).

After you have moved the knight, it becomes inactive.

If you wish to build a settlement on an intersection occupied by one of your knights, then you must first move the knight. If there is no empty intersection for you to move your knight to, then it may not move and you may not build at that intersection.

Example: See Illustration O. Red may elect to move her active knight from intersection "A" to either intersection marked with an arrow. The knight may not be moved to "B" or "C," as red does not have roads connecting these intersections to "A."

Displacing a Knight

On your turn, you may move one of your active knights to an intersection that is occupied by one of your opponent's knights. This is called "displacing" a knight. You may only displace a knight if it is weaker than the knight that you are moving. Thus, a strong knight can only displace a basic knight, and a mighty knight may displace a basic or a strong knight. A basic knight may never displace another knight.

The owner of the displaced knight must move this knight to any empty intersection that is connected, by roads, to the place from which it was displaced. The status of the displaced knight (active or inactive) does not change.

If there is no empty intersection for the displaced knight to move to, it is removed from the board.

You may not displace your own knights.

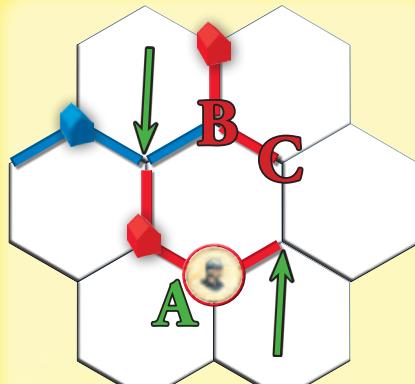


Illustration O

After you displace an opponent's knight, move your (displacing) knight to the displaced knight's former intersection. Your knight is then turned over to its inactive side.

Example: See Illustration P. Red is at it again! She moves her strong knight to the intersection indicated by the red arrow. Red may do this because her knight is stronger than Blue's (basic) knight (note the number of rings), and Red has a road that connects the two intersections. Blue must now move his displaced knight to "A" or "B," which are both connected to the knight's original position by roads. Blue moves his knight to "B." Note that "C" is not a connected site, so he cannot move to that spot.

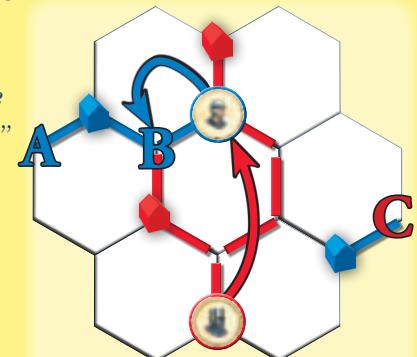


Illustration P

Chasing Away the Robber

You may use one of your active knights to chase away the robber. Any knight may do so, regardless of its strength. A knight may only chase away a robber if the robber is on one of the three hexes adjacent to that knight.

When you chase away the robber, move it to any numbered hex and steal one resource from any player who has a settlement or city adjacent to that hex (as if you had played a knight card from the *Catan* base game development deck). After you chase away the robber, your knight is turned over to its inactive side.

Example: See Illustration Q. Red's knight can only chase away the robber from the gray hexes. In order for Red to chase away the robber, she must first move her knight to intersection "A" or "B" (which makes the knight inactive). Then Red must pay one grain to activate her knight. On a future turn, she could then use this knight to chase away the robber.

ATTACK OF THE BARBARIANS!

Catan is in constant danger of attack from the barbarians that live across the sea. Each turn the event die shows a black ship, the barbarian navy moves one space closer towards *Catan*.

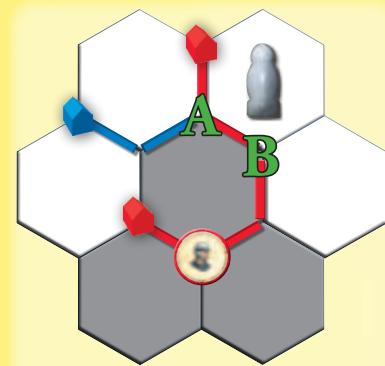


Illustration Q

RULES

When the ship reaches the red-circled space that depicts barbarians landing on the shore, the barbarians attack Catan!

When the barbarians attack, follow these steps:

Determine the Barbarians' Strength

The strength of the barbarians is equal to the number of cities (including metropolises) owned by all players. Add up all of the cities owned by all of the players anywhere on the island to determine this strength.



Determine the Strength of Catan's Knights

All active knights of all players (even those who do not own any cities) will defend against the barbarians. Only the active knights are counted, the inactive knights do not assist in defending the island in any way. Remember that the strength of each knight is based upon its type: basic (1), strong (2), or mighty (3). Sum up the value of all the active knights to determine the strength of the defending army.

Compare Attackers' and Defenders' Strengths

There are 2 possible outcomes of this battle:

- If the barbarians are stronger, they are victorious! If the barbarians win the battle, they pillage one or more cities. Pillaged cities are reduced to settlements (replace the city piece with a settlement). The barbarians pillage one city belonging to the player who had the lowest total strength of active knights when the barbarians attacked. Any player who contributed no knights are automatically considered to have the lowest total strength of active knights. If various players tie for having the lowest total strength of active knights, each of those players loses 1 of their own cities.

Important: When determining which player has contributed the weakest group of knights, do not count any player who has no cities or any player who has only metropolises. These players are immune to the effects of the barbarian attack.

If the barbarians pillage a city that has a city wall, the city wall is destroyed and removed from the board.

Example: Players A and B each have two cities. Player C has only a metropolis, and player D has only settlements. The barbarians attack, and their strength is 5 (i.e., 4 cities plus 1 metropolis). Players A, B, and D each have one simple knight activated, and player C has no active knights. Therefore, the knights defend with a strength of 3. Since the knights are weaker, the barbarians win and Catan loses. Because of the loss, players A and B each lose one of their cities. Player C cannot lose anything because she has only a metropolis. Similarly, player D has no cities to lose. Even though C contributed fewer knights than all the other players, since she is immune to the attack it is the next smallest contributor who thus suffers the effects of the barbarians.

- If the knights have a strength equal to or greater than the barbarians, the knights win and Catan is saved! The player with the highest total strength of active knights (this will not always be the greatest number of knights) will be declared the “Defender of Catan!” As a reward, that player is presented with one “Defender of Catan” victory point (VP) cards. Each VP card is worth 1 VP and is placed face-up in front of the player. If 2 or more players tie for the highest total strength of knights, no player is declared Defender of Catan, and no one receives a VP card. Instead, each of the players who tie for the highest strength draws the top card from any 1 of the 3 progress card stacks (his choice). In clockwise order, each eligible player selects 1 card, starting with the player who rolled the dice this turn.



Victory Point Card
(Back & Front)

Barbarians Return Home

Regardless of the outcome of the attack, the barbarian ship is returned to its starting position. All knights on the board are turned so that their inactive (black & white) side faces up. Starting with the next player's turn, the barbarians will begin a new journey to the rich island of Catan.

Losing Your Last City

If you are unfortunate enough to have your last city pillaged by the barbarians, you are allowed to keep any city improvements that you may have built before the attack. You also keep all of your progress cards. You may continue to draw and play progress cards normally. Note, however, that you may not build any additional city improvements until you have built at least one city. Once you own a city again, you may continue to purchase city improvements normally.

THE MERCHANT



Merchant Card
(Front & Back)



Merchant Piece

The merchant piece is put into play whenever any player uses one of the “Merchant” progress cards (from the yellow stack). If you play one of these cards, you may place the merchant piece on any land hex adjacent to one of your cities or settlements. Until another merchant card is played, you may trade the resource (not commodity) that is produced in that land hex at a 2:1 rate. All of the normal rules for trading at a 2:1 harbor are in effect for these trades.

Note: In addition, as long as you retain control of the merchant, you receive 1 victory point!

If another merchant card is played, whoever played that card (it could be you) takes control of the merchant. If you played that card, you may move the Merchant to any hex adjacent to one of your settlements or cities. You receive the trade benefit, and gets the bonus victory point.

ENDING THE GAME

The first player to accumulate 13 or more victory points during their turn immediately wins the game. This player becomes the “Lord of All Catan” and receives the endless praise and love of all the people of Catan!

Progress Cards



Play this, and before you roll the dice, you decide what the results of both numbered dice will be. Then roll the dice and resolve the event die first.



Science

Trade

Politics

See the Almanac on pages 14-18 for card details.

VARIANTS AND OPTIONAL RULES

These rules are strictly optional and should only be used if agreed on by all players before the game begins.

SEAFARERS OF CATAN VARIANT

You may use the *Catan: Seafarers Expansion* along with the *Cities & Knights Expansion*. The best scenarios to use are those that do not involve the exploration of hidden portions of the board (such as “The Fog Islands”) or many small islands (such as “The Four Islands”), as these types of scenarios may make it too difficult to combat the barbarian army. Scenarios such as “Heading for New Shores,” or “Through the Desert” both work very well with the new rules included in *Cities & Knights*. If you choose to play *Cities & Knights* with the *Seafarers*, here are some important rules:

- All rules in *Cities & Knights* that concern “roads” also apply to “ships” as well.
- When the barbarians attack, they are assumed to attack all the islands, counting all cities and knights on all of them.
- Knights may be moved across sea hexes if roads and ships connect the intersection the knight starts from to the intersection it is moved to.
- You may move a knight to an intersection of sea hexes (but not place a new knight there) if you have a line of ships to that intersection. The knight is considered to be on the adjacent ship.
- A knight must always be connected to a settlement or city of its color. If you have a knight at sea, or across the sea on another island, you may not move any ships if they would break this connection (the route is considered “closed”).
- You can use a knight on a sea hex intersection to chase away the pirate, just as you would chase away the robber.

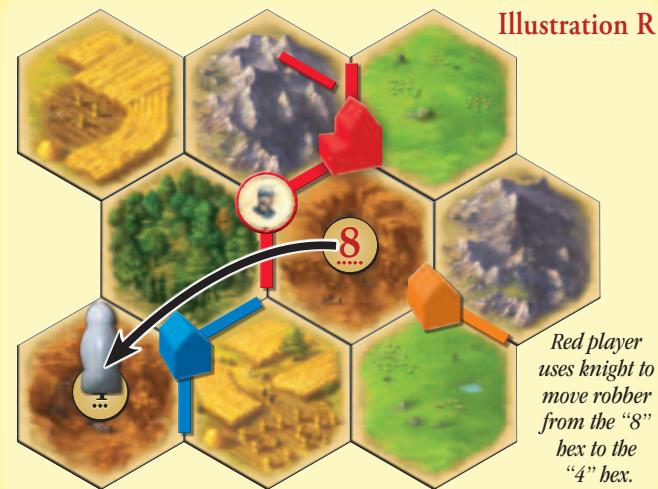
NASTY VARIANT FOR EXPERIENCED PLAYERS

This rule adds a new level of strategy and politics to the battle between the barbarians and the knights. Be warned: Using this rule can make the game very nasty (and longer as well).

When the barbarians land, all of the knights are no longer assumed to aid in the defense of Catan. Beginning with the player who rolled the dice this turn, one after another each player will declare how many of their own active knights will be defending Catan. Each player may choose to commit some, none, or all of their active knights to the defense. This may cause Catan to lose the battle (due to a shortage of knight strength), which would result in some players losing a city. Only knights that are committed to the defense count toward the strength of the knight army, and only committed knights are taken into account when determining who contributed the weakest force (and will have a city pillaged).

KNIGHT-ERRANT VARIANT

This rule allows you to use one of your active knights to chase away the robber before rolling the dice on your turn. Your knight becomes deactivated. (See Illustration R.) This has the same effect as playing a knight card before rolling in the *Catan* base game.



EASY START VARIANT

Many players, especially those new to the game, find it difficult to get started if a lot of “7”s are rolled and/or the barbarians strike early. For these players, or for players who wish a friendlier game, use these rules:

- If any player rolls a “7” on that player’s first two turns, they should re-roll. Continue rolling until a result other than “7” is obtained. Beginning with the first player’s 3rd turn, all of the normal rules for rolling a “7” apply.
- Do not roll the event die during the first two turns of each player. The barbarian ship does not move, and no player draws any progress cards during this time. Starting with the first player’s third turn, roll all three dice and resolve them normally.

This variant is designed to give all players a chance to get “rolling” at the beginning of the game without being handicapped by an early barbarian attack or by rolling a lot of “7”s.

THE ALMANAC

The following pages (14-19) contain a list with the names and descriptions of all of the progress cards in *Cities & Knights*. You may find it useful to familiarize yourself with all of the cards before playing. You may then refer to this section as needed during play.

Note: The number after the name of each card is the total number of that type of card in the deck.

SCIENCE CARDS



Alchemist (2)

This is the only progress card you can play before you roll the dice. It allows you to choose the results of both production dice. Then, roll the event die as normal and resolve the event.

When you play this card, take the red and yellow dice and turn them so the result you want is face up. You can even make the dice roll "7." However, the event has to be resolved first. Then players receive their production as normal. You may not play this card after you roll the dice.



Crane (2)

You can build a city improvement (abbey, town hall, etc.) for 1 commodity less than normal.

The Crane can only be used to reduce the cost of building one city improvement (turning over a page of your flip-chart). If you build a city, you must pay the normal resource costs. You may use a Crane to reduce the cost of a first-level improvement (to nothing). You may not combine 2 Crane cards for the same improvement.



Engineer (1)

You may build one city wall for free.

Take a city wall and put it under one of your cities. A city wall increases the number of cards you can safely hold in your hand when a "7" is rolled, by 2 cards. Each city can only have 1 city wall, and you cannot have more than 3 city walls at a time.

Inventor (2)

Switch two number tokens of your choice, but not 2, 12, 6, or 8.

You can improve your production! You may choose any two number tokens (except 2, 12 6 or 8) and switch their places on the board. You do not have to have a settlement or city next to the hexes with the numbers you are swapping. If, for example, you choose a "9" and an "11", take the "9" token and put it on the hex where the "11" token is. Take the "11" token and put it on the hex where the "9" token was. You can choose to exchange a token that is on the hex occupied by the robber.



Irrigation (2)

Collect 2 grain cards for each fields hex adjacent to at least one of your settlements or cities.

You receive 2 grain cards for each fields hex next to any of your settlements and cities. Unlike normal production, cities do not increase this bonus.

Example: You have two cities next to a fields hex. You have a settlement next to a different field. If you play the Irrigation card, you will receive 4 grain cards.



Medicine (2)

You may upgrade a settlement to a city for 2 ore and 1 grain.

When you play this card, you save 1 ore and 1 grain. You may not combine two of these cards for the same city.

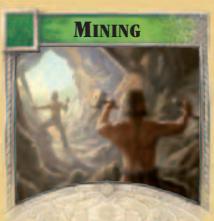
Mining (2)

Collect 2 ore cards for each mountains hex adjacent to at least one of your settlements or cities.

You receive 2 ore cards for each mountains hex next to any of your settlements and cities.

Unlike normal production, cities do not increase this bonus.

Example: You have 2 settlements next to a mountains hex, and a city next to a different mountains hex. If you play the Mining card, you will receive 4 ore cards.



You may take 2 ore cards from the bank for each mountains hex adjacent to at least one of your cities or settlements.

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1 Victory Point!

Reveal this card immediately when you draw it. This card cannot be stolen by a spy.



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Printer (1)

This card awards you 1 victory point.

You must play this card face up in front of you immediately when you draw it, even if it is not your turn. You may not keep VP cards in your hand. It does not count toward your hand limit of 4 progress cards, and it may not be stolen by the Spy.



When you play this card, you may place 2 roads for free (if playing with *Catan: Seafarers*, you may place 2 ships or 1 ship and 1 road instead).

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Road Building (2)

This card allows you to build 2 roads for free.

The roads you build do not have to be adjacent to each other. These roads cost you nothing to build. You must follow all the normal building rules. If you are also playing with the Seafarers expansion, you may build 2 roads, 1 road and 1 ship, or 2 ships when you play this card.



You may promote up to 2 of your knights for free (the normal rules for promoting knights still apply). Mighty knights may not be promoted.

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Smith (2)

You may promote 2 of your knights 1 level each for free.

You may not promote “mighty” knights. You may promote a knight regardless of whether it is active or inactive. The condition of the knight (active or inactive) does not change. You may only promote a “strong” knight (level 2) if you have built the “Fortress” city improvement (politics-blue). You may only promote a knight one level per turn.



City Development Generates Progress Card Production

POLITICS CARDS



Bishop (2)

Move the robber, following the normal rules. Draw 1 random resource/commodity card from each player who has a settlement or city next to the robber's new hex.

When you use this card to move the robber, you can steal 1 random card from each player who has a settlement or city next to the hex that you move to, instead of stealing from only 1 player. If a player has more than 1 settlement or city there, you can still only steal one card from that player.



Move the robber. You may draw 1 random card (resource or commodity) from the hand of **each** player who has a settlement or city adjacent to the robber's new hex.



1 Victory Point!

Reveal this card immediately when you draw it. This card cannot be stolen by a spy.



Choose 1 opponent. They must remove 1 knight of their choice from the board. You may place 1 of your own knights on the board (its strength must be equal to the knight removed).

Constitution (1)

This card awards you 1 victory point. You must play this card face up in front of you immediately when you draw it, even if it is not your turn.

You may not keep Victory Point in your hand. It does not count toward your hand limit of 4 progress cards, and it may not be stolen by the Spy.

Deserter (2)

Choose 1 opponent. They must remove 1 knight of their choice from the board. You may then place 1 of your own knights, on the board. Its strength must equal to the knight removed (the normal rules for placing knights apply).

When you play this card, your opponent chooses which of their own knights to remove from the board. If they choose a knight that you do not have available (for example, a "strong" knight and both of your "strong" knights are already on the board), you may place a basic knight instead. If you cannot place any knights, your opponent must still remove one of their own knights. You just lose the opportunity to place a

knight for free. If your opponent removes a "mighty" knight, you may place one of your "mighty" knights even if you have not yet built the "Fortress" city improvement (politics—blue). The knight you place has the same status (active or inactive) as the knight your opponent removed.

Diplomat (2)

You may remove an "open" road (without another road or other piece at one end). If you remove your own road, you may immediately place it somewhere else on the island (following all the normal building rules) for free.

An "open" road is a road at the beginning or end of a chain of roads that does not have a knight, city, or settlement of the same color attached at one end. If you remove an opponent's road, it returns to their supply. If you remove your own road, then you may place it immediately on the board, free of charge (following the normal building rules—connected to your own road or settlement/city). You may remove your own road and choose not to replace it.



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You may remove any open road (a road with nothing attached at one end). If you remove one of your own roads, you may place it in another location.

Intrigue (2)

You may displace an opponent's knight. The knight must be on an intersection connected to at least one of your roads or shipping routes.

With this card you can displace an opponent's knight without using a knight of your own. You can play this card even if you have no knights of your own. The displaced knight must be moved to an empty space. If the knight cannot be displaced, then remove it from the board (return it to its owner). After the knight is displaced, you may place a basic knight instead, following the normal rules.



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You may displace one of your opponent's knights, without using a knight of your own. The knight must be on an intersection connected to one of your roads or lines of ships.

TRADE CARDS

SABOTEUR

Each player who has as many or more victory points than you must discard half of their own cards to the bank (resource and/or commodity).

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SPY

Examine an opponent's hand of progress cards. You may take 1 card of your choice and add it to your hand.

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WARLORD

You may activate all of your knights for free.

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WEDDING

Each player who has more victory points than you must give you 2 resource/commodity cards of their choice.

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Saboteur (2)

When you play this card, each player who has as many or more victory points than you must discard half (round down) of their cards to the bank (resource and/or commodity cards).

Your agents spread chaos in your opponents' cities! Each of the other players who has at least as many victory points as you must discard half of their resource/commodity cards. Each player chooses which of their own cards to discard.

Spy (3)

Look at another player's hand of progress cards. You may choose 1 card to take and add to your hand.

You may even steal another Spy and play it immediately or save it for later. Victory point cards cannot be stolen.

Warlord (2)

You may activate all of your knights for free.

When you play this card, you can activate your knights without paying any grain. Remember that a knight may not perform any actions during the turn after it is activated, but you can activate it after it has performed an action that turn.

Wedding (2)

Each of your opponents who has more victory points than you must give you 2 resource/commodity cards of their choice.

If any of these players only have 1 card in hand, that player must give you that card. If any of these players have no cards, then that player gives you nothing. Players whose victory points are equal to or lower than yours, are not affected by this card.

Commercial Harbor (2)

You may force each of the other players to make a special trade. You may offer each opponent any 1 resource card from your hand. They must exchange it for any 1 commodity card of their choice from their hand, if they have any.

You may use this ability at any time during the turn you play the card. However, you may only force each player to make this trade with you once that turn. Opponent choose which commodity card to give you if they have more than 1. If you offer a resource to a player who has no commodity cards, take your resource card back and the trade is void.

Master Merchant (2)

Choose another player who has more victory points than you do. Look at the player's hand of resource and commodity cards and choose 2 cards to take and add to your hand.

You can only play this card on an opponent who has more victory points than you. There is no defense against this "trade."

Merchant (6)

Place the Merchant on any land hex next to 1 of your settlements or cities. You may exchange the resources produced by this type of hex with the supply at a 2:1 ratio, as long as the merchant remains on that hex.

When you play this card, take the merchant and put it on any land hex next to one or more of your settlements or cities. As long as the merchant remains here (under your control), you may trade the type of resource produced by this

**COMMERCIAL HARBOR**

You may offer each opponent 1 resource card from your hand. In exchange, each player must give you 1 commodity card of their choice. If they have none, your resource card is returned.

**MASTER MERCHANT**

Select an opponent who has more victory points than you. You may examine their hand of resource and commodity cards and select any 2 cards, which you may add to your hand.

**MERCHANT**

Place the merchant on a land hex next to your settlement or city. While the merchant remains here, you may trade the resource produced by this terrain at a 2:1 ratio.

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hex with the supply at a 2:1 rate (as is the case with a special harbor). As usual, you may also exchange these resources for commodities. If another player plays a merchant card, that player takes control of the merchant and receives the trade advantage and the victory point. If you want to move the merchant to a different hex, you will have to play another merchant card. The robber does not affect the merchant. You also receive 1 victory point for as long as you control the merchant.



Merchant Fleet (2)

You may use one resource or commodity of your choice to make any number of 2:1 trades with the supply during the turn that you play this card.

For the rest of the turn, you may trade one resource or commodity of your choice at a 2:1 rate. You can make as many such trades as you wish. As usual, you may exchange commodities for resources and vice versa.

Resource Monopoly (4)

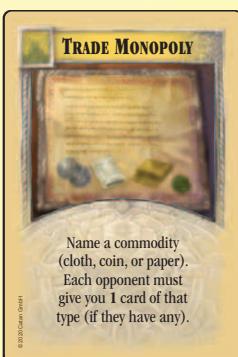
Name a resource. Each player must give you 2 of that type of resource if they have them.

You may name any of the 5 resources (ore, grain, wool, lumber, or brick). Each player that has the named resource must give you 2. Any player that has only has 1 of that resource, must give you that 1 card.

Trade Monopoly (2)

Name a commodity. Each player must give you 1 commodity of that type if they have them.

You may name any of the 3 commodities (coin, paper, or cloth). Each player that has the named commodity must give you 1.



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ALMANAC INDEX

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

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



GAME OVERVIEW

SETTING UP THE GAME

- Construct the frame around the board.
- Construct the board as shown, according to the scenario or using random set-up.
- Place number markers on the board.
- Sort the new commodity cards according to type into 3 face-up stacks.
- Divide the progress cards according to type (by flag color) into 3 face-down stacks.
- Place the 3 metropolises, the merchant cone, the 3 dice (1 yellow, 1 red, and 1 event die), and the “Longest Road” card near the island.
- Place the black wooden ship on the “barbarian ship” space on the barbarian tile. On its way to Catan, the barbarian ship will move along the depicted track.
- Place the robber on the desert hex.
- First, starting with the first player and continuing clockwise, each player places 1 settlement and 1 road (as in *Catan*).
- Second, starting with the last player who placed a settlement and continuing counterclockwise, each player places 1 city and 1 road. (The first player to place a settlement will be the last to place a city). No city may be placed fewer than 2 hex edges away from any city or settlement.
- Each player receives their first resources when they place their city—receiving 1 resource for each terrain adjacent to their city.
- Players place their development flip-charts in front of themselves with the first page showing (indicating no city improvements).

STARTING SET-UP FOR BEGINNERS

Beginners should set up the game according to the example shown here.



TURN SEQUENCE

- Roll all 3 dice.
- Resolve the results of the white event die.
- Depending on the white event die and the red die, players may draw progress cards.
- All players produce the resources indicated by the red and yellow dice.
- All players produce the commodities indicated by the red and yellow dice.
- You do any or all of the following in any order:
 - Trade resources and/or commodities with bank and/or other players.
 - Build roads, settlements, cities, knights, city walls, and/or city improvements.
 - Activate, promote, and/or perform actions with knights.
 - Play any number of progress cards.



CATAN

5-6 PLAYER EXTENSION
CITIES & KNIGHTS



Welcome to the *CATAN® – Cities & Knights 5-6 Player Extension™*! Now you'll face even more competition from your fellow leaders as you struggle to dominate the island of Catan! Meanwhile, an even larger and more powerful horde of barbarians awaits the first sign of weakness from the island's feuding leaders. Will you rally the defenders of Catan, seize the initiative in expanding and improving your land, and construct one of the three great metropolises of Catan? Or will you instead be brushed aside by your covetous neighbors while someone else seizes the glory of victory?

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

GAME COMPONENTS

To use *CATAN – Cities & Knights 5-6 Player Extension* (aka *Cities & Knights 5-6*), you need:

- CATAN
- *CATAN 5-6 Player Extension™* (aka *CATAN 5-6*)
- *CATAN – Cities & Knights™* (aka *Cities & Knights*)



This extension contains:

- 18 commodity cards:
 - 6 coin cards
 - 6 paper cards
 - 6 cloth cards
- 2 “Defender of Catan” victory point (VP) cards
- 2 development flip charts
- Playing pieces in 2 colors (green and brown):
 - 6 city walls, 3 of each color (square wooden tokens)
 - 12 knights, 6 of each color (round wooden tokens)
- 1 sheet of knight labels
- 1 *CATAN – Cities & Knights 5-6 Player Extension* rules booklet
- Player 1 and player 2 paired player markers

Before you begin your first game, remove the game pieces from the tile sheet. Then apply the adhesive labels to the knight tokens. Find instructions on using the labels in the *Cities & Knights* “Almanac.”

EXTENSION GAME RULES

Except where noted below, *Cities & Knights* 5-6 uses the same rules as CATAN, *Cities & Knights*, and *CATAN* 5-6.

These additional rules include:

- rules for assembling the larger board;
- rules for paired players; and
- rules about activating knights.

Assembling the Board

First, set up the frame, using all of the pieces from CATAN and *CATAN* 5-6—as outlined in the *CATAN* 5-6 rulebook.

Second, place the “barbarian tile” with the movement squares for the barbarian ship next to the frame. Then, construct the island following all of the rules in *CATAN* 5-6.

Third, distribute a set of pieces and flip charts to each player, as described in *Cities & Knights*.

Place the robber in either desert, and place the barbarian raiding ship in the “barbarian ship” space on the barbarian tile.

Creating the Supply

If you haven’t done so already, add the 25 resource cards from *CATAN* 5-6 to the cards from CATAN to create the supply. Add the additional commodity cards from *Cities & Knights* 5-6 to the matching stacks from *Cities & Knights*.

New Rules for 5-6 Players

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

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Activate, promote, and/or perform actions with your knights	● Activate, promote, and/or perform actions with your knights
● Improve cities with commodities	● Improve cities with commodities
● Play any number of progress cards	● Play any number of progress cards

Activation of Knights

As in the *Cities & Knights* rules, a knight may not perform any actions on the turn that it has been activated. A knight may be activated during the **player 2** paired player turn. It is then able to perform actions during the controlling player's next turn.

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KLAUS TEUBER

CATAN

— EXPANSION —

TRADERS & BARBARIANS™

VARIANT RULES &
CAMPAIGN SCENARIOS



CATAN

EXPANSION
TRADERS & BARBARIANS.

Dear Players,

Ten years ago, after publishing *Catan—Cities & Knights*™, I was asked if there would be a third expansion of the Base Game. I answered in the negative at that time, because I thought that all wishes to experience more in Catan had been fulfilled. With *Catan—Seafarers*®, the game was extended spatially, and *Cities & Knights* provided it with greater depth.

At the beginning of 2006, we started a survey in the Catan Online World where, among other things, we asked the citizens of this virtual game world which games they would want the most. “Variants of the base game” appeared at the very top of the wish list.

This vote encouraged me to consolidate and further develop ideas for interesting variants and expansions that had piled up in my drawer during the past 10 years. And now you’re holding the outcome in your hands!

A campaign with 5 scenarios opens up entirely new challenges and possibilities to experience the base game in a new fashion, and well-established variants offer alternatives to adapt the game to one’s own needs.

Hence, this expansion is all about “variants of the basic game,” and the complexity of the last two scenarios of the campaign almost comes up to the standard of *Cities & Knights*.

It is impossible to bring an expansion of this scope to a satisfactory conclusion all by oneself. I therefore want to sincerely thank all those fellow settlers mentioned under “Rule Testing and Advice” in the Credits section of this booklet for their valuable help.

I wish you lots of fun with *Traders & Barbarians*™!

—Klaus Teuber, February 2007

You can find more information at:

catan.com

catanstudio.com

klausteuber.com

GAME COMPONENTS

- 98 game pieces
 - 24 knights (6 of each color)
 - 12 bridges (3 of each color)
 - 4 wagons (1 of each color)
 - 36 barbarians (bronze color)
 - 22 camels (brown color)
- 120 cards
 - 1 set of cards for “Catan Event Cards” variant
 - 4 cards for “The Fishermen of Catan” scenario
 - 1 set of cards for “Barbarian Attack” scenario
 - 2 sets of cards for “Traders & Barbarians” scenario
 - 17 terrain tiles, fishing ground tiles, and sea frame pieces
 - 40 gold coin counters (25 small, 15 large)
 - 1 special victory point card “Harbormaster,”
 - 4 special tiles “Wealthiest Settler (1),” and “Poor Settler (3)”
 - 21 trade tokens (Catan chits)
 - 36 commodity tokens
 - 30 fish tokens
 - 1 Variants & Scenarios booklet

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● The Rivers of Catan*	page 10
● The Caravans	page 12
● Barbarian Attack	page 15
● Traders & Barbarians	page 19
Credits	page 24
Card Deck Manifest	page 24

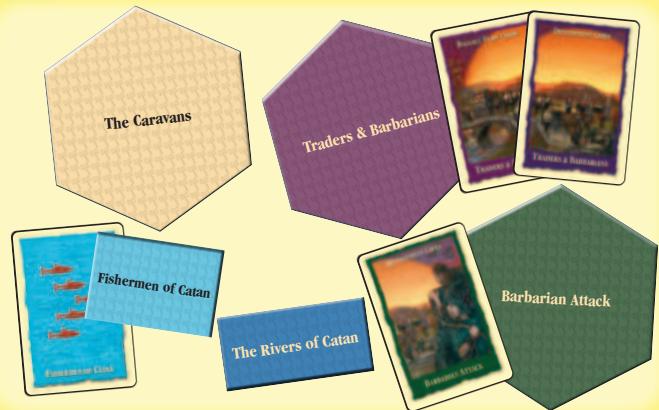
*—These 2 scenarios differ significantly from the previously published mini-expansions with the same names. Both scenarios have expanded rules; the first has an added lake, while the second has more river hexes. Read the rules for each of these scenarios carefully before beginning play.

VARIANTS

BEFORE YOUR FIRST GAME

Carefully detach the die-cut cardboard pieces from the frames. On the backs of the larger pieces, you will find the name of the corresponding variant or scenario. The color of each back serves as an additional distinguishing characteristic—each variant/scenario has a unique corresponding color. You can also find those colors on the card backs.

Variant "The Friendly Robber"	Gray	●
Variant "Catan Event Cards"	Black	●
Variant "Harbormaster"	Red	●
Variant "Catan for Two"	Light Green	●
Scenario "The Fishermen of Catan"	Sea Blue	●
Scenario "The Rivers of Catan"	Dark Blue	●
Scenario "The Caravans"	Tan	●
Scenario "Barbarian Attack"	Dark Green	●
Scenario "Traders & Barbarians"	Purple	●



NOTE

The variants can be used and combined with each other as well as with the *Traders & Barbarians* (*T&B*) scenarios, with *Catan–Seafarers*, scenarios, and to a certain extent with *Catan–Cities & Knights*. (*C&K*) For some variant/scenario combinations, the rules have to be slightly modified or adapted. Such adaptations of rules are specified in each of the respective variants and scenarios listed in this booklet.

VARIANTS

THE FRIENDLY ROBBER

What's going on in the forest of Catan? Strange stories are coming out of the dark woods of the Black Forest, hinting that the dreaded robber has disappeared without a trace, and that a young lad has taken his place. His name is said to be Rob de Hood, and supposedly he is only taking from rich travelers. Poor devils are allowed to move on...

Duration of the Game: according to scenario

Additional Components: none

WHAT IT IS ABOUT

Who hasn't experienced the frustration of having the robber moved next to one of your settlements early in the game? Not only may you lose a resource—the robber blocks crucial resource production until a "7" is rolled or a knight card is played. The "Friendly Robber" variant protects you from the robber until you have more than 2 victory points.

THE RULE CHANGE

When a "7" is rolled or a knight card is played, the robber may not be moved to a terrain hex that is adjacent to a settlement of a player who only has 2 victory points.

If, because of this rule, the robber has no valid terrain hex to move to, the robber moves to (or remains on) the desert hex. In this case, a resource card may not be taken from any player who only has 2 victory points.

When using this rule, you still lose half of your resource cards when a "7" is rolled and you have more than 7 resource cards.

TIPS FOR PLAYING THIS VARIANT

This variant should always be used when playing with family members, particularly when children are participating in the game.

POSSIBLE COMBINATIONS

This variant can be combined with all other *T&B* variants, *T&B* scenarios, and *Seafarers* scenarios, without rule changes.



CATAN EVENT CARDS

“Every man is the architect of his own fortune.”—This proverb is also true in Catan. Pick up the dice and challenge fortune each time anew! Of course, sometimes one will be at odds with the forces controlling fate, when one’s own numbers won’t come up and fortune only smiles on the other players.

But now it seems that so-called “scientists” have succeeded in making “fortune” a more calculable affair—by applying statistical methods. And it actually seems to work! Although, from what one hears, the use of mathematics also has unpleasant consequences: it is no longer possible to excuse one’s own defeat by saying that one’s numbers didn’t come up...

Duration of the Game: According to scenario

Additional Components: 1 event deck (as shown here):

36 Event Cards



1 New Year Card



1 Brief Rules Card



WHAT IT IS ABOUT

These cards replace the dice! On your turn, you don't roll the dice; instead, you turn the top of the event card deck face up. The number in the upper right corner of the card is the “roll.” It determines which terrain hexes produce resources (if any).

That face-up card may also trigger a particular event. There are a total of 11 different events, and almost half of the cards have events.

The statistically correct distribution of the numbers on the cards reduces the randomness produced by dice rolls. However, in exchange, the events inject new elements of chance into the game—thus producing a slightly different ambience.

PREPARATION

Separate out the “Brief Rules” card and the “New Year” card.

- Shuffle the remaining 36 cards.
- Place 5 of the shuffled cards face down to start the event card deck.
- Place the New Year card face down on top of these 5 cards.
- Place the remaining shuffled cards face down on top of the New Year card.

You have prepared the event card deck and are ready to begin play. Each turn, reveal the top event card, then resolve any event shown first, and finally produce resources using the number on the circular chit on the card.

When the “New Year” is revealed, repeat the preparation process above to create a new event card deck (then reveal the top card, resolve any event, and produce resources using the number on the new card).

Note: Each time the deck is prepared, 5 cards are excluded from play until the next time the deck is prepared. This creates some uncertainty to the final resource rolls as the deck runs out. If having a perfect dice distribution is more important to you, feel free to play through all 36 cards without the New Year card, and simply reshuffle when all cards have been used!

ADDITIONAL RULES

Robber Attacks! (Prod. #: “7”)

- Each player with more than 7 cards must discard half (rounded down).
- Move the robber. Draw 1 random resource or commodity card from any 1 player with a settlement and/or city next to the robber's new hex.



Epidemic (Prod. #: “6” and “8”)

Each player receives only 1 resource for each of their cities that produce this turn.



Cities & Knights: You may not take a commodity card.

Earthquake (Prod. #: “6”)

Each player turns 1 (maximum) of their roads sideways (at a 90° angle). You may not build roads until your turned road is repaired. The repairs cost 1 lumber and 1 brick. Roads turned sideways are still counted towards the “Longest Road.” You may not build a settlement adjacent to a damaged road.



VARIANTS

Good Neighbors (Prod. #: "6")

Each player gives the player to their left 1 resource of the giver's choice (if they have one).



Conflict (Prod. #: "3")

The player with the most face-up knight cards takes 1 resource card at random from any one player. If there is a tie for most, ignore the effects of this event.

Cities & Knights: The player with the highest total value of active knights takes a random resource/commodity card. If tied, ignore the effect. You may not take a progress card.



Tournament (Prod. #: "5")

The player(s) with the most knight cards revealed takes 1 resource of their choice from the bank.



Cities & Knights: The player(s) with the most active knight points takes a resource card. You may not take a commodity card.

Trade Advantage (Prod. #: "5")

The player with the "Longest Road" card (if not claimed, the player with more roads than any other player) may take 1 resource card from any player. You may not take a development card.



Cities & Knights: You may not take a progress card.

Calm Sea (Prod. #: "9" and "12")

The player(s) with the most harbors receives 1 resource card of their choice from the supply.



Cities & Knights: You may not take a commodity card.

Robber Flees (Prod. #: "4")

The robber returns to the desert. Do not draw a card from any player.



Neighborly Assistance (Prod. #: "10" and "11")

The player(s) with the most victory points give(s) 1 player with fewer victory points 1 resource card of the giver's choice. If a giver doesn't have a resource card to give, that giver ignores this event card effect.



Cities & Knights: You may give a commodity in place of a resource. You must give a commodity if that's all you have.

Plentiful Year (Prod. #: "2")

Each player takes 1 resource of their choice from the supply.



Cities & Knights: You may not take a commodity card.

Cards Without Events (Prod. #: "3," "4," 2x "5," 2x "6," 4x "8," 3x "9," 2x "10," "11")

The settlers labor. Catan prospers!

Note: No event occurs.



New Year

- Shuffle all the event cards (except this one).
- Put 5 event cards face down and place this card on top of those 5.
- Place the remaining 31 event cards face down on top of this card to form a new draw pile.
- Draw the top card to begin the turn.



POSSIBLE COMBINATIONS:

This variant can be combined with all other *T&B* variants, *T&B* scenarios, and *Seafarers* scenarios, without rule changes.

For Cities & Knights: Roll the *C&K* event die every time you turn over an event card. If the event die shows a city gate, use the red die value shown in the lower right corner of the event card for progress cards. Then play proceeds normally.



HARBORMASTER

With its dangers and temptations, the sea has always attracted adventurous people. They congregate in harbors, which is why harbors are home to an exceptional number of adventurers. Whoever can control those savage hordes of adventurers is undoubtedly destined for greater things—maybe even the title of Harbormaster! Will it be the first step towards even higher honors?

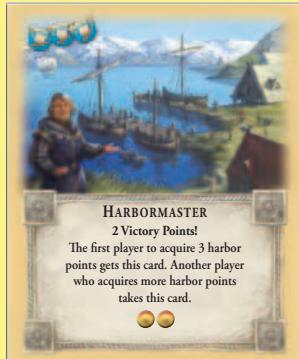
Duration of the Game: According to scenario

Additional Components: 1 Harbormaster special VP card

WHAT IT IS ABOUT

As trade becomes more and more important on Catan, the harbors have an ever-increasing relevance. Settlements and cities at harbors provide “harbor points.”

The player with the most harbor points receives 2 special victory points.



PREPARATION

Place the “Harbormaster” special card beside the board.

THE GAME

The normal rules for *Catan* apply. If you have 11 or more victory points during your turn, the game ends and you are the winner.

ADDITIONAL RULES

- A settlement at a harbor gives 1 harbor point.
A city at a harbor gives 2 harbor points.
- The first player to acquire 3 harbor points receives the “Harbormaster” special card, worth 2 victory points.
- If another player acquires more harbor points, that player takes the Harbormaster card and the 2 victory points.

POSSIBLE COMBINATIONS

This variant can be combined with all other *T&B* variants, *T&B* scenarios, and *Seafarers* scenarios, without rule changes. For any scenario, the normal number of victory points required for victory should be increased by one point.

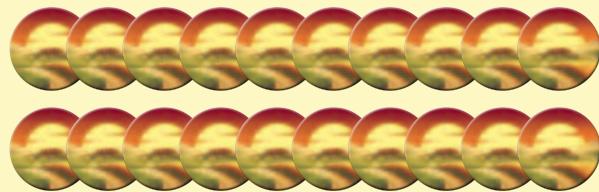
CATAN FOR TWO

The Catanians are sociable people. They get together and have fun—groups of four have the most enjoyable experiences, although life can still be very exciting for groups of three. More and more frequently, however, groups of two can be seen searching for adventure all by themselves.

But wait a minute, these people can be helped: now the fun for two plus two has arrived! Two are real, the other two imaginary—give the challenge of “Catan for Two” a try!

Duration of the Game: According to scenario

Additional Components: 20 trade tokens



20 Trade Tokens (Catan chits)

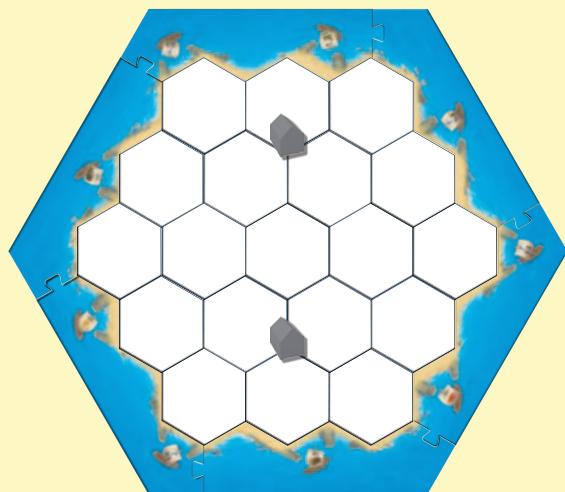
PREPARATION

Place the two sets of game pieces not chosen by the players beside the game board. They will serve as game components for the two imaginary neutral players.

Also place the trade tokens beside the board. At the beginning of the game, each player receives 5 trade tokens.

SET-UP

Set up the terrain hexes as usual in the white area shown below. For each neutral player, place 1 settlement (without a road) on one of the intersections of the game board marked in the following illustration.



You and your opponents then build your two starting settlements with roads, according to the normal set-up rules. Therefore, after finishing the set-up phase, each player has 2 settlements and 2 roads on the game board, while each neutral player has 1 settlement.

THE GAME

In general, the normal 3-4 player rules for *Catan* apply. The changes are described below.

ADDITIONAL RULES

Rolling for Production

On your turn, you roll the dice twice in a row. *It is essential that the two dice roll results differ from one another.* Should the second dice roll give the same result as the first one, roll again—as many times as necessary to produce two different results. Immediately after each of the two dice rolls, the two real players obtain resources and/or move the robber (a “7” result).

Building Progress of the Neutral Players

When you build a road or a settlement, you must also build (for free) 1 road or 1 settlement for either of the two neutral players. If there is no legal settlement location for the neutral players, you must build a road instead.

When you build a city or buy a development card, the neutral players are not affected. The neutral players do not receive resources; however, a neutral player can obtain the Longest Road.

Using Trade Tokens to Take Actions

On your turn, you may pay 1 or 2 trade tokens and take one of these actions:

- Action “Forced Trade”: You draw 2 random cards from your opponent’s hand; in exchange, you give your opponent 2 cards of your choice from your own hand. If your opponent only has 1 card, you can take it, but still must give that opponent 2 cards in exchange.
- Action “Move Robber”: You may move the robber to the desert hex.

If your victory point total is fewer than or equal to your opponent’s total, you must pay 1 trade token to take an action. Otherwise, an action costs you 2 trade tokens. Return spent trade tokens to the supply.

Replenishing Trade Tokens

- Once during your turn, you may discard one of your face-up knight cards and take 2 trade tokens in exchange. If you hold the Largest Army card and discard a face-up knight card, you might have to set aside the Largest Army card. If you only have only 2 face-up knight cards after discarding, set it aside. If you and your opponent have the same number of face-up knight cards (or your opponent has more) after discarding, set it aside. Thereafter, a player that has the most (at least 3) face-up knight cards takes the Largest Army card.
- When you build a settlement adjacent to the desert hex, take 2 trade tokens (also applies during the set-up phase).
- When you build a settlement on the coast, you take 1 trade token (also applies during the set-up phase).
- When you build a settlement adjacent to both the desert and the coast, you take 3 trade tokens (also applies during the set-up phase).

POSSIBLE COMBINATIONS

This variant can be combined (without rule changes) with all other *T&B* variants, and with *T&B* and *Seafarers* scenarios in which the Largest Army is not excluded.

For Combination with *Catan Event Cards*: On your turn, you draw two event cards instead of rolling the dice.

If the second card has the same production result as the first, no further cards are drawn. The production result **is applied twice**.

For Combination with *Cities & Knights*: 2-player rules have been developed for *Cities & Knights*. However, they are too extensive to fit here. If you are interested in playing *Catan: Cities & Knights* with 2 players, go to: catan.com/service/combinations/catan-2-cities-and-knights.

CAMPAIGN SCENARIOS

This Campaign consists of 5 different scenarios—starting with the simple “The Fishermen of Catan” and ending with the somewhat more complex “Traders & Barbarians.” Because of the increasing level of difficulty, we recommend that you play the scenarios in sequential order. In theory, each scenario in this Campaign can be combined and played with each other **T&B** scenario, and with **Catan—Cities & Knights** and each **Catan—Seafarers** scenario. In practice, each combination of scenarios would need an adaptation of the rules. A description of each possible combination would go beyond the scope of these rules. You can find the most useful possible scenario combinations at catan.com. Please stop by our website once in a while to see what else is new in the world of Catan!

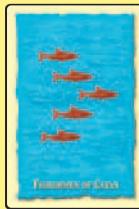
THE FISHERMEN OF CATAN

After the settlers have built their first settlements, created agricultural crop land and multiplied their flocks of sheep on the fertile pastures of Catan, they lean back in their chairs, satisfied. Totally satisfied? No, not totally. It's true that lamb and bread are delicious food—but every day the same dish makes some settlers wish their menu would show a little more diversity. Thus, it is only a matter of time until a couple of settlers equip themselves with fishing rods and nets and try their luck on the shores of Catan or the recently discovered lake. Meaning that for Catan's fish populations, the peaceful times have definitely come to an end...

Note: This scenario differs significantly from the scenario previously published with the same name. This scenario has expanded rules and an added lake hex. Read these rules carefully before beginning play.

Duration of the Game: About 45-60 minutes

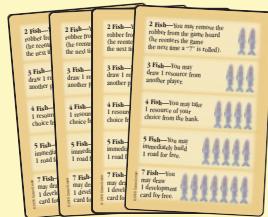
Additional Components: See illustration below



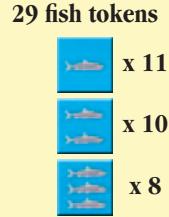
6 fishing ground tiles
(prod. #s: 4, 5, 6, 8, 9, 10)



1 lake hex
(prod. #s: 4, 5, 6, 8, 9, 10)



4 overview cards
(1 per player)



29 fish tokens
x 11
x 10
x 8



1 old boot token

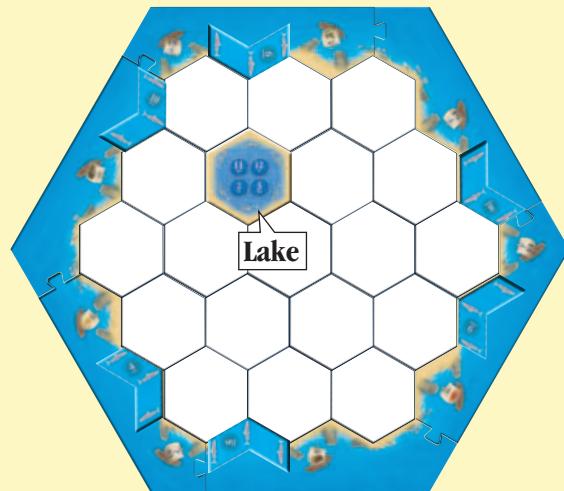
WHAT IT IS ABOUT

The coasts and lakes of Catan are teeming with fish, but fish has been a rare, though known commodity on Catan. So, what could be more obvious than sending fishermen to the shores of Catan to retrieve the precious goods from the depths of the lake and the sea?

The fish caught soon proves to be a coveted commodity. For 2 fish, the robber voluntarily leaves Catan. For 4 fish, the bank forks out a resource. For 5 fish, workers don't mind building a road for free...

PREPARATION

- Replace the desert hex with the lake hex. The lake cannot be placed on the edge of the island (i.e., the coast).
- Mix the fish tokens and the old boot token together face down and place them near the resource cards.
- On each frame section, place a fishing ground tile on a free vertex such that each points towards the island.
- If you place your second settlement adjacent to a fishing ground tile, you receive a fish token (see below) in addition to your normal starting resources.
- Place the robber beside the game board. It enters the game only when the first “7” is rolled.



THE GAME

The normal rules for *Catan* apply. The changes are described on the next page.

ADDITIONAL RULES

Fishing

Each fishing ground tile touches 3 coastal intersections.

Settlements and cities built on these intersections have a chance to collect fish tokens. Each fishing ground tile shows a dice roll number. When the number on a fishing ground tile matches the number on the production dice roll, each settlement or city adjacent to that fishing ground tile collects fish tokens. Each settlement collects 1 token, while each city collects 2.

If you have a settlement or city on an intersection adjacent to the lake hex, you may draw a fish token (2 for a city) whenever a 2, 3, 11, or 12 is rolled.

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 boot 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.



Lake hex with production numbers 2, 3, 11, and 12



Fishing ground with production number 6

Actions with Fish Cards

On each fish token, 1, 2, or 3 fish are depicted. During your turn, you can discard fish tokens in order to take certain actions. You may discard multiple fish tokens to perform more useful actions. The more fish you discard, the bigger the benefit:

- 2 fish**— Remove the robber from the board (do not steal any cards) until it enters the game again (via a "7" or the use of a knight card).
- 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.

Place the fish tokens you spend face up next to the supply of fish tokens.

SPECIAL CASES

- **7 fish tokens at most:** You are not allowed have more than 7 fish tokens at any one time. If you already have 7 fish tokens and would obtain another 1 or 2 fish tokens for a settlement or city, you may exchange one of your fish tokens with a fish token from the supply (hoping for a token with more fish on it).
- **You cannot "make change":** If the number of fish on your tokens is more than the purchase price, you lose the excess fish.
- **Multiple actions per turn are allowed:** You may use fish tokens for more than 1 action during the same turn. However, you must perform the actions one by one and independently from one another. For example, you are not allowed to pay 2 tokens with 3 fish each, thereby moving the robber to the desert (2 fish), and take 1 resource from the bank (4 fish).
- **Fish tokens are not resources:** Fish tokens do not count as resource cards, so do not count them toward 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.
- **Harbors and fishing grounds:** If you have a settlement or city on an intersection that touches both a harbor and a fishing ground tile, you receive both benefits.
- **If the fish tokens are depleted:** When the last face-down fish token is drawn, turn over all the used fish tokens and mix them again to form a new supply.
- **No fish trading:** Fish tokens may not be traded between players.

AN OLD BOOT ...

If you draw the old boot, you must reveal it immediately! After rolling the dice on your turn, you can give the old boot away. You can give the boot to any other player who has the same number of victory points as you or more victory points than you. However, if you alone have the most points, you must keep the old boot for yourself.

As long as the old boot is in your possession, you need 1 additional victory point to win the game! So, you would need 11 victory points to win the *Catan* base game. The old boot is, therefore, not a negative victory point. Anyone who owns it merely needs one additional victory point to win.

ENDING THE GAME

The game ends as soon as a player has enough points during their turn to win (10 normally, 11 if you have the old boot).

COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion's variants.

For combination with "Catan for Two"

- During set-up, each player receives 5 fish tokens: 2 tokens with 1 fish each, 2 tokens with 2 fish each, and 1 token with 3 fish. The remaining fish tokens are shuffled and placed face down beside the game board.
- Trade tokens are not used. The player who has fewer victory points needs 1 fewer fish for each action.
- New fish tokens are only obtained when the number of a fishing ground tile or the lake hex is rolled—not by building a settlement on the coast or by discarding a knight card.

For combination with "Catan Event Cards"

- Robber Flees:** Place the robber beside the game board until it is used again (via a "7" or by playing a knight card).

When combined with the "Harbormaster" variant, this scenario should be played until one player reaches 11 victory points during their turn (12 victory points with the old boot).

THE RIVERS OF CATAN

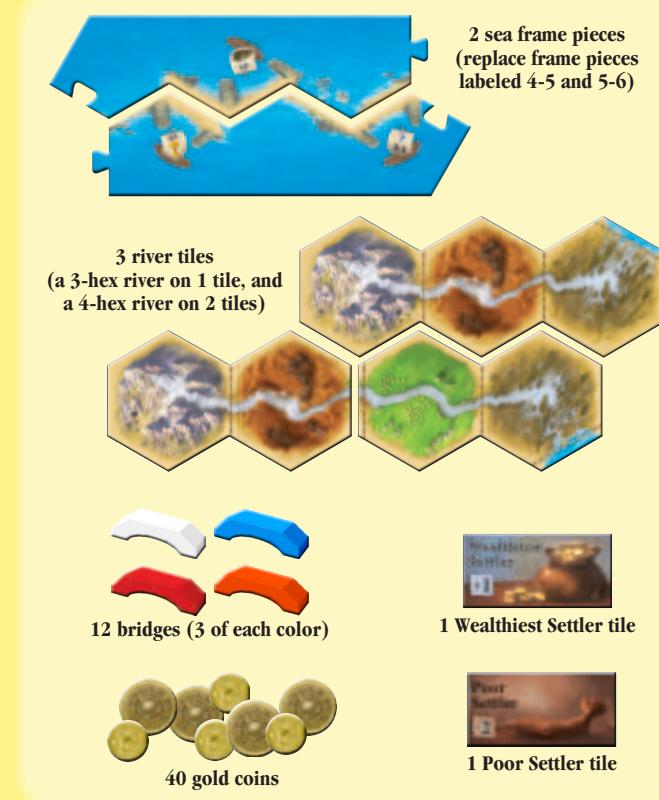
While some settlers have totally committed themselves to fishing, others are settling near the rivers of Catan. These rivers are proving to be the true lifelines of the island. The river trade is flourishing particularly well—as reflected in profits of sheer gold!

No wonder that soon roads are appearing along the rivers, and mighty bridges are crossing the water. Everyone wants to be the wealthiest settler of the island. But it often happens that, while one gets rich, many others get poor. How will you fare?

Note: This scenario differs significantly from the scenario previously published with the same name. This scenario has expanded rules and more river hexes. Read these rules carefully before beginning play.

Duration of the Game: About 45-60 minutes

Additional Components: See illustration below

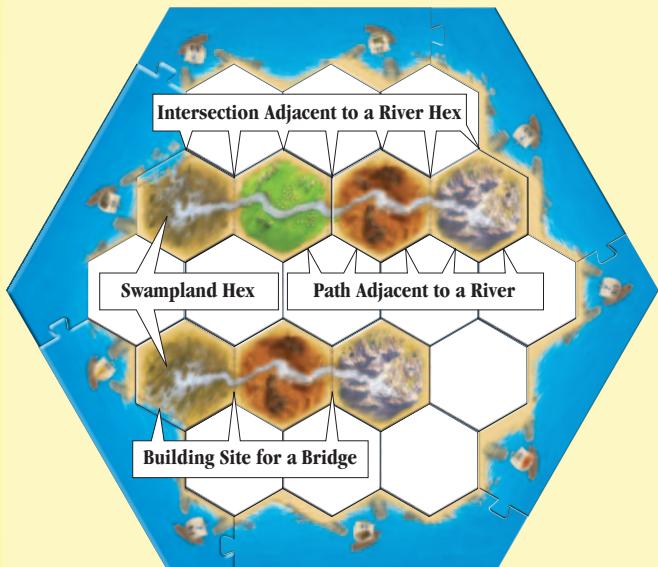


WHAT IT IS ABOUT

For each road and each settlement you build adjacent to a river hex, you receive 1 coin. You can trade 2 coins for any one resource of your choice. If you have the most coins, you are the Wealthiest Settler, which earns you a special victory point. But be careful! If you squander your coins, you could easily become a Poor Settler and thus lose 2 victory points.

PREPARATION

- Assemble the frame and place the 3 river tiles as shown in the illustration at the right. Replace two frame pieces from *Catan* base game (labeled 4–5 and 5–6) with the corresponding frame pieces provided in this expansion.
- Remove from play the following terrain hexes from *Catan* base game: 2 mountains hexes, 2 hills hexes, 2 pasture hexes, 1 desert hex. Use the remaining terrain hexes to create the rest of the island.
- When placing number tokens, skip the two swampland hexes and do not place tokens on them.
- Place the first number token “A” on any coastal hex. Then, skip number token “2” (B) and set it aside. Place the remaining number tokens in alphabetical order, just as in the set-up of *Catan* base game. Finally, place number token “2” (B) on the hex with number token “12” (H). Now that hex produces resources whenever a “2” or a “12” is rolled.
- Place the robber on one of the two swampland hexes.
- Place the coins beside the game board. At this point, none of the players have coins.
- Take the 3 bridges of your color.
- Place the “Wealthiest Settler” and “Poor Settler” tiles beside the game board.



SET-UP

Each player builds 2 settlements with 1 road each, as is customary in the *Catan* base game. The following rules apply:

- You may not build a road on any of the “building sites” for the bridges—a building site is a path (see dotted lines) that crosses a river. This rule applies during the whole game.
- For each settlement you build adjacent to 1 or 2 river hexes, you receive 1 coin.
- For each road you build on a path adjacent to a river hex, you receive 1 coin.

“Poor Settler” & “Wealthiest Settler” Tiles

You can start the game with up to 4 coins. If you have the smallest number of coins, you receive one of the “Poor Settler” tiles (minus 2 victory points). If multiple players are tied for the smallest number of coins (even 0 coins), each of those players receives a Poor Settler tile (minus 2 victory points).

If you and you alone have the most coins, you receive the “Wealthiest Settler” tile. This tile is worth 1 victory point.

THE GAME

The normal rules for *Catan* apply. The changes are described below.

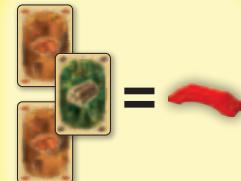
ADDITIONAL RULES

Settlements and Roads Adjacent to the River

As in the set-up phase, you receive 1 coin for each road and each settlement that you build adjacent to a river hex. However, you do not receive any coins for a settlement adjacent to a river hex being upgraded to a city.

Building Bridges

Building a bridge requires 2 brick and 1 lumber. A new bridge must always connect to 1 of your existing roads, settlements, or cities. A bridge can only be built on one of the 7 building sites for bridges—a building site is a path that crosses a river. For each bridge you build, you receive 3 coins. For the Longest Road and settlement building, a bridge is treated as if it were a road. You can only build 3 bridges. You may not use the development card “Road Building” to build a bridge instead of a road.



Poor Settler Tiles

If you have the smallest number of coins at any point in the game, you receive one of the Poor Settler tiles (minus 2 victory points). If multiple players are tied for the smallest number of coins, each of those players receives a Poor Settler tile. As soon as you no longer have the smallest number of coins, you return your Poor Settler tile to the supply. When you have this tile, your number of victory points is reduced by 2.



Wealthiest Settler Tile

This special tile is worth 1 victory point. Initially, you receive the Wealthiest Settler tile by being the only player to have the most coins. If you hold the Wealthiest Settler tile, you lose it if another player's number of coins equals or exceeds your number of coins. This can happen due to you spending coins or due to another player receiving coins. When you lose the tile, one of two things could happen:

- If a player is the only player with the most coins, that player receives the Wealthiest Settler tile and the associated victory point.
- Otherwise, the tile is set aside until there is only one player with the most coins.



Gold Coins

Up to two times during your turn, you may spend 2 gold coins to buy 1 resource card of your choice from the supply. You can spend coins the turn you receive them. You may trade gold for resource cards with other players (and vice versa). You may use maritime trade to obtain coins at the usual 4 identical resources for 1 coin (or 3 for 1 if you have a 3:1 harbor). A 2:1 harbor can't help, since there are no 2:1 gold harbors. Coins cannot be stolen by the robber. Coins cannot be taken by using a "Monopoly" development card.

ENDING THE GAME

The game ends when a player reaches 10 VPs during their turn.

TIPS FOR PLAYING THIS SCENARIO

If you receive the Poor Settler tile, your chances of winning the game are greatly reduced. Therefore, you should use your coins to buy resources only when you still have enough options to build at the river and thus replenish your own gold reserves.

COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion's variants.

For combination with "Catan for Two"

- When you build a settlement adjacent to a swampland hex, you receive 2 trade tokens.
- Instead of sending the robber to the desert (which does not exist in this scenario), it is sent to a swampland hex.

For combination with "Catan Event Cards"

- Robber Flees: The robber is placed beside the game board until it is used again (via a "7" or the use of a knight card).

When combined with the "Harbormaster" variant, this scenario should be played until a player reaches 11 victory points during their turn.

THE CARAVANS

Recently, Catan has been enjoying steadily growing wealth, thanks to its industrious settlers, fishermen, and merchants. But not all of the settlers are satisfied. For some, Catan has become too busy and agitated. To get away from the hustle and bustle, they drive the robber from the desert and settle at a small oasis. Now they have some peace and quiet, while enjoying the clean and dry desert air—but soon the diet is lacking variety, and the wool necessary to make new clothes becomes scarce...

Duration of the Game: About 60 minutes

Additional Components: See illustration below



1 oasis hex



22 camels

WHAT IT IS ABOUT

Nomads have settled at the oasis. They are in dire need of wool and grain, and they offer commodities of the desert in exchange. Since the settlers of Catan can always spare some sheep and grain, the nomads are sending out camels to transport those coveted resources. Three caravans are formed during the course of the game—each caravan consists of a string of camels that begins at the oasis. Each settlement and city adjacent to a caravan route is worth an extra victory point. Each road running parallel to a caravan counts double (important for determining the Longest Road).

PREPARATION

The oasis hex replaces the desert. Place the oasis hex at the very center of the island before creating Catan—the orientation of the oasis is arbitrary. Place the camels beside the game board. Place the robber beside the game board; as soon as the first "7" is rolled, place it on any hex with a number token (not on the oasis).



SCENARIOS

THE GAME

The normal rules for *Catan* apply. The changes are described below.

ADDITIONAL RULES

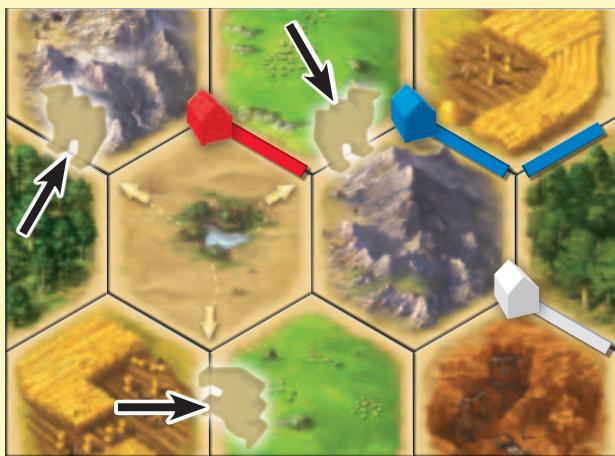
If, after set-up, you build any settlements or upgrade any settlements to cities during your turn, 1 camel is placed after you finish your turn. However, you do not necessarily choose where to place the camel; instead its exact placement is determined in a voting round (see below).

Placing a Camel

During play, 3 different caravans develop and extend—each starts at the oasis and consists of a string of camels.

- You must always place a camel on a path. That path must not already be occupied by another camel, but it may be occupied by a road. You may also build a road on a path occupied by a camel. Place any road and camel on the same path side by side.
- Each camel has a “front” end (the head).
- You must place the first camel of a caravan on a path directly pointed to by one of the 3 arrows on the oasis hex (see example 1)—the camel’s front must point away from that arrow. Each caravan’s first camel starts from a different arrow.

Example 1: The first camel must be placed. There are 3 paths on which it may be placed.



- You must place each of the second and latter camels of a caravan on a path in such a way that the new camel is adjacent to the “front” of the last previously placed camel in its caravan (see example). The new camel’s front must also point away from the last previously placed camel in its caravan.

- If there is still an open caravan starting point, you may place a camel there to start a new caravan.
- It is not possible for a caravan to branch. For each caravan, there will always be 2 or fewer paths on which to place a new camel. There are only 3 caravans, so there will be a maximum of 6 possible paths on which a camel may be placed during any given turn. The players vote on where each camel is placed.

Example 2: The camel has been placed on position “A.” Now there are 4 paths where the next camel may be placed.



Voting Round

During a voting round, you get to bid once to determine how many votes you have to influence the placement of a camel. Bidding starts with the player who just finished their turn and proceeds clockwise. You bid by placing wool and/or grain resource cards face up in front of yourself. Only players who have bid at least one card can negotiate with each other to determine where to place the camel.

- You have one vote for each card that you bid.
- If you have more votes than all of the other players combined, you choose where to place the camel.
- Otherwise, if 2 or more players combined have the majority of the votes and they agree on the placement of the camel, they place the camel accordingly.
- Otherwise (no agreement is reached), the player who has the most votes chooses where to place the camel (even if this player is a minority of the total votes).
- Otherwise (there is no “most votes” player), the player who just finished their turn chooses where to place the camel (even if that player has no votes).
- Finally, all players discard their resources used for voting.

Note: Each player is offered only one opportunity to vote. Adding more bidding cards to the first offer later on is not allowed.

SCENARIOS

SPECIAL CASES

End of a Caravan

A caravan ends when it can no longer be extended by adding a camel. In addition, when the camel supply is depleted, all 3 caravans end.

Merging of 2 Caravans

Two caravans meeting at an intersection merge as soon as the next camel is placed and will continue as a single caravan.

Camels on the Coast and at the Oasis

A caravan may be extended by placing a camel on an appropriate coastal path.

A caravan's first camel may not be placed on a path along the edge of the oasis hex. However, if a caravan finds its way back to the oasis, a camel may be placed on a path along the edge of the oasis hex.

Benefits of Caravans

- Longest Road — A road on the same path as a camel counts as 2 roads for the Longest Road. For example, if a player has 4 continuous road segments and 2 of those road segments are on the same paths as camels, it would count as road with a length of "6." This would fulfill the requirement of a length of at least "5" for the initial Longest Road.
- Increase in value of cities and settlements — Each settlement or city located between 2 camels is worth 1 additional victory point.

Example 3: (see the illustration) During the course of the game, 3 somewhat longer caravans have developed. A settlement of player "White" and 2 settlements of player "Blue" are each worth 1 additional victory point—because each is located between two camels. Moreover, 3 roads of player "Blue" and one road of player "White" count double for the Longest Road. There are currently 6 paths on which a camel can be placed.

ENDING THE GAME

The game ends when a player reaches 12 victory points during their turn.

TIPS FOR PLAYING THIS SCENARIO

In the *Catan* base game, wool is usually the resource considered least important. In this scenario, wool takes on a greater significance—wool is used for votes that affect camel placement, which can lead to additional victory points. Grain is also used for votes, but for building it can be more useful than wool. So it is often a good idea to place a settlement adjacent or close to a productive pasture hex during set-up.

COMBINATION WITH VARIANTS

You can combine this scenario with any of this expansion's variants.

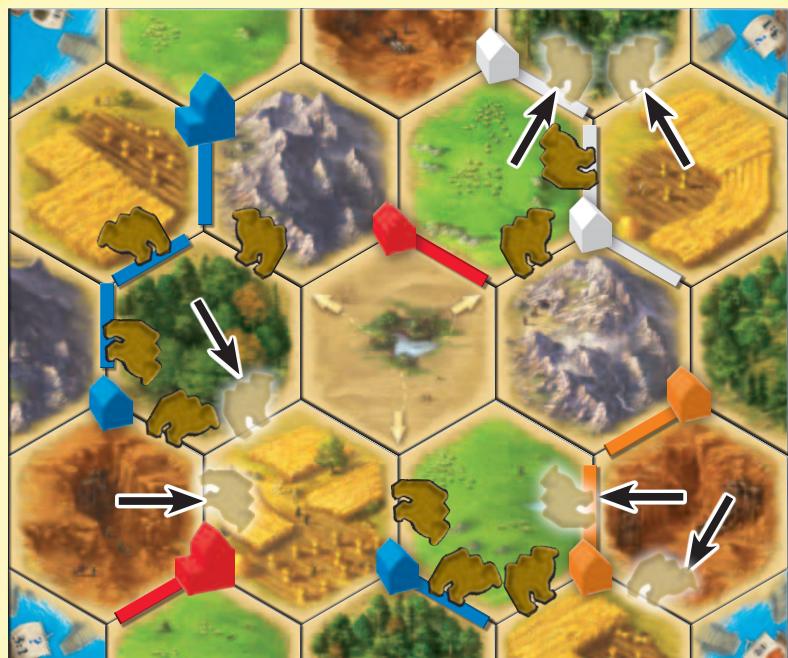
For combination with "Catan for Two"

- Each voting round determines the placement of 2 camels:
- If you win the vote, you place 2 camels. However, you must extend 2 different caravans.
 - In case of a tie, each player places a camel—first the player who just finished their turn and then the other player.
 - Instead of sending the robber to the desert, it is placed beside the game board until it is used again (via a "7" or the use of a knight card).

For combination with "Catan Event Cards"

- Robber Flees: Place the robber beside the board until it is used again (via a "7" or the use of a knight card).

When combined with the "Harbormaster" variant, this scenario should be played until one player reaches 13 VPs during their turn.



BARBARIAN ATTACK

Catan's wealth doesn't go unnoticed. Fearsome barbarians, eager for booty, are landing on the coasts of Catan, spreading terror. The fun is over—the peaceful times are history! One never knows where the barbarians will strike. Initially, there are only a few raiders, but their numbers increase rapidly. At first they only ruin resource production. As their strength grows, however, they threaten to besiege settlements and cities—with devastating consequences.

But Catanians stand by each other. They respond by training knights to send into battle—but will they be strong enough?

Duration of the Game: About 60-90 minutes

Additional Components: See illustration below

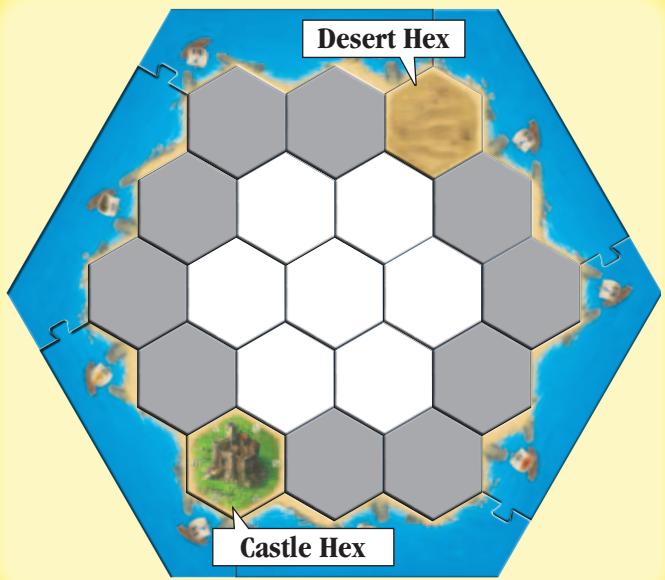


WHAT IT IS ABOUT

Eager for booty, the barbarians are landing on the shores of Catan. At first, their mere presence spreads fear and terror. But as more and more barbarians cross the ocean, they begin to occupy coastal hexes and block resource production. The barbarians even threaten to capture coastal settlements and cities. To survive, the Catanians must prepare their knights at the castle and—demonstrating never before seen unity—send them into battle against the barbarian hordes.

PREPARATION

- Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown at the top of the next column. Randomly place the following hexes in the gray outer circle: 2 forest, 2 hills, 3 pasture, 1 mountains, and 2 fields. These hexes are “coastal hexes.”



- Place the inner terrain hexes:** Randomly place the following hexes in the white inner area: 1 forest, 1 pasture, 1 hills, 2 mountains, and 2 fields. One forest hex is not used.
- Placing number tokens:** After placing the hexes, place the number tokens following the pattern shown below.
- Take the **6 knights** of your color.
- Place a **barbarian** on the hex with the “2” number token and on the hex with the “12.” The remaining barbarians are placed beside the game board.
- Use the new **26 development cards** that this expansion provides for this scenario. Do not use any of the *Catan* base game development cards.
- Do **not** use the “**Largest Army**” special card.
- Do **not** use the **robber**.



SET-UP

Set up as outlined in the *Catan* base game, except that your second settlement is replaced by a city. You still only receive 1 resource for each terrain hex adjacent to your city.

THE GAME

The normal rules for *Catan* apply. The changes are described below.

ADDITIONAL RULES

In addition to rolling for production, trading, and building, you may also resolve the following actions during your turn:

1. Barbarians land in Catan (each time you build a settlement or upgrade a settlement to a city)
2. Immediately play a development card (each time you buy a development card)
3. Place a knight (each time you play a “Knighthood” or a “Swift Knight” development card)
4. Move your knights (at the end of your turn, after you finish trading and building)
5. Expel the barbarians (at the end of your turn, after moving your knights)

1. Barbarians land on Catan

a) Barbarian attack

Each time you build a settlement or upgrade a settlement to a city, you must immediately interrupt your turn and resolve a “barbarian attack.” If there are no barbarians left in the supply, all of the barbarians have landed on Catan and no more barbarian attacks take place. Attacks proceed as follows:

- Roll the dice until you get a result that is not a “7” (re-roll as many times as needed). Then place a barbarian on the coastal hex with the number token corresponding to the dice roll result. If this coastal hex already has 3 barbarians, do not place a barbarian (do not re-roll the dice).
- Roll the dice until you get a result that is not a “7” and is not the same as the first dice roll result. Then use this dice roll result to place a barbarian as outlined in step 1.
- Roll the dice until you get a result that is not a “7” and is not the same as either of the first two dice roll results. Then use this dice roll result to place a barbarian as outlined in step 1.

b) Coastal hex is conquered

As soon as you have placed 3 barbarians on a coastal hex, turn that hex’s number token face down.

- This “conquered hex” no longer produces resources when you roll its number. You no longer place barbarians on this hex during a barbarian attack.

- You may not build a road on a path adjacent to a conquered hex, and you may not build a settlement on an intersection adjacent to a conquered hex.

c) A settlement or city is conquered

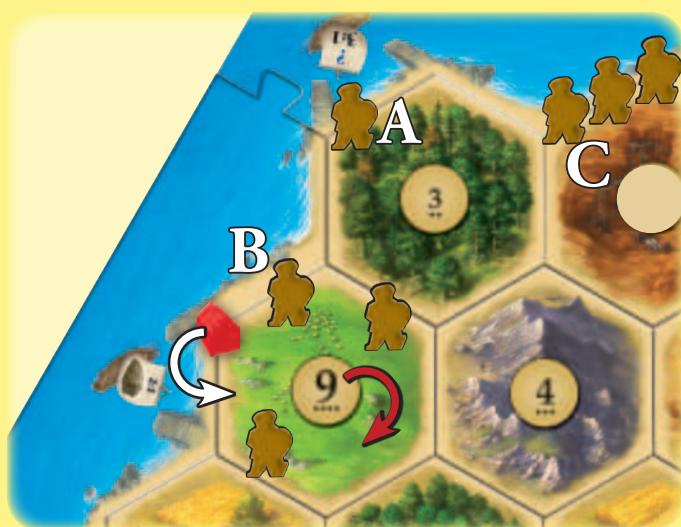
As soon as a city or settlement is not adjacent to an unconquered hex (i.e., it is surrounded only by the frame and/or conquered hexes), it becomes a “conquered settlement/city.” Turn the conquered settlement/city on its side, but leave it on its intersection.

- You get no victory points for a conquered settlement/city.
- If a conquered settlement/city has a harbor, you cannot use it.
- Since the desert hex and the castle hex can never be conquered, a settlement or city adjacent to one of these hexes cannot be conquered.

Example: A barbarian attack occurs; you roll and place barbarians:

- You roll a “3” and place a barbarian on the coastal hex with the “3” (A).
- You roll a “9” and place a barbarian on the coastal hex with the “9” (B). Now 3 barbarians are on the hex, and it is conquered. The hex’s number token is turned face down. The red settlement is also conquered, because there are no unconquered hexes adjacent to it—it is turned on its side.
- You roll a “3”. Since a “3” has already been rolled, you re-roll the dice.
- You roll an “8”. However, the coastal hex with the “8” has already been conquered (the number token is turned face down), so no barbarian is placed.

Thus, you have rolled 3 different non-“7” numbers and placed 2 barbarians during the process.



2. Immediately play a development card

When you buy a development card, you must immediately reveal and resolve it. On your turn, you may buy any number of development cards, but you must reveal and resolve each such card before buying another development card. Discard each development card after it is resolved. If the development card stack is depleted, shuffle the discard pile and it becomes the new development card stack.

3. Place a knight

When you play a “Knighthood” development card, place one of your knights on 1 of the 6 paths adjacent to the castle hex. That path must not already be occupied by another knight. Similarly, when you play a “Swift Knight” development card, place 1 of your knights on any path not occupied by another knight.



4. Move your knights

After you finish trading and building on your turn, you may move each of your knights. You move a knight from path to adjacent path.

- You may move each knight up to 3 paths. If you pay 1 grain, you may move the knight up to 5 paths (instead of 3 paths). If you want to increase the movement of several knights to 5 paths, you must pay 1 grain for each of these knights.
- When you move a knight, ignore all other knights, roads, settlements, and cities. However, none of your knights can end its movement on a path occupied by another knight (yours or another player’s).
- After you finish moving your knights, none of them may be on a path adjacent to the castle hex.

5. Expel the barbarians

a) Checking for victories

At the end of your turn, after moving your knights, check each coastal hex to see if a victory occurs in that hex. Start checking with the coastal hex numbered “4” (which is to the left of the castle hex) and continue in clockwise direction until all of the coastal hexes are checked.

For a given hex, victory occurs if there is at least 1 barbarian on the hex and there are more knights on the hex’s 6 adjacent paths than barbarians on the hex.

b) Resolving a victory

When a victory occurs in a hex, the defeated barbarians on the coastal hex become “prisoners.” These barbarian prisoners are distributed among the “involved” players (i.e., the players who have “involved” knights adjacent to the hex):

- If you are the only involved player, you receive all the prisoners.
- If multiple players are involved, each of the involved players gets a prisoner. If there are not enough prisoners to go around, each involved player rolls the dice. Each of the involved players who rolls highest (re-roll ties) receives a prisoner. If you roll and don’t receive a prisoner, you receive 3 gold as compensation.
- If each involved player receives a prisoner and a prisoner is left over, the player who has the most involved knights receives the prisoner. Should there be a tie for involved knights, each involved player rolls the dice (re-roll ties). The high roller gets the prisoner; the loser receives 3 gold. Each two prisoners you hold are worth 1 victory point.

Example: Red moves her knight a total of 3 paths, to a path adjacent to the conquered hex (A). 4 knights are thus pitted against 3 barbarians. The knights are victorious. The two players involved in the victory (red and blue) each get one barbarian prisoner. Red has more knights involved in the victory, so she gets the third prisoner.



c) Reconquered coastal hexes

When a victory occurs at a conquered coastal hex, turn the hex’s number token face up and turn upright any adjacent conquered settlements and cities. The hex can once again produce resources, and those settlements/cities are once again fully functional (e.g., worth victory points). On the other hand, barbarian attacks can once again affect the hex.

SCENARIOS

Example: The red settlement (A) regains its function, and the number token (B) is turned face up again.



d) Knight losses after a victory

After each victory, one of the involved players rolls a die and places it in the center of the castle hex. The number rolled determines one of the three “orientation” pairs of paths adjacent to the castle hex: “1&4▲,” “2&5●,” or “3&6■.”

Check each knight involved in the victory. If the path that the knight is on has the same orientation as one of the two paths determined by the die roll, remove that knight from the board (return to supply). For each of your knights removed, you receive 3 gold as compensation.

Example: After a victory, a die is rolled to determine which knight(s) will be removed. The “3&6■” orientation is rolled. A red knight and a blue knight are on paths that have the “2&5■” orientation. The owners of the knights put them back into their supplies, and each receives 3 gold.



A “7” is rolled for production

If you roll a “7” for production, you may draw 1 random resource card from a player of your choice. In addition, each player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.

Gold Coins

The large gold coins are worth 5, while the small ones are worth 1.

Up to two times during your turn, you may buy a resource of your choice for 2 gold. You may trade gold for resource cards with other players (and vice versa). You may use maritime trade to obtain coins at the usual 4 identical resources for 1 coin (or 3 for 1 if you have a 3:1 harbor). A 2:1 harbor can’t help, since there are no 2:1 gold harbors.

Gold does not count as a resource and is thus not considered when a “7” is rolled. Gold cannot be taken by using a “Monopoly” development card.

The events “Treason” and “Intrigue”

When one of these events is resolved, barbarians are removed from certain coastal hexes and/or placed on other coastal hexes. A barbarian may not be moved to a hex that already contains 3 barbarians. If a barbarian is removed from a conquered hex (i.e., from a hex occupied by 3 barbarians), turn the hex’s number token face up and turn upright any adjacent conquered settlements and cities. The hex can once again produce resources, and those settlements/cities are once again fully functional.



ENDING THE GAME

The game ends as soon as a player reaches 12 victory points during their turn.

TIPS FOR PLAYING THIS SCENARIO

To come out as winner in this scenario, it is important to build knights. On the one hand, you need knights to drive barbarians off the hexes adjacent to your own settlements or cities. On the other hand, you can use knights to take prisoners that increase your victory point total. Since mostly it will not be possible to win victories alone, you should cooperate and ally with other players—preferably with those who are not too close to victory.

COMBINATION WITH VARIANTS:

This scenario can be combined with any of this expansion's variants.

For combination with "Catan for Two"

1. A knight of a neutral color takes part in the game as the "foreign knight" and may be freely used by both players. When you build your first knight, you place the foreign knight on a path adjacent to the castle hex. On your turn, you first move your own knight(s) and then the foreign knight. Once on the board, the foreign knight remains on the board; it is never removed after a victory.
2. When you build a settlement for yourself and then a settlement for a neutral player, the barbarians attack twice—first for your settlement, then for the neutral settlement.
3. Since there is no robber, you may pay trade tokens to move a barbarian. If your victory point total is fewer than or equal to your opponent's total, you must pay 1 trade token. Otherwise, it costs you 2 trade tokens.
4. After a victory, if required, use a default dice roll of "3" for the foreign knight.
5. As compensation for removing a knight, you receive 2 gold and a trade token instead of 3 gold.

For combination with "Catan Event Cards"

There are no knight cards and no robber in this scenario. Thus, the following events have different meanings:

- **Robber Attacks!**: The player whose turn it is may draw one random resource card from a player of their choice. In addition, each player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.
- **Robber Flees**: Since there is no robber, this event does not take place.
- **Conflict**: If one player alone owns the most knights on the board, that player chooses 1 opponent and takes a random resource card from them.

When combined with the "Harbormaster" variant, this scenario should be played until one player reaches 13 victory points during their turn.

TRADERS & BARBARIANS

The barbarians have been driven off, and peace is returning. The destruction the barbarians left in their wake is being repaired as fast as possible. The castle where the Council of Catan holds session suffered particularly severe damage, but the restoration efforts are making real progress. Now, the craftsmen need to finish the stained glass windows and the new marble statues. Marble must be transported from the quarry, sand must be brought to the glassworks, glass must be delivered to the Castle, and tools are needed as well.

The roads of Catan are bustling with traffic. Of course you are involved; the Council pays for transport in solid gold. Only some scattered barbarians are getting in the way—they're waiting. For you!

Duration of the Game: About 90 minutes

Additional Components: See illustration below



SCENARIOS

WHAT IT IS ABOUT

The Castle is being restored, so it will shine in new splendor. For this purpose, glass panes for the leaded windows are needed, along with marble for statues and interior decoration. The players have the task of transporting glass and marble to the castle hex as well as providing the glassworks with sand and the marble quarry with tools. Each transported commodity is rewarded with gold and counts as a victory point. The first player to reach a total of 13 victory points during their turn wins the game.

There are three new terrain hexes that serve as “**trade hexes**” for the transport of commodities.

Castle Hex

For restoration, the castle needs marble and glass. It provides tools (from its smithy) and sand (from its shore).



Quarry Hex

The marble quarry needs tools. It provides marble as well as sand (from its shore).



Glassworks Hex

The glassworks needs sand. It provides glass and tools (from its smithy).



PREPARATION

- First, assemble the frame. Replace 2 frame pieces from basic *Catan* (labeled 1–2 and 5–6) with the corresponding frame pieces provided in this expansion.
- Then place the **3 trade hexes** as shown in the illustration below. The sea side of each trade hex must match up with a sea side of the frame. Do not use the following 3 hexes from the *Catan* base game: the desert hex, 1 pasture hex, and 1 fields hex. Remove those 3 hexes from play.
- Do not place number tokens on the 3 trade hexes—remove the “2” and the “12” number tokens from play. Place the remaining **number tokens** as specified in the set-up of the *Catan* base game, leaving out token “2” (B) and token “12” (H). When placing the number tokens, skip the trade hexes.
- Arrange the **commodity tokens** into 3 stacks sorted by the pictures on their backs (castle, quarry, glassworks). Shuffle each stack and place it with the backs facing up (showing the picture of a building) beside the corresponding trade hex (see arrows in the illustration below).



- You receive the set of **5 baggage train cards** whose frame colors match your color. Stack the cards face down, sorted so that the backs of the cards are in sequence from 1 to 5. Turn the top (1) baggage train card of your stack face up and place it next to the stack (see illustration)—this is your active baggage train card.



SCENARIOS

- Place the **3 barbarians** on the paths marked with black crosses in the illustration below.
- Use the new **25 development cards** that this expansion provides for this scenario. Do not use any of the *Catan* base game development cards.
- You receive **5 gold**.
- Do not** use the “**Longest Road**” special card.
- Do not** use the **robber**.

SET-UP

You set up as outlined in the *Catan* base game, except that your second settlement is replaced by a city. You still only receive 1 resource for each terrain hex adjacent to your city.

Once you have built your city, place your wagon next to it—your wagon is on your city's intersection.

THE GAME

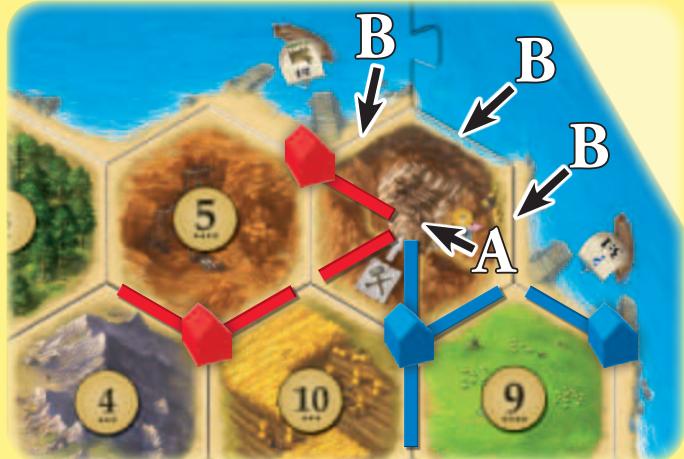
The normal rules for *Catan* apply. The changes are described below.

TRADE HEXES

Each of the 3 trade hexes has a “central plaza” intersection—with a building. Four “interior” paths lead to this central plaza. For each trade hex, the following rules apply:

- You may build roads on interior paths, according to the usual rules.
- You may not build a settlement on the central plaza intersection of a trade hex (A).
- You may not build roads on the three paths of a trade hex (B) that border on the sea.
- You may build settlements/cities on the 4 land corners (intersections) of a trade hex; obeying the distance rule.

Example: The blue player and the red player have built roads on three out of four paths of the trade hex. No settlement may be built on the central intersection (A), and no road may be built on the 3 paths (B) of the trade hex's coast.



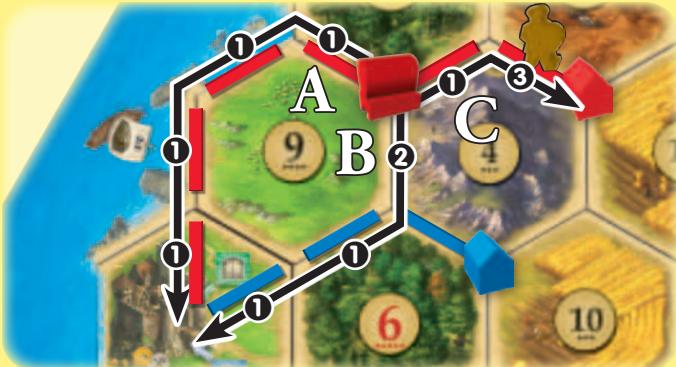
MOVEMENT

After you finish trading and building during your turn, you may move your wagon. The following rules apply:

1. Moving your wagon

- You move your wagon along paths from intersection to adjacent intersection. Moving your wagon along a path from one intersection to an adjacent intersection costs 1 or more “movement points” (MPs).
- Any number of wagons may occupy a given intersection.
- At the beginning of the game, your wagon has 4 movement points to use each time you take your turn. You can increase its MPs by upgrading your baggage train.
- When you move your wagon along a path, the movement point (MP) cost varies based upon whether or not the path is occupied by a road and/or a barbarian:
 - The MP cost is 2 if the path does not have a road.
 - The MP cost is 1 if the path has one of your own roads.
 - The MP cost is 1 if the path has another player's road, but you must also pay 1 gold to that player.
 - The MP cost is increased by an additional +2 if there is a barbarian on the path (see also section 5a).

Example: The red wagon has 4 movement points. It can move (A) to the castle using 4 red roads (4 MPs). Or, it can move (B) to the castle using a roadless path (2 MPs) and 2 blue roads (2 MPs), but would owe blue 2 coins. Or, the red wagon can move (C) to the red settlement using 2 red roads (2 MPs) with a barbarian (+2 MPs).



- On your turn, you may pay 1 (and only 1) grain to increase your wagon's movement points by +2 for the current turn. You may do so even after already having used some or all of its MPs in the regular fashion.
- Your wagon may stop and end its movement on any intersection it moves to. Unused movement points are lost.
- Your wagon must stop and end its movement whenever it moves onto the central plaza of a trade hex.
- If you do not have enough unused MPs to move along a path, you may not partially move along the path—your wagon must end its movement on an intersection.

SCENARIOS

2. Choosing an initial destination trade hex

When you first move your wagon, you should choose one of the 3 trade hexes to move towards (your wagon's initial destination). You may change your initial destination at will.

When your wagon eventually reaches the central plaza of this trade hex, you don't receive any gold—you don't have a commodity token to deliver. However, you do receive the top commodity token from the stack corresponding to the trade hex. Turn it face up in front of yourself to reveal the commodity depicted on the front of the token. There are 4 different commodities:



Each trade hex produces two different types of commodities.



On later turns, you must move your wagon to the trade hex where this commodity can be delivered. You want to deliver glass and marble to the castle hex, tools to the quarry hex, and sand to the glassworks hex. For example, if your wagon is on the glassworks hex and you have received a glass commodity token, you must move your wagon to the castle trade hex.

A player may carry out only one delivery at a time. Only after completing a delivery may you draw another commodity token.



3. Delivering your commodity

When your wagon stops at the central plaza of the trade hex corresponding to your commodity token, you must deliver that commodity:

- Turn the commodity token face down (showing a picture of a building). The token is worth 1 victory point.
- Depending on your baggage train (see below), you also receive between 1 and 5 gold.
- Take and reveal another commodity token as outlined above—this commodity token determines your new destination trade hex.

4. Upgrading your baggage train

Your wagon represents the on-board location of your baggage train. The characteristics of your baggage train are detailed on your active (face up) baggage train card:

- Your wagon's movement points.
- The gold you receive for delivering a commodity.
- The roll required to drive off a barbarian (see below).

Example: Your active baggage train card is shown here. You have 5 movement points for your wagon (A), you receive 2 gold when delivering a commodity (B), and you drive off a barbarian by rolling a "6" (C).



During trading and building on your turn, you may pay resources to upgrade to your next baggage train card:

- Pay the resources shown on the top card of your baggage train stack.
- Turn the top card of that stack over and place it on top of your active baggage train card. This card is now your active baggage train card.
- Upgrading to the last baggage train card in your stack is worth 1 victory point, as indicated on that card.

5. The barbarians

Barbarians can occupy paths with roads and paths without roads. Only 1 barbarian may occupy a given road or path. You **are allowed** to build a road on a path occupied by a barbarian.

a) Moving past barbarians

When moving your wagon along a path (road or no road) occupied by a barbarian, your movement point (MP) cost is 2 more than normally required (i.e., roadless-path + barbarian = 4 MPs; road-path + barbarian = 3 MPs). If you do not have sufficient movement points to move past a barbarian, you either stop on the intersection before the barbarian and lose any unused MPs or move in another direction.

b) Driving off a barbarian

If you upgrade your baggage train card at least once, you can attempt to drive off a barbarian:

- Pause your moving wagon on an intersection adjacent to a barbarian.
- Roll one die.
- If the result is one of the die roll numbers shown on your active baggage train card, you may move the barbarian to any path or road not already occupied by a barbarian.
- Regardless of whether you drive off the barbarian, you may continue moving your wagon normally using any remaining movement points. When you drive off a barbarian, you do not steal a resource card from another player.
- During each of your turns, you may only attempt to drive off a given barbarian once.

6. A “7” is rolled

When you roll a “7” as your production roll, you must move one of the 3 barbarians to any path not already occupied by a barbarian. If you move a barbarian to a path occupied by a road, you may draw a resource card (not gold) from the owner of that road.

In addition, each player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.

7. A “2” or a “12” is rolled

When you roll a “2” or a “12” as your production roll, re-roll the dice.

8. Gold Coins

The large gold coins are worth 5, while the small ones are worth 1.

Gold is important—it is used to pay for the movement along other players’ roads. In addition, up to two times during your turn, you may buy a resource of your choice for 2 gold. You may trade gold for resource cards with other players (and vice versa). You may use maritime trade to obtain coins at the usual 4 identical resources for 1 coin (or 3 for 1 if you have a 3:1 harbor). A 2:1 harbor can’t help, since there are no 2:1 gold harbors.

Gold does not count as a resource and is thus not considered when a “7” is rolled. Gold cannot be taken by using a “Monopoly” development card.

ENDING THE GAME

The game ends when a player has reached a total of 13 or more victory points during their turn.

TIPS FOR PLAYING THIS SCENARIO

Road building is very important, even though in this scenario no Special victory points are obtained for the “Longest Road.”

The more roads you have, the faster you can move your wagon from one trade hex to another and the less gold you have to pay for using your opponents’ roads.

Always make sure that you have enough gold reserves. Otherwise you might find yourself sitting with your wagon between other players’ roads and not being able to move on without gold. Then, if none of your fellow players pays you gold for using your roads, your only option left would be to obtain gold from trading—with the other players or with the bank.

COMBINATION WITH VARIANTS

This scenario can be combined with any of this expansion’s variants.

For combination with “Catan for Two”

- Return to the bank half (round up) of the gold you pay for the use of neutral roads when moving your wagon, and give the other half (round down) to your opponent.
- Since there is no robber, you may pay a trade token to move a barbarian to a path not occupied by a road and/or another barbarian—instead of sending the robber to the desert.
- When you build a settlement adjacent to a trade hex, you take 1 trade token (also applies during the set-up phase).

For combination with “Catan Event Cards”

There is no robber and no Longest Road in this scenario. The following events thus have a different meaning:

- **Robber Attacks!:** When you roll a “7” as your production roll, you must move one of the 3 barbarians to any path not already occupied by a barbarian. If you move a barbarian to a path occupied by a road, you may draw a resource card (not gold) from the owner of that road. In addition, each player who has more than 7 resource cards must select half (rounded down) of their resource cards and return them to the bank.
- **Robber Flees:** Since there is no robber, this event does not take place.
- **Earthquake:** It requires 2 movement points to move your wagon along a road that is turned sideways—the same as is required to move along a path without a road.

When combined with the “Harbormaster” variant, this scenario should be played until one player reaches 14 victory points during their turn.

CREDITS

CREDITS

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Phone +1.651.639.1905.

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

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



CARD DECK MANIFEST

Catan Event Deck (38)

Rules Summary Card x1

Robber Attacks x6

Epidemic x2

Earthquake x1

Good Neighbors x1

Catan Prospers x16

Tournament x1

Trade Advantage x1

Calm Seas x2

Robber Flees x2

Neighborly Assistance x2

Conflict x1

Plentiful Year x1

New Year x1

Fishermen of Catan Deck

Cover Card x1

Rules Summary Card x4

Barbarian Attack Development Card Deck (27)

Cover Card x1

Treason x4

Intrigue x4

Knighthood x14

Swift Knight x4

Traders & Barbarians Development Card Deck (26)

Cover Card x1

Knight x15

Road Building x3

Swift Journey x3

Toolmaking x1

Glassmaking x1

Quarry x1

Traders & Barbarians Baggage Train Cards (21)

Cover Card x1

5 baggage train cards numbered 1-5 x1 set per player

You have purchased a game of the highest quality.

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or damaged, please visit:

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CATAN

5-6 PLAYER EXTENSION
TRADERS & BARBARIANS

Welcome to *CATAN – Traders & Barbarians 5-6 Player Extension*™! With this extension you can play all five exciting *CATAN – Traders & Barbarians*™ scenarios with up to six players. Now you'll face even more competition from your fellow settlers as you struggle to survive and prosper on the island of Catan!

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

GAME COMPONENTS

- 43 game pieces
 - 12 knights (6 of each color)
 - 2 wagons (1 of each color)
 - 11 camels (bronze color)
 - 6 bridges (3 of each color)
 - 12 barbarians (bronze color)
- 24 cards
 - 2 cards for “The Fishermen of Catan”
 - 2 sets of cards for “Traders & Barbarians”
- 12 terrain tiles and fishing ground tiles
- 16 gold coin counters (8 small, 8 large)
- 2 Special “Poor Settler” cards/tiles
- 18 commodity tokens
- 14 fish tokens
- 1 rules booklet



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	The Caravans	page 4
	Barbarian Attack	page 5-6
	Traders & Barbarians	page 7-9

WHAT YOU NEED

To play the scenarios in *CATAN – Traders & Barbarians 5-6 Player Extension* (aka *Traders & Barbarians 5-6*), you need the components and rules from:

CATAN

CATAN – Traders & Barbarians™ (aka
Traders & Barbarians)

CATAN 5-6 Player Extension™ (aka *CATAN 5-6*)

New Rules for 5-6 Players

Traders & Barbarians 5-6 uses paired player rules, which are explained in detail in *CATAN 5-6*.

THE FISHERMEN OF CATAN

Additional Components: See illustration below



2 fishing ground tiles
(prod. #s: 5, 9)



1 lake hex
(prod. #s: 4, 10)

14 fish tokens



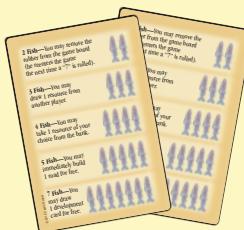
x 4



x 5



x 5



2 overview cards

Preparation

Replace the desert hexes with the two lake hexes. You cannot place the lake on the edge of the island (i.e., the coast). Mix all of the fish tokens from *Traders & Barbarians* and *Traders & Barbarians 5-6* together face down and place them near the resource cards. On each frame section, place a fishing ground tile on each coastal space that does not have a harbor.

Additional Rules

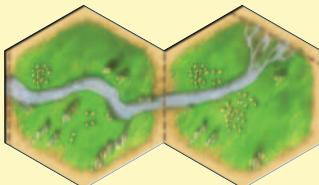
Player 2 may use fish tokens during their build phase.

THE RIVERS OF CATAN

Additional Components: See illustration below



2 river tiles
(a 3-hex river on 2 tiles)



12 bridges
(3 of each color)



16 gold coins



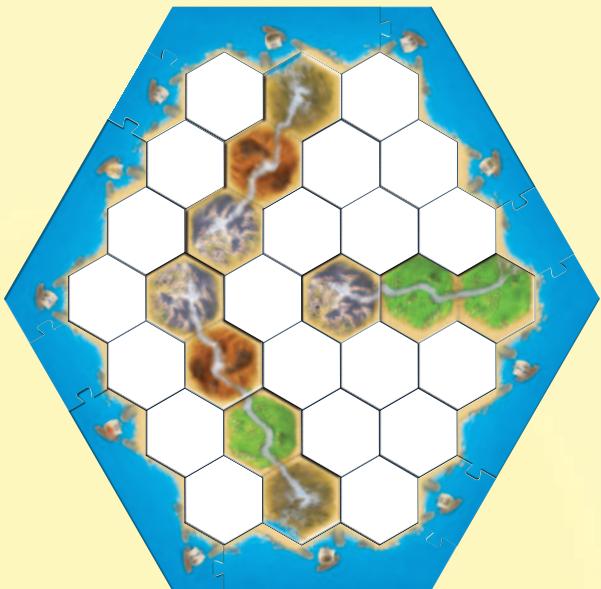
2 Poor Settler tiles

Preparation

Assemble the frame and place the 5 river tiles as shown in the illustration on the right. Remove from play the following terrain hexes from your Catan and Catan 5-6: 3 mountains hexes, 2 hills hexes, 3 pasture hexes, 2 desert hexes. Use the remaining terrain hexes to create the rest of the island. Place all number tokens from Catan 5-6. The rule specifying that you place number token "2" on the hex with number token "12" does not apply.

Additional Rules

Player 2 may use gold to purchase resources during their build phase.



THE CARAVANS

Additional Components: See the illustration on the right

Preparation

Assemble the game board as shown in the illustration on the right; other than that, the rules of the *Traders & Barbarians* player scenario apply.



1 oasis hex



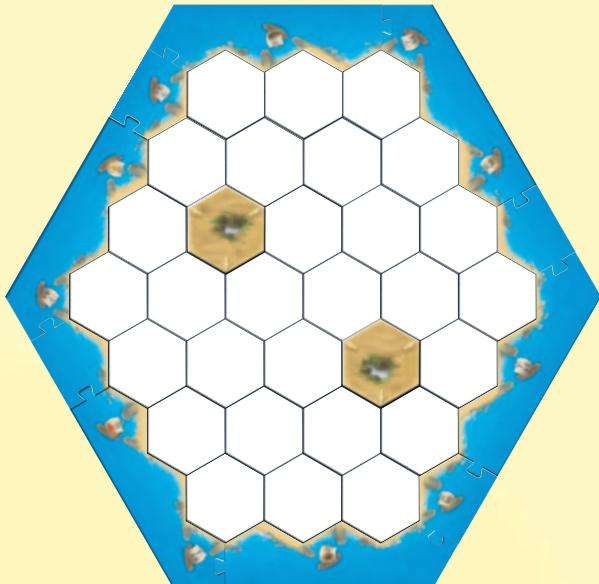
11 camels

Additional Rules

During **player 1's** turn, the rules for placing camels and holding a voting round work as in *Traders & Barbarians*.

Once **player 1's** turn is over, **player 2** may now take their turn. The rules for placing camels and holding a voting round work as in *Traders & Barbarians* with **player 2** considered to be the player just finishing their turn.

There are two oases available now as caravan starting points, for a total of 6 caravans. When you place a new camel, you are free to decide from which oasis to start your caravan and which caravan you want to extend with the new camel.



BARBARIAN ATTACK

Additional Components: See the illustration on the right

Preparation

- **Place the outer terrain hexes:** First, place the desert hex and the castle hex as shown on the right. When aligning the castle hexes, make sure the edges marked with numbered shapes are oriented in the same direction. Randomly place the following hexes in the gray outer circle: 3 forest, 3 hills, 2 pasture, 2 mountains, and 2 fields.
- **Place the inner terrain hexes:** Randomly place the following hexes in the white, inner area: 2 forest, 2 hills, 3 pastures, 3 mountains, and 4 fields. One forest hex and one pasture hex are not used.
- **Place number tokens:** After placing the hexes, place the number tokens following the pattern shown on the right. Do not use one of the “2” tokens and one of the “12” tokens.
- Other than that, the rules of the *Traders & Barbarians* scenario apply.



1 oasis hex



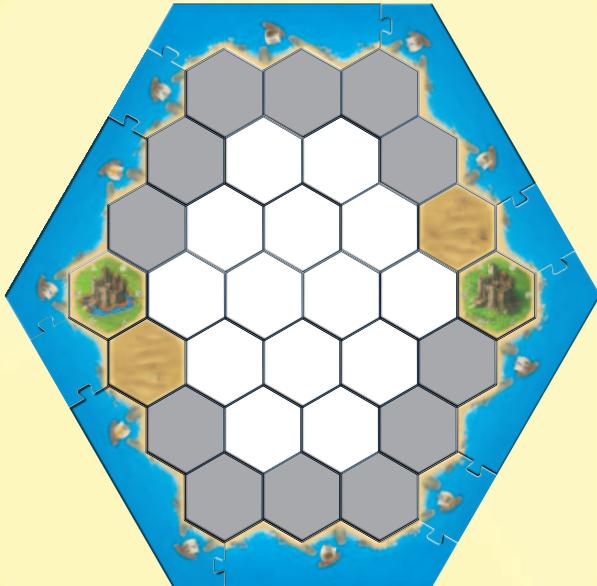
12 knights
(6 of each color)



16 gold coins



12 barbarians



Additional Rules

Barbarians land on Catan

There are two coastal hexes with a “5” number token and two with a “9” number token. If a “5” or a “9” comes up when rolling for barbarians, a barbarian lands on each of the two hexes with the corresponding number. The dice are rolled three times; that way, up to 5 barbarians may land on Catan during each barbarian attack.

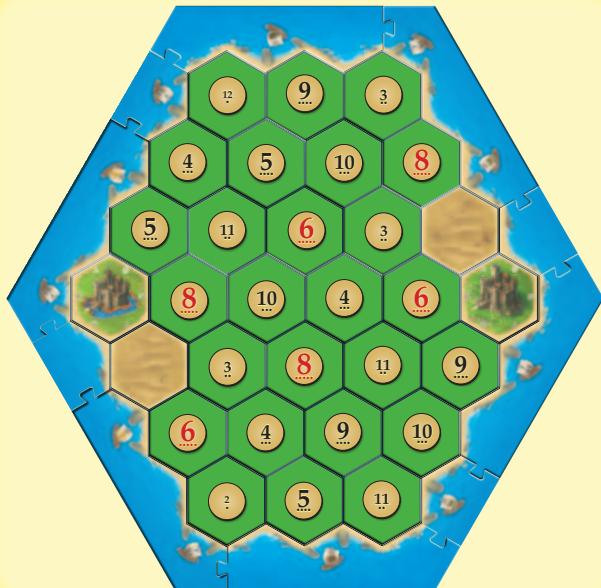
Victory over the barbarians

At the end of **player 1's** turn and again after **player**

2's turn, check for a victory over the barbarians. Start with the coastal hex clockwise from one of the two castle hexes and check each coastal hex in a clockwise direction. Once you have checked all hexes on that side of the island, go to the hex clockwise from the other castle hex and continue checking. It doesn't matter at which castle hex you start.

Gold coins

Player 2 may use gold to purchase resources during their build phase.



TRADERS & BARBARIANS

Additional Components: See illustration below.



2 frame pieces



1 castle hex



2 quarry hexes



2 glassworks hexes



16 gold coins



10 baggage train cards



12 development cards



18 commodity tokens



2 wagons

Preparation

- Assemble the frame as shown in the illustration on page 8, using the two new frame pieces and the frame pieces from CATAN and *CATAN 5-6*.
- Place the 3 quarry hexes, 3 glassworks hexes, 2 desert hexes, and the new castle hex as shown in the illustration. The new quarries and glassworks have a slightly different design than the corresponding hexes in *Traders & Barbarians*. The new hexes also allow you to build roads and settlements on the coast, which is necessary to reach certain harbors. Make sure to place these hexes next to frame pieces showing harbors. You should be able to reach all harbors, as shown in the illustration on page 8.
- Fill the free spaces of the island with terrain hexes, in random order. You need all terrain hexes from CATAN as well as from *CATAN 5-6*.
- Place the number tokens exactly as shown in the illustration on page 8. You need all of the number tokens from *CATAN 5-6*.

Note: Because of the large number of hexes that require no number token, the number tokens cannot be distributed in alphabetical order as usual.

SCENARIOS

- Place the commodity tokens produced by the castle beside the game board. Arrange the commodity tokens of the marble quarry into 3 stacks of approximately the same size and place one stack next to each quarry. Proceed accordingly for the commodity tokens of the glassworks. Should the card stack next to one of the quarries or glassworks become depleted during the game, you may also draw from either of the other two stacks—the individual stacks are not assigned to a particular trade hex. The arrows in the illustration below indicate the suggested locations for the stacks of commodity tokens.
- There are still only 3 barbarians in a game with 5 or 6 players. Place them on the paths marked with a black “X” in the illustration below.



Additional Rules

Building roads and settlements/cities

You may build roads on all paths, according to the usual rules. The quarry and the glassworks from *Traders & Barbarians* have 10 paths you can build roads on, and the corresponding hexes from *Traders & Barbarians* have 12 such paths. All possible road building paths are marked in gray in the illustration on the right.

As always, you may not build a settlement on the central plaza intersection of a trade hex. You may build settlements/cities on the 4 intersections of the trade hexes from *Traders & Barbarians* that border on neighboring hexes, provided you observe the distance rule. The same applies for the corresponding 6 intersections of the trade hexes from *Traders & Barbarians* 5-6. All potential settlement sites are marked in gray in the illustration on the right.

A “2” or a “12” is rolled

When your production roll is a “2” or a “12,” do not re-roll the dice—there are hexes showing these numbers.

Gold coins

Player 2 may not use gold to purchase resources during their build phase.

Moving your wagon

Player 2 may move the wagon (or use it in any way) and may upgrade the wagon.



CARD DECK MANIFEST

The following is a breakdown of all of the cards included in *Traders & Barbarians 5-6*.

Fishermen of Catan Deck Rules Summary Card x2

Traders & Barbarians Development Card Deck (26)

Knight x6

Road Building x3

Swift Journey x3

Traders & Barbarians Baggage Train Cards (21)

10 baggage train cards numbered 1-5 x1 set per player

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

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



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PAIRED PLAYER CHARTS

The following charts are a quick reference guide for what each player can do on their part of each turn for every scenario.

FISHERMEN OF CATAN

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● May take actions using fish tokens	● May take actions using fish tokens

THE RIVERS OF CATAN

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● May use gold to purchase resources	● May use gold to purchase resources

THE CARAVANS

 Player 1	 Player 2
● Roll for production (mandatory)	
● Trade with other players and the supply	● Trade with the supply only
● Build	● Build
● Place camels and hold a voting round	● Place camels and hold a voting round

RULES

BARBARIAN ATTACK

 Player 1	 Player 2
◆ Roll for production (mandatory)	
◆ Trade with other players and the supply	◆ Trade with the supply only
◆ Build	◆ Build
◆ May use gold to purchase resources	◆ May use gold to purchase resources
◆ Move your knights	◆ Move your knights
◆ Expel the barbarians	◆ Expel the barbarians

TRADERS & BARBARIANS

 Player 1	 Player 2
◆ Roll for production (mandatory)	
◆ Trade with other players and the supply	◆ Trade with the supply only
◆ Build	◆ Build
◆ May use gold to purchase resources	◆ May use gold to purchase resources
◆ Upgrade/move wagon	◆ Upgrade/move wagon

CATAN

— EXPANSION —

EXPLORERS & PIRATES™

PART 1

— GAME OVERVIEW —

START HERE

WHAT IS THIS EXPANSION ALL ABOUT?

Catan: Explorers & Pirates™ consists of several different scenarios. You and your opponents must use ships to explore the unknown seas around Catan. When you discover new islands, you can build settlements there to gather their resources. This theme of exploration and building is the emphasis of the first scenario and is the core of all of the scenarios that follow.

In subsequent scenarios, the Council of Catan sends you on missions. You will have to capture pirate lairs. You will discover bountiful fish shoals where you can catch fish and deliver them to the Council. You will also discover spice islands and set up trade deals with their inhabitants.

To successfully explore these mysterious seas and complete your missions for the Council, you will need a few things: the well known **settlements** and **roads** from *Catan*®, as well as several all-new game pieces introduced in this expansion—**settlers**, **ships**, **harbors**, **crews**, **pirate ships**, **fish**, and **spices**.

Victory points (VPs) are awarded for the construction of regular settlements and harbor settlements. Additional VPs are earned when you complete missions. The first player to reach the required victory points wins.

The first scenario “LAND Ho!” takes about 30 minutes to play. In it you learn the first part of the basic rules for this expansion: using harbor settlements, ships, and settlers. Next, before you play the second scenario “PIRATE LAIRS,” the second part of the basic rules is explained. It teaches you about crews, transport, and fighting pirates. These basic rules will be used for all subsequent scenarios in this expansion.

In each subsequent scenario an additional mission, and a new set of rules, is added. The game opens up to you piece by piece, mission by mission, until you reach the final scenario “EXPLORERS & PIRATES,” where all of the rules are used. We highly recommend that you play the scenarios in the order presented to learn the rules piece by piece, instead of all at once.

If, during the game, you have questions or need clarification, please refer to the index on the back of this overview to locate a particular rule.

A Note Regarding Catan Edition Compatibility with this Expansion

Mayfair Games first published the English language version of *The Settlers of Catan*® in 1996. Since that original edition, the game has grown in popularity and undergone several graphic changes. The 4th edition, produced in 2007, introduced the board frame to hold the hexes together (1st - 3rd editions did not have this frame). *Explorers & Pirates* requires the use of these frame pieces. If you have one of the earlier editions of *The Settlers of Catan* and wish to use it with this expansion, we have a solution for you—simply order the ***Settlers of Catan Pre-2007 Adapter Kit*** (Part # CN3199) from your favorite game store or at catanshop.com.

GAME OVERVIEW

GAME COMPONENTS

WOODEN GAME PIECES

4 sets in 4 player colors, each containing:

- 
- 16 harbor settlements (4 of each color)
- 
- 36 crews (9 of each color)
- 
- 12 ships (3 of each color)
- 
- 8 settlers (2 of each color)
- 
- 12 markers (3 of each color)
- 
- 4 pirate ships (1 of each color)

Neutral Game Pieces:

- 6 fish hauls
- 24 spice sacks



Tile Pieces (on 16 Die-Cut Sheets)

Gold Coins:

- 48 of value 1
- 40 of value 3



Frame Expansion Pieces:

- 1 each: A1, A2, C1, C2, D1, D2, E, F1, F2, G
- 2 each: B1, B2, B3

Hexes & Other Game Components:

- 6 pirate lair / gold field hexes
- 6 fish shoal hexes
- 6 spice hexes
- 6 standard terrain hexes with green moon-icon backs
- 6 number tokens with green moon-icon backs
- 6 standard terrain hexes with orange sun-icon backs
- 6 number tokens with orange sun-icon backs
- 6 pirate lair tokens with numbered backs
- 3 mission cards
- 3 victory point (VP) cards
- 4 new building costs cards
- 10 component sorting tiles

Sorting the Die-Cut Components and Game Pieces

When detaching the die-cut game components, make sure you start with sheet 1 and proceed as follows:

1. **From sheet 1:** detach the 10 sorting tiles and put each into its own storage bag. **Note:** *player pieces are pre-bagged, and the fish and spices must be placed into separate bags.*
2. **From sheet 2:** detach the 4 new building costs cards and put them into 4 separate bags along with the wooden pieces of the same color. Place the corresponding “PLAYER’S PIECES” sorting tile into those bags.
3. **From sheets 4-11:** detach the 8 frame expansions (labeled A1-A2, B1-B3,) and 8 sea hex pieces (labeled C1-C2, D1-D2, E, F1-F2 & G) and put them into the game box.
4. **From sheets 11-13:** detach all of the standard terrain hexes and sea hexes with green and orange icons on the back and put them into the bag containing the “STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE” sorting tile.
5. **From sheets 11-16:** detach all of the number tokens with green and orange icons on their backs and put them into the bag containing the “STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE” sorting tile.
6. **From sheets 3 & 14:** detach the 2 blue VP cards, plus the 6 fish shoal hexes and put them into the bag containing the “FISH FOR CATAN” sorting tile. Also put in the 6 wooden fish haul pieces.
7. **From sheets 3 & 15:** detach the 2 green VP cards, plus the 6 spice hexes, and put them into the bag containing the “SPICES FOR CATAN” sorting tile. Also put in the 24 wooden spice sack pieces.
8. **From sheets 3, 4, 5 & 16:** detach the 2 brown VP cards, plus the 6 pirate lair tokens, and the 6 pirate lair / gold field hexes, and place them into the bag containing the “PIRATE LAIRS” sorting tile.
9. **From sheets 4-16:** detach all of the value coins (value 1 and 3) and put them into the bag with the “GOLD COINS” sorting tile.

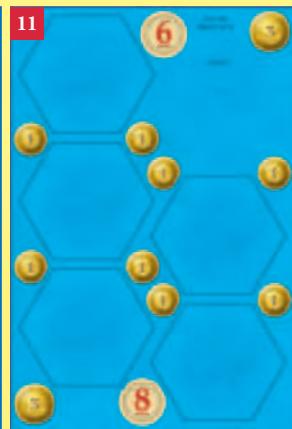
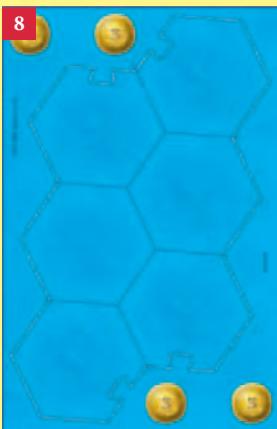
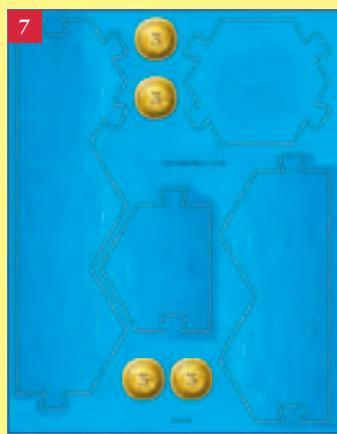
Required Components from Your Catan Base Game

You will need the following components from your copy of *Catan*:

1. 14 terrain hexes: 2x fields, 2x hills, 3x mountains.
2. Number tokens: 3, 3, 4, 4, 5, 6, 6, 8, 8, 9, 10, 10, 11, 11, 12.
3. All of the roads and settlements, but no cities.
4. All of the resource cards, but no development cards.
5. And finally, the 2 dice and all 6 frame pieces.

TILE MANIFEST

Note: If you plan to play several of the **Explorers & Pirates™** scenarios before you play **Catan®** again, we suggest that you put all of the parts from steps 1-2 (above) into the bag containing the “PIECES FROM BASE CATAN” sorting tile, all of the wooden components into bags of their respective colors, and the rest into the box. This will speed up your setup time.



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In Memory of: Carol Finch and Phyllis Opolko

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— EXPANSION —

EXPLORERS & PIRATES™

WAIT! If you haven't read the game overview yet, please start there.

This rule book is broken up into sections. Each section contains a new scenario. Each scenario introduces a new set of rules you can add to the game. The scenarios are "LAND HO!," "PIRATE LAIRS," "FISH FOR CATAN," "SPICES FOR CATAN," and finally, the epic "EXPLORERS & PIRATES." Please read the overview before playing these scenarios. Prepare yourself for adventure and excitement!

SCENARIO 1: LAND HO!

REQUIRED GAME COMPONENTS

You need the following game components from a copy of *Catan*® (hereafter referred to as "base *Catan*"):

- All game components from the bag containing the "PIECES FROM BASE CATAN" sorting tile (see page 2 & 3 of the game overview)
- 6 frame pieces
- All roads and settlements
- 2 dice
- All resource cards (but no development cards)

You need the following game components from this *Explorers & Pirates*™ expansion:

- Frame pieces: 1x A1, A2, C1, C2, D1, F1, F2, and 2x B3
- The game pieces listed under "Preparation" on page 2
- The terrain hexes from the "STANDARD HEXES + NUMBER TOKENS GREEN AND ORANGE" bag
- All of the gold coins

Note: The large white frame numbers on the setup examples are not actually depicted on the fronts of the frame pieces themselves. They were added to these examples to aid in your setup. The fronts of the frames have small blue numbers. The backs have large white numbers.

GAME BOARD SET-UP

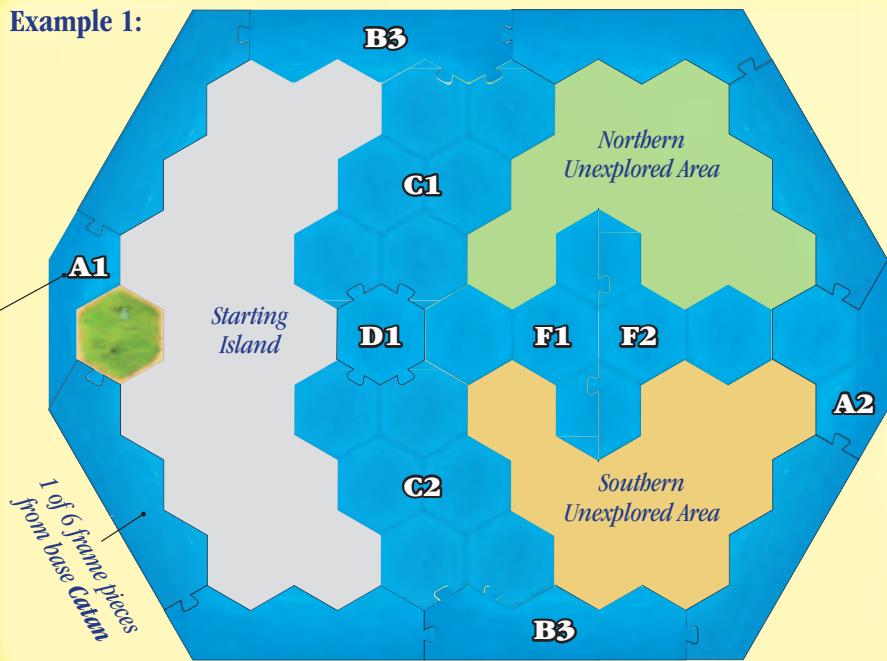
Before play, you must build the game board. First, you assemble the frame. Next, you create the starting island and the unexplored areas.

Assembling the Game Board Frame

Use the frame pieces from the base *Catan* game plus the frame pieces from *Explorers & Pirates*. Use example 1 as your assembly guide. The unmarked frame pieces in the example are from the base *Catan* game. Place the base *Catan* frame pieces face down.

The completed frame divides the game board into 3 areas. The area to the west (with the pasture hex) is the starting island. Across the seas to the east are two unexplored areas. These areas are separated by sea hexes formed by the F1 and F2 frame pieces. They are known as the northern unexplored area and the southern unexplored area.

Example 1:



SCENARIO 1: LAND HO!

Creating the Starting Island

Using the terrain hexes from the base Catan game, set up the terrain hexes on the starting island exactly as shown in example 2. Once the hexes are done, place the number tokens from the base Catan game (again, exactly as shown).

Building the Unexplored Areas

Before you place the hexes into the unexplored areas, sort them into two separate stacks according to the icon on their backs (green moons and orange suns). Shuffle each stack.

Using example 2 as a guide, place the hexes' icon side face up. The green moons go into the northern area. The orange suns go into the southern area.

Separate and shuffle the green moon and orange sun number tokens into two stacks. Place the stacks (icon side up) on the frame near the matching region.

Each player chooses a color and takes:



Example 2:



PREPARATION

Each player chooses a color and takes the following game pieces (see example 2 below):

- 5 settlements from the base Catan game
- 15 roads from the base Catan game
- 4 harbor settlements from Explorers & Pirates
- 3 ships from Explorers & Pirates
- 2 settlers from Explorers & Pirates
- 2 gold from Explorers & Pirates
- 1 Explorers & Pirates building costs card

Place your pieces in front of yourself. The remaining wooden game pieces from Explorers & Pirates are not used in this introductory scenario.

Place the resource cards and dice from the base Catan game beside the game board to form a supply area.

Place the remaining gold coins in the supply area as well.

Set-up Phase

In this scenario, the starting positions are predetermined. Each player places 1 harbor settlement and 1 settler ship (a ship with a settler in the hold), as well as 1 settlement and 1 road, at the locations shown in example 2. In a 3-player game, don't place the game pieces of the fourth, unused color.

SCENARIO 1: LAND HO!

Starting resources: For each terrain hex adjacent their settlement, each player takes the corresponding resource cards.

Special Rules for Two Players

Each player chooses a color. The game pieces of the non-chosen colors remain as obstacles on the starting island. Remove only the settler ships of the non-chosen colors.

BASE GAME RULES

The rules of the base Catan game also apply to all scenarios of this expansion, with the following exceptions:

- There are no development cards.
- There are no “Longest Road” and “Largest Army” special victory point cards.
- Settlements cannot be upgraded to cities.
- There is no robber piece to block resource hexes.

However, whenever a “7” is rolled, each player who has more than 7 resources still loses half of their resources.

Starting with scenario 2, a pirate ship rule is added. It performs many of the same functions as the described in the classic robber rules.

THE PHASES OF A TURN

Production Phase

On your turn, you roll for production as usual; the result applies to all players.

Gold Compensation

Whenever the production die roll results in you receiving no resources (except for the “7”), you receive 1 gold from the supply instead.

Trade and Build Phase

After the production phase, you may trade and build in any order you wish. For example, you may first build, then trade, then build again, etc.

3:1 Trade

In Explorers & Pirates, there are no harbors like the ones in base Catan. However, on your turn, you may trade resources at a 3:1 rate, i.e., return 3 resources of the same type to the supply and take any 1 different resource of your choice from the supply. You may also obtain 1 gold by paying 3 resources of the same type.

Paying Gold to Buy Resources (2:1)

Twice during your turn, you may pay 2 gold for any 1 resource of your choice from the supply. You may also trade gold with your opponents, just like resource cards.

Movement Phase

After you have concluded your trade and build phase, your turn’s movement phase begins. During this phase:

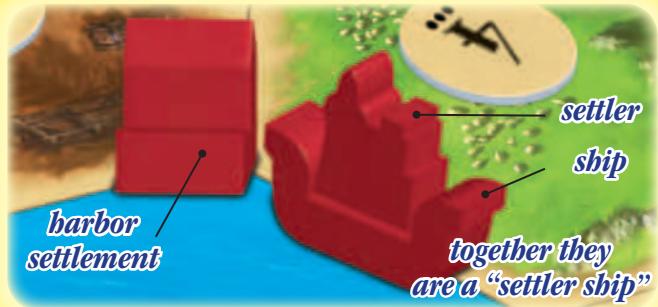
- You may move all your ships and perform actions with them.
- You are not allowed to trade or build during or after the movement phase, except when you are “Building a Settlement with the Aid of a Settler Ship” (see page 5).

Your turn ends after the movement phase.

SEA ROUTES

Ships are moved along sea routes. The edges of a sea hex are called sea routes. Sea routes separate sea hexes from each other and terrain hexes from sea hexes. The edges of frame pieces bordering sea hexes or terrain hexes are also considered as sea routes.

SHIPS, HARBOR SETTLEMENTS, AND SETTLERS



Ships

Ships transport various game pieces from one place to another in the ship’s hold. A hold can only accommodate 1 large game piece (settler, fish haul) or 2 small game pieces (crews, spice sacks).

Note: Fish hauls, crews, and spices will be described in later scenarios.

Building Ships

A ship costs 1 lumber and 1 wool to build. When you build a ship, place it on a sea route directly adjacent to one of your harbor settlements, with the following conditions:

- You cannot place a ship on a sea route adjacent to an undiscovered hex, because building the ship there would immediately result in the discovery of this hex (see Discovering with Ships on page 4).
- If you want to build a new ship when all your ships are already on the game board, you may remove any 1 of your ships from the game board and build the new ship adjacent to one of your harbor settlements for the usual ship building costs (1 lumber + 1 wool). Any pieces in the hold of a ship you remove are lost (return them to your supply).

SCENARIO 1: LAND HO!

Moving Ships

- You may only move your ships during your movement phase.
- Each of your ships has 4 movement points. Moving a ship from a sea route to an adjacent sea route costs 1 movement point.
- You may move a ship in any direction and also change directions during its movement (e.g., you may move it forward and then back to the same space if you wish).
- You must complete the movement of one ship before you can move your next ship.
- During your turn, you may buy 2 additional movement points for a ship by spending 1 wool card. This may be done once (and only once) for each ship, each turn.
- Up to 2 ships may occupy a given sea route. These ships may belong to the same or different players.
- You may move your ship past another ship (or past 2 side by side ships). However, the movement of your ship may not end on a sea route that is already occupied by 2 ships.

Loading and Unloading Ships

Each ship has a hold that accommodates 2 small game pieces (crews or spice sacks) or one large game piece (settler, fish haul). Please note that the crews, spice sacks, and fish hauls are not used in this scenario. You may remove game pieces from a ship and return them to the appropriate supply. This could make sense if you want to make room for a more valuable game piece.

Loading and unloading a ship costs no movement points. You may continue to move a ship after loading or unloading, provided that it still has movement points.

Discovering with Ships

To discover new land, you must move one of your ships towards the unexplored areas of the board (example 3 A).

If, after moving a ship, one of its ends (bow or stern) points toward the corner (intersection) of an undiscovered hex, you must discover that hex (example 3 B).

Turn the hex over. If it is a terrain hex, take a number token from the stack whose color/icon matches the color/icon on the back of the terrain hex and place it, number side face up, on the hex (example 3 C).

Reward for a Discovery

If you discover a terrain hex, as a reward you get 1 resource of the type produced by that hex (example 3 D). If you discover any other type of hex (land or sea), you get 2 gold.

Discovery Ends a Ship's Movement

After a discovery, you are not allowed to move the ship any farther. Any remaining movement points are forfeited.

Example 3: Discovering with Ships

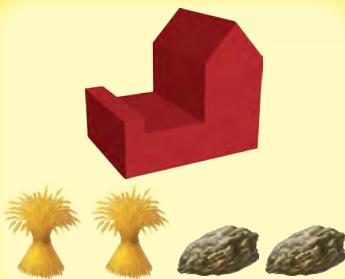


SCENARIO 1: LAND HO!

Harbor Settlements

Building a Harbor Settlement

For 2 grain and 2 ore, you can upgrade any one of your coastal settlements (it borders a sea hex or the frame) to build a harbor settlement. Pay the building costs, return the settlement to your supply, and replace it with a harbor settlement.



- A harbor settlement is worth 2 victory points.
- A harbor settlement has a basin that can hold various game pieces. A basin can accommodate 1 large piece (settler, fish haul) or 2 small pieces (crews, spice sacks).

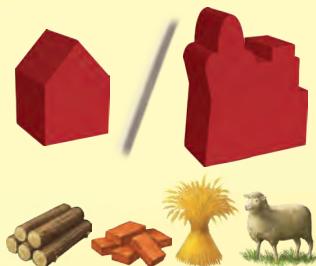
Important: When the number of an adjacent terrain hex is rolled, you receive only 1 resource for a harbor settlement. They do not produce 2 resources like cities in base Catan.

Settlements and Settlers

You can build settlements in 2 ways: either along a road, just like in base Catan; OR, by landing a settler ship (see below). You observe the distance rule in both cases.

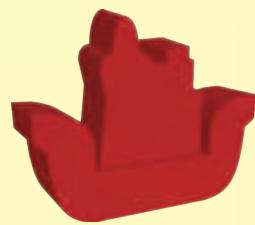
Building a Settler

- Building a settler costs the same resources as building a settlement.
- When you build a settler, you must place it either into the empty basin of one of your harbor settlements or directly into the empty hold of one of your ships. This ship must be located on a sea route adjacent to one of your harbor settlements. You are never allowed to place a newly built settler on land.
- A ship with a settler in its hold is called a settler ship.
- If the spaces in the harbor basin and in an adjacent ship's hold are occupied by another game piece, you can build the settler only if you remove the other game piece from the basin or hold and return it to your supply.
- You are not allowed to move a settler overland. Your settlers can only be transported by your ships.



Movement Phase: Loading a Settler

If either end of your empty ship points toward one of your harbor settlements with a settler, you may load the settler onto the ship. You can move your settler ship just like a regular ship.



Important: Loading a settler onto a ship does not end the movement of the ship. For more rules on loading and unloading pieces, see Transshipping on page 6.

Building a Settlement with the Aid of a Settler Ship

If either end of one of your settler ships points toward the corner of a terrain hex (example 4 A), you may build a settlement there (certain exceptions apply, which are explained in the context of the corresponding missions).

To build this new settlement, return both your ship and the settler in its hold to your supply (example 4 B).

Place your new settlement on the intersection of the terrain hex, at no additional cost (example 4 C).

Example 4:



Important: When you build a settlement with the aid of a settler ship, you must always observe the usual Catan distance rule (2 paths between settlements).

In each of the two unexplored areas on the game board, you can only build your first settlement by using a settler ship. Once you have established your first settlement in this area, you can build roads and settlements there in a regular fashion. However, you could also forgo road building and build further settlements with the aid of settler ships.

Note: Roads may not be built on paths adjacent to undiscovered hexes, and settlements may not be built on intersections adjacent to undiscovered hexes. If you build a road in such a way that one of its ends points toward an undiscovered hex, you can't discover that hex. You can only discover hexes by means of ships.

ENDING THE GAME

You win "LAND Ho!" if you reach 8 victory points (VP) on your turn.

—Have fun exploring!

ADDITIONAL RULES

ADDITIONAL RULES

Once you have completed “LAND HO!” and are familiar with its rules, continue to scenario 2, “PIRATE LAIRS.” The following rules will be used in this scenario and every scenario thereafter.

Beginning with the second scenario, you can build crews. You are also given your first mission by the Council of Catan. Additionally, whenever someone rolls a “7” pirate ships appear. Before you play the second scenario, familiarize yourself with the remaining basic rules...

BUILDING

Crews

Crews represent specialists that can ride on your ships. You use them to perform various tasks. Depending on the mission, crews can be merchants, warriors, or both.



Building and Loading a Crew

- A crew costs 1 ore and 1 wool.
- To build a crew, pay the building costs and place the crew either on a free space in the basin of one of your harbor settlements or in the hold of one of your ships on a sea route adjacent to a harbor settlement.
- If you place the crew in the basin of a harbor settlement, during the movement phase you can pick up the crew with a ship, transport it to a destination, and unload it there.
- You can accommodate up to 2 crews in an empty basin or empty ship.
- After loading or unloading a crew, you may continue to move the ship, provided that you haven't used all of its movement points yet.

Moving Crews

The transport of crews to their destinations can only take place via your own ships. You are not allowed to move crews overland along paths or roads.

TRANSSHIPPING GAME PIECES

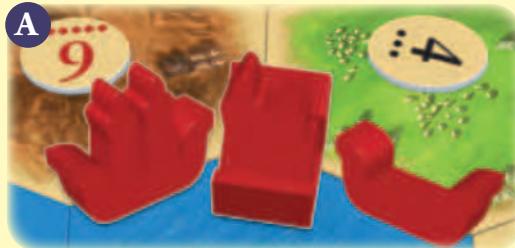
Transshipping Game Pieces Between Your Ship and Your Harbor Settlement

If either end of one of your loaded ships points to a loaded harbor settlement, you may swap the position of the game pieces in the ship and harbor settlement.

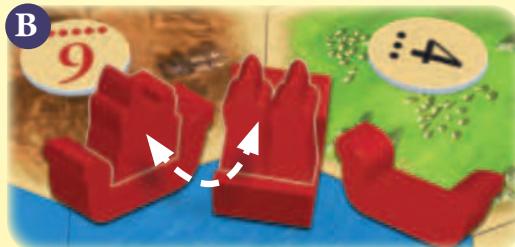
Transshipping Game Pieces Between 2 Ships

You are not allowed to directly transship game pieces between 2 ships. However, indirect transshipping is possible if either end of each of the two ships points to the same harbor settlement and the harbor settlement is used for temporary storage (see example 5 below).

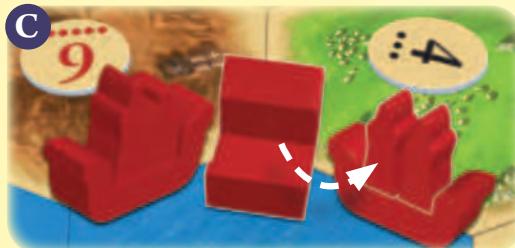
Example 5: Transshipping



(A) One of the ends of a ship loaded with 2 crews points to a harbor settlement. The harbor settlement has a settler.



(B) You have the crews and the settler swap places.



(C) Then you load the 2 crews onto the right ship.

Hint: If your harbor settlements are strategically well placed, you can use 2 ships and a harbor settlement to transport game pieces to their destination faster.

ADDITIONAL RULES

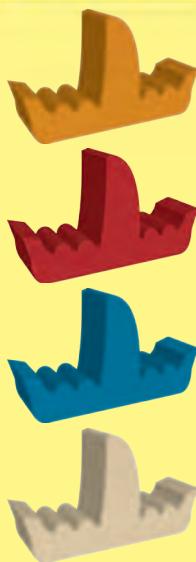
PIRATE SHIPS

Pirate ships are a way for you to force your opponents to pay gold to move their ships. They also allow you to steal resource cards (much like the robber rules in base Catan).

Placing a Pirate Ship

You may place a pirate ship on any sea hex—with 2 exceptions:

- You may never place a pirate ship on any sea hex adjacent to the starting island.
- You may never place a pirate ship anywhere on the outside frame of the board (pieces A1, A2, B1, B2, B3, or the 6 frame pieces from base Catan).



You each have 1 pirate ship in your supply. If you are the first player to roll a “7,” place your pirate ship on one of the allowed sea hexes. Your pirate ship remains on the hex until someone rolls another “7” or chases your pirate ship away (see page 8).

A “7” Is Rolled—Placing and Moving the Pirate Ship

- If anyone rolls a “7” and your hand contains more than 7 resource cards, you must discard half of your cards rounded down (just like in base Catan).
- If you rolled the “7” and your pirate ship is already on the game board, move it to another allowed sea hex.
- If you rolled the “7” and an opponent’s pirate ship is on the game board, return the pirate ship to that player’s supply and place your own pirate ship on any allowed sea hex (including the hex previously occupied by your opponent’s pirate ship). That way, there is always only 1 pirate ship on the game board (see example 6 below).

Example 6: Moving a Pirate (Red rolls a “7”)



(A) Blue returns his pirate ship to his supply.
(B) Red places her pirate ship.

Moving the Pirate Ship—Stealing a Resource

If you place your pirate ship on a sea hex, you may steal 1 (random) resource card from the face-down hand of an opponent who has a ship on a sea route of this hex. Settlements or harbor settlements are not affected.

If, and only if, the opponent doesn’t have a resource card, you may take a gold from him instead.

For example: In example 6 B (bottom of previous column), after Red placed her ship. She could steal a resource card either from Orange or Blue. Blue has no cards (but does have gold). Orange has cards and gold. If Red steals from Blue, she can take a gold. If Red steals from Orange, she must take a card.

Paying Tribute to the Pirate

If you move your ship onto, along, or off of, a sea route on a pirate hex (a hex that is occupied by an opponent’s pirate ship), you must pay a tribute.

- The tribute costs 1 gold, and you pay it to the supply.
- You must pay a separate tribute for each ship you move in this way (e.g., moving 1 ship costs you 1 gold, moving 2 ships costs you 2 gold, etc.).
- Paying tribute for a ship allows that ship to move along, onto, or off of, any number of these routes during your current turn (you can even move off of and back onto).
- You may build a ship on a sea route adjacent to a hex occupied by the pirate without paying tribute, because building is not moving. However, if you then wish to move this newly built ship, the tribute must be paid.
- You must pay this tribute, even if you already have spent 4 gold to buy 2 resources during your trade & build phase.

Example 7: Paying Tribute



On each of their respective turns: Blue must pay 1 gold if he moves this ship. Orange must pay a tribute of 2 gold if she moves both ships (1 gold if she moves only 1 ship). If White wishes to move onto the sea routes indicated, he must pay 1 gold. Red does not have to pay anything, because it is her pirate ship.

ADDITIONAL RULES

Chasing Away a Pirate Ship

In order to attempt to chase away an opponent's pirate ship, you must have at least one battle-ready ship. A ship is battle-ready if the following 2 requirements are met:

- It must not have moved on this turn.
- One of its ends must be directly adjacent to one of the six intersections of the sea hex occupied by the pirate.

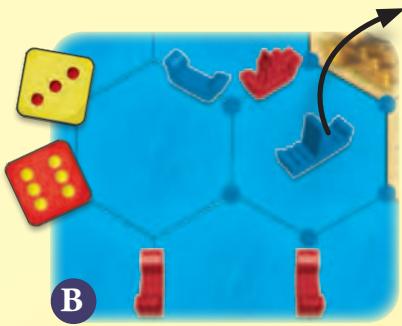
During your turn's movement phase, each of your battle-ready ships may make 1 attempt to chase away an opponent's pirate ship.

Example 8: Chasing Away a Pirate Ship (Red's movement phase)

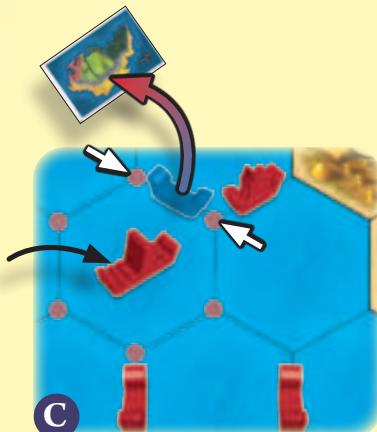
(A) Red has 3 unmoved ships. 2 of them have ends that point toward a corner of the pirate hex. She rolls two dice (one time for each of these 2 ships).



(B) One of the dice comes up a "6." Blue must return his pirate ship to his supply.



(C) Red places her pirate ship beside Blue's ship. Red may steal 1 random resource card from Blue. Blue now has 1 battle-ready ship.



To chase away a pirate ship, you roll 1 die for each of your battle-ready ships. If you roll a "6," you successfully chase away the pirate ship; return it to its owner. Now place your own pirate ship on any allowed sea hex and steal 1 resource card from the owner of an adjacent ship (see "Moving the Pirate Ship—Stealing a Resource" on page 7).

The following also applies:

- A ship used to chase away a pirate ship may be moved in a regular fashion afterwards.
- If you failed to chase away the pirate ship, you must pay tribute to move your ship along the sea routes of the pirate hex—or else you may not use these sea routes.

GENERAL RULES FOR MISSIONS

Except for "LAND HO!" (scenario 1), each scenario is played with 1-3 missions. If a scenario includes multiple missions, you may work on all of them at once. The game components for a mission are stored in their own bag and always include a mission card and a victory point (VP) card. Example 9 shows the mission card and the victory point card of the "PIRATE LAIRS" mission with some player markers on it.

- At the beginning of the game, each player must place 1 marker on the starting space (S) of each mission card used in the scenario.
- Whenever you make progress on a mission, move your marker forward 1 space.
- If the space you move your marker onto contains an opponent's marker(s), place your marker on top.
- The number of VP symbols depicted next to each marker indicates the number of mission VPs the owner has accumulated. In example 9, Red and White have 1 victory point each. Orange and Blue have 2 VPs each.
- If your marker has moved the farthest from the "S" space, you receive the mission's VP card. It is worth 1 VP.
- If players' markers are on top of each other on the most advanced space, the marker on the bottom receives the special VP card, as it was the first to arrive there.

Note: In example 9 (below), Blue gets the VP card.

Example 9: Mission and Victory Point Cards



SCENARIO 2: PIRATE LAIRS

PIRATE LAIRS

In this scenario, you are given the following mission:

First, locate the gold fields in the unexplored areas. They are all occupied by pirate lairs. Second, build crews and send them to defeat the pirate lairs and capture the gold fields.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 1 already set up, extend the frame used in scenario 1 by adding the B1 frame pieces. Use sea hex E to fill the gap between sea hex D1 and sea hex piece F1. Otherwise, build the board exactly as shown in example 10 below.

Creating the Starting Island

Place the terrain hexes and number tokens of the base Catan game in the starting island area, as shown below.

Hint: When you play the scenario a second time, if you want to make the game more variable, you should shuffle the terrain hexes face down and randomly place them in the starting island area. However, the position of the number tokens should never change.

Assembling the Unexplored Areas

Open the "PIRATE LAIRS" mission bag.

Shuffle the 3 green moon-backed gold field hexes together with the green moon-backed standard hexes and place them face down in the northern unexplored area as shown. Do the same with the orange sun-backed gold field hexes and standard hexes, placing them in the southern unexplored area.

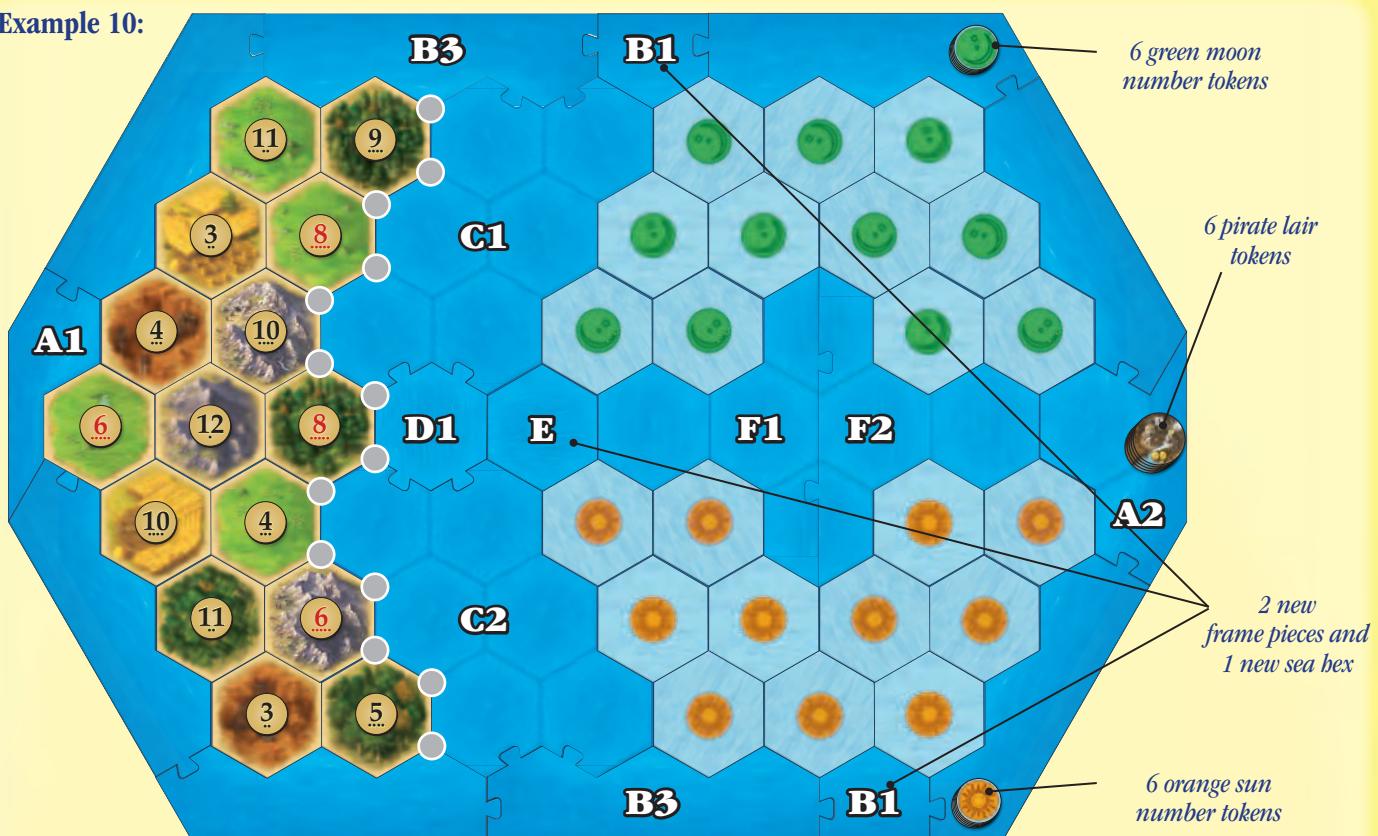


Place the green moon and orange sun number tokens in separate face-down stacks as shown in example 10.

Hexes used in this scenario:



Example 10:



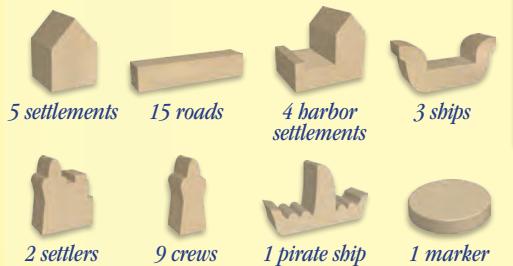
SCENARIO 2: PIRATE LAIRS

Additional Preparations

- Each player takes pieces as shown below.
- For this scenario, you also need the game components included in the “PIRATE LAIRS” bag. Place the “PIRATE LAIRS” mission card and the corresponding VP card beside the game board. Each player places a marker on the “S” space of the mission card.
- Shuffle the 6 pirate lair tokens with their number side face down and place them as a stack beside the board (example 10, page 9).



Each player chooses a color and takes:



SET-UP PHASE

Free Set-up

Using the turn order described in base Catan, each player places a harbor settlement first and a regular settlement second on the starting island (each without a road). Your harbor settlement must be placed on one of the intersections marked with a circle (●) in example 10 (page 9). The regular settlement may be placed on any intersection, including those marked with a circle. You must, of course, observe the distance rule when building all harbor settlements and regular settlements. Your starting resources are 1 card from each terrain hex adjacent to your starting settlement (not harbor settlement).

The last player to place a settlement is the first to place a road adjacent to that settlement. That same player then places a settler ship (ship + settler) on one of the sea routes adjacent to their harbor settlement. The other players follow clockwise. Once everyone has placed their pieces, the starting player begins the game by rolling the dice.

Deploying Neutral Game Pieces in a 2-Player Game

After both players have placed their respective harbor settlement, beginning with the starting player, each player places a harbor settlement of a neutral, non-chosen color. Once both players have placed their neutral harbor settlements, using the same turn order, they each place a settlement of the neutral color.

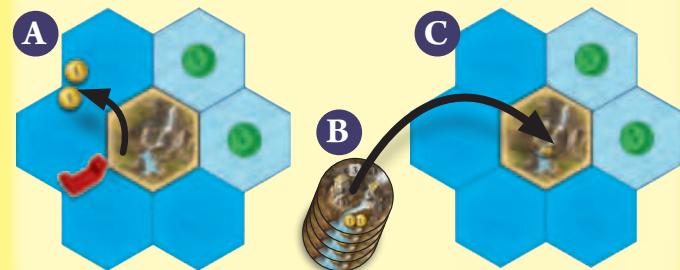
ENCOUNTERING PIRATE LAIRS

Discovering Pirate Lairs

If you discover a gold field hex, it is always occupied by a pirate lair. You immediately receive 2 gold for the discovery as shown in example 11 A (below). You then take a pirate lair token from the supply stack (example 11 B) and place it (without turning it over) on the pirate lair (example 11 C).

Important: As long as there is a pirate lair on a gold field hex, it is referred to as a pirate lair hex. You cannot build a road on its paths (edges) or a settlement on its intersections (corners). Once the pirate lair is captured, you may build on the gold field normally.

Example 11: Discovering a Pirate Lair



Capturing Pirate Lairs

Placing Crews

During pirate missions your crews can become warriors. If your ship has 1 or 2 crews on board, and one end of the ship points toward an intersection of a pirate lair hex, you may place these crews directly on the pirate lair token if you wish. A maximum of 3 crews may stand on a pirate lair.

Important: You can only place crews on specific destinations (an active pirate lair token in this scenario). You are never allowed to place crews on any hex that does not contain a destination.

Capturing

As soon as you place the 3rd crew piece on a pirate lair (all 3 crews do not have to be your own, see example 12), the lair is captured. After you finish your movement phase, the results of the pirate lair capture are resolved as described below.

Each player who participated in the capture immediately receives 2 gold as a reward. In addition, each participating player moves their marker forward 1 space on the mission card's victory point scoring track (mission progress). The player whose turn it is begins; the other players follow in clockwise order.

SCENARIO 2: PIRATE LAIRS

Determining Heroes

Each participating player rolls 1 die. Add to your result the number of your crews placed on the pirate lair. If your sum total is the largest, you are the hero of the battle. Move your marker forward 1 space on the “PIRATE LAIRS” mission card. At the same time, you must remove 1 of your crews and return it to your supply.

If there is a tie, the player who placed more crews is the hero. If there is still a tie, the tying players repeat the die roll. If you capture a pirate lair all by yourself, you automatically move your marker forward 1 space. You also lose 1 of your crews.

After the Capture

Turning the Pirate Lair Token Over

To indicate that a pirate lair was captured, the pirate lair token is flipped over so that its number side faces up. For that purpose, slide the remaining crews aside and place them next to the flipped token. You may pick up your crews with a ship on a subsequent turn.

Example 12: Capturing a Pirate Lair



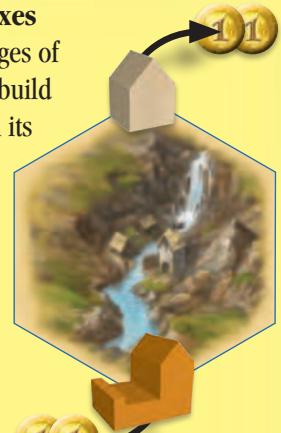
(A) Red moves her ship loaded with 2 crews beside an intersection of a gold field occupied by a pirate lair. Additionally, Blue already has a crew there.



(B) Red places her 2 crews on the pirate lair. When combined with Blue's crew, there are now 3 crews on the pirate lair. The pirate lair is captured. Red and Blue immediately receive 2 gold each.

Gold Production at Gold Field Hexes

You may now build roads on the edges of the liberated gold field. You may also build settlements and harbor settlements on its intersections. If a gold field's number is rolled during a production roll, each player receives 2 gold per settlement or harbor settlement they have on an intersection bordering that gold field.



ENDING THE GAME

You win “PIRATE LAIRS” if you have 12 VPs on your turn.



C

(C) At the end of Red's turn, she resolves the capture. She turns the pirate lair token over so that its number side is face up. Blue and Red each move their markers forward 1 space on the “PIRATE LAIRS” mission card. Then they determine the hero. Red rolls a “5” and adds 2 (her number of crews). Blue rolls a “6” and adds 1—they tie (7 to 7). Since Red has 1 more crew, she is the winner. Red moves her marker forward 1 more space on the mission card. Red must also return 1 of her crews to her supply.



D

(D) During any of their following turns, Red and Blue may pick up their respective crews with their ships.

SCENARIO 3: FISH FOR CATAN

FISH FOR CATAN

This scenario is played with all of the game components of both the “PIRATE LAIRS” and the “FISH FOR CATAN” mission.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 2 already set up, remove all of the starting island, green moon, and orange sun hexes and place them in separate piles. Replace the D1 sea hex with the D2 “Council of Catan” hex. Otherwise, build the frame exactly as shown in example 13 below.

Creating the Starting Island

Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 13.

Hexes used in this scenario:



Assembling the Unexplored Areas

Remove the 2 green moon-backed and 2 orange sun-backed sea hexes from the standard hexes.

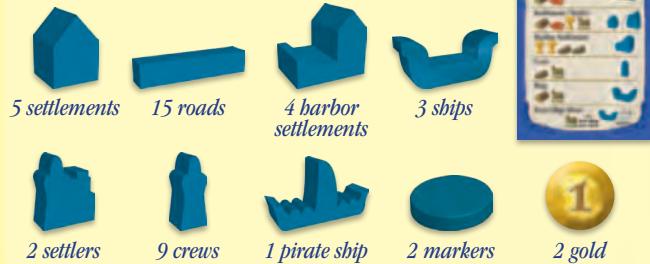


Take the following 11 green moon-backed hexes and shuffle them together: 6 standard hexes, 3 pirate lair hexes, and 2 random fish shoal hexes (don’t look at the front side). Place them, green moon side up, in the northern unexplored area.

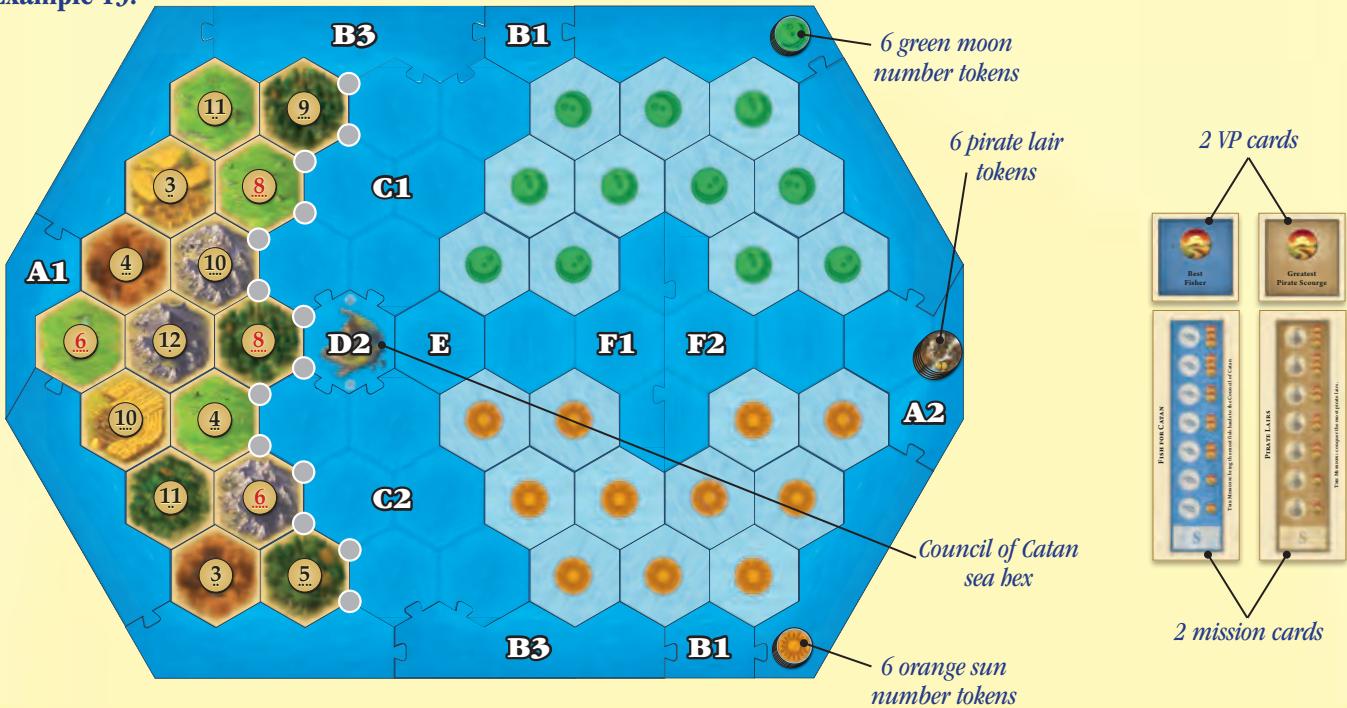
Take the following 11 orange sun-backed hexes and shuffle them together: 6 standard hexes, 2 pirate lair hexes, and 3 fish shoal hexes. Place them, orange sun side up, in the southern unexplored area.

Without looking at them, put the unused fish shoal and pirate lair hexes back into their respective bags.

Each player chooses a color and takes:



Example 13:



SCENARIO 3: FISH FOR CATAN

PREPARATION

- Each player takes pieces as shown on page 12.
- Place the “PIRATE LAIRS” and “FISH FOR CATAN” mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the “S” space of the mission cards.
- Shuffle the 6 pirate lair tokens with their number sides face down. Place them in a stack beside the game board as shown.
- Place the 6 fish hauls beside the game board.



SET-UP PHASE

Use the free set-up as described in scenario 2 (page 10).

The Council of Catan

The Council of Catan resides on an island stronghold just off the eastern shore of the starting island. This hex is considered to be a sea hex. No roads may be built on the 5 edges of this hex that border other sea hexes. Settlements and harbor settlements cannot be built on the 4 sea-only intersections. You can build on the edge and intersections that border the starting island. A pirate ship may not be placed on this hex (it borders the starting island).



THE MISSIONS

Mission 1 “PIRATE LAIRS”: Use all game rules as described through scenario 2.

Mission 2 “FISH FOR CATAN”: To secure the population’s food supply, the Council of Catan sends the players to an area where fish abound. The players’ task is to locate the fish shoals and catch as many fish as possible and deliver the hauls to the docks at the Council of Catan’s island stronghold.

DISCOVERING A FISH SHOAL HEX

If you discover a fish shoal hex, you immediately receive 2 gold. Note that, in addition to fish, each of the fish shoal hexes shows a result of a die roll (numbers ranging from 1 to 6).

Rolling the Die to Place a Fish Haul

During your movement phase, you may roll the die to try to place a fish haul on one of the discovered fish shoal hexes. You may make this roll before moving one of your ships or after moving one of your ships. You may never interrupt a ship’s movement to roll the die. This roll can only be made once on your turn.

Roll 1 die. If the result matches any discovered fish shoal hex, take 1 fish haul from the supply and place it on this hex. However, you are not allowed to place the fish haul on a fish shoal hex if:

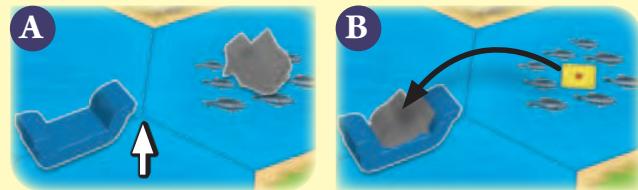
- there already is a fish haul on the hex, or
- there is a pirate ship on the hex.

If you roll the number of an undiscovered fish shoal hex, do not place a fish haul. Also, if the supply of fish hauls is depleted, you cannot roll the die for fish haul placement.

Catching a Fish Haul

You can catch a fish haul if either end of one of your empty ships points toward a fish shoal hex with a fish haul (example 14 A). Take the fish haul from the hex and put it in your ship (example 14 B). A fish haul fills your ship’s hold. You can’t load more game pieces onto that ship until the haul has been delivered.

Example 14: Catching a Fish Haul



If you have moved your ship to a fish haul and caught it (loaded it onto the ship), you may continue moving if that ship still has movement points.

Delivering a Fish Haul

On a small island, the Council of Catan has a station with 2 harbors for unloading your fish hauls (indicated by anchor symbols). If either end of your fish haul-loaded ship points toward one of these stations, you may unload that ship. To return the fish haul, simply return the fish haul to the supply and move your marker forward 1 space on the “FISH FOR CATAN” mission card.

If you haven’t used all of your ship’s movement points yet, you may continue to move the ship after catching or unloading a fish haul.

Pirates Also Catch Fish

If a pirate ship is ever placed on a fish shoal hex that contains a fish haul, the fish haul is removed and returned to the supply. However, the pirate does not steal the cargo from adjacent ships loaded with hauls of fish.

ENDING THE GAME

You win “FISH FOR CATAN” if you have 15 VPs on your turn.

SCENARIO 4: SPICES FOR CATAN

SPICES FOR CATAN

This scenario is played with the game components of both the “FISH FOR CATAN” and the “SPICES FOR CATAN” mission.

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 3 already set up, remove all of the “PIRATE LAIRS” hexes and tokens and return them to their bag. Take the starting island, green moon, and orange sun hexes and place them in separate piles. Extend the frame by removing the B1 frame pieces and replacing them with the B2 frame pieces instead. Use sea hex E to fill the gap between hex D2 and sea hex pieces F1 & F2. Place sea hex piece G to the right of the F sea hex pieces, as shown in example 15. Otherwise, build the frame exactly as shown.

Creating the Starting Island

Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 15.

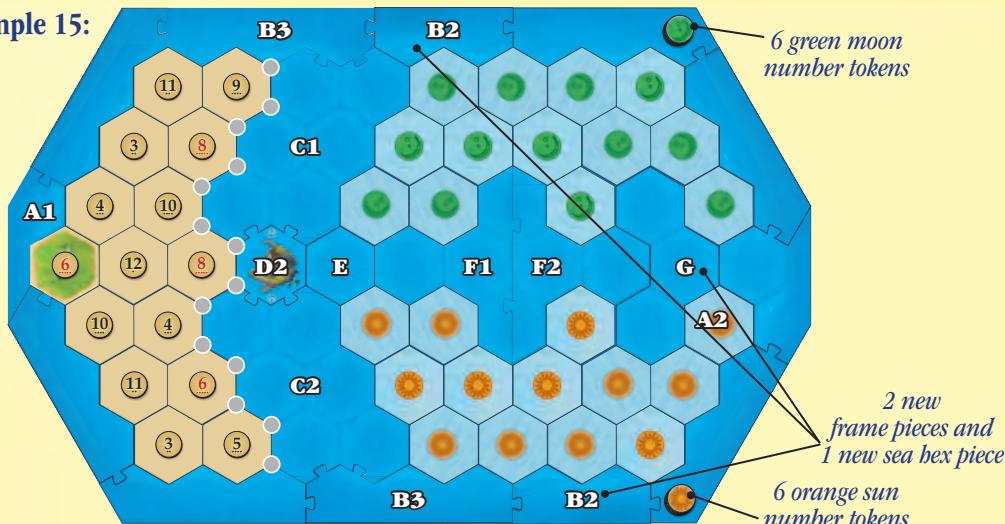
Assembling the Unexplored Areas

Remove 1 sea hex from the green moon-backed standard hexes. Take the remaining 7 standard hexes, plus the 3 green moon fish shoal hexes, plus the 3 green moon spice hexes and shuffle them together. Place them, green moon icon face-up, in the northern unexplored area.

Do the same for the orange-backed hexes, and place them in the southern unexplored area.



Example 15:

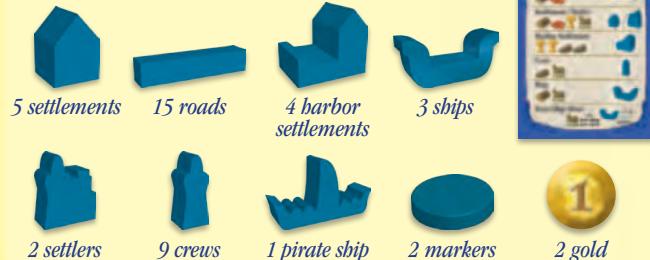


PREPARATION

- Each player takes pieces as shown below.
- Place the “SPICES FOR CATAN” and “FISH FOR CATAN” mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the “S” space of the mission cards.
- Place the 24 spice sacks beside the board.
- Place the 6 fish hauls beside the board.



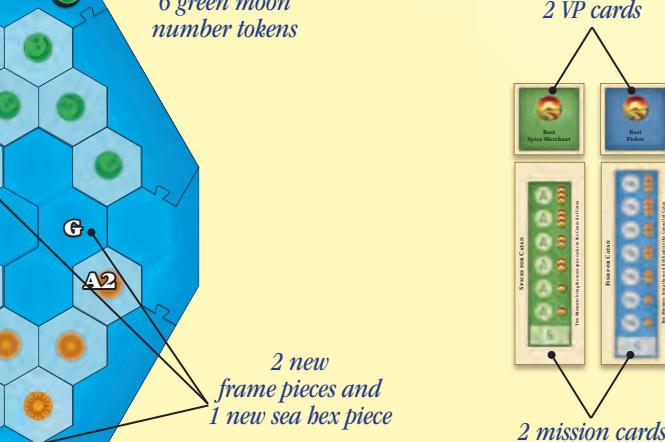
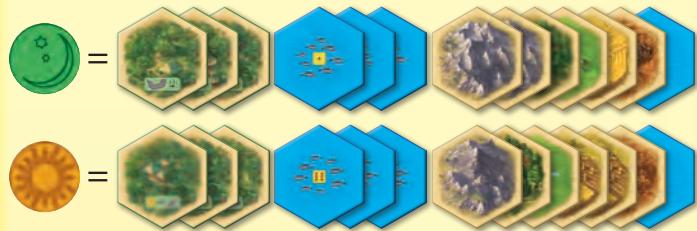
Each player chooses a color and takes:



SET-UP PHASE

Use the free set-up method described in scenario 2, page 10.

Hexes used in this scenario:



SCENARIO 4: SPICES FOR CATAN

THE MISSIONS

Mission 1 “FISH FOR CATAN”: Use all game rules as described in scenarios 1, 2, and 3.

Mission 2 “SPICES FOR CATAN”: In this mission, your crews represent merchants sent to visit villages found on the spice hexes. You must befriend the inhabitants and obtain precious spices by trading with them. These spices must be loaded onto ships and delivered to one of the Council of Catan’s docks.

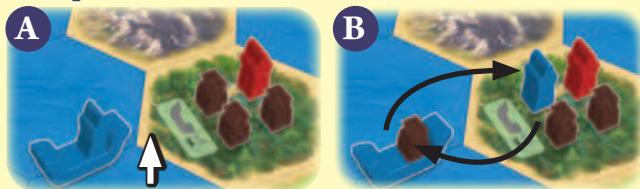
DISCOVERING A SPICE HEX

If, by means of one of your ships, you have discovered a spice hex, you receive 2 gold. Afterwards, you place as many spice sacks on the village of the spice hex as there are players in the game.

Placing a Crew and Loading a Spice Sack

If either end of one of your crew-loaded ships points toward the corner of a spice hex (example 16 A), you may place 1 crew on the village of the spice hex. In exchange, you load a spice sack onto the ship (example 16 B). In addition, from now on you have a permanent advantage in the game.

Example 16:



Delivering a Spice Sack

If either end of one of your spice sack-loaded ships points toward either of the docks (anchor icons) on the Council of Catan hex, you may unload that ship. Move your marker forward 1 space on the “SPICES FOR CATAN” mission card for each sack you deliver. Place the delivered sacks out of the game.

Additional Rules

- You may place only 1 crew on each spice hex. In exchange, you may take or load 1 spice sack from that spice hex.
- Once a crew has been placed on the spice hex, it must stay there. It cannot be picked up by a ship anymore.
- You may not build a road on the spice hex’s paths (edges) or a settlement at its corners until you have placed a crew on the spice hex.
- If you haven’t used all of your ship’s movement points, you may continue to move the ship after loading or unloading a spice sack.

Advantages of the Spice Hexes

If you have placed a crew on the village of a spice hex, you befriend the inhabitants of this village and may immediately (i.e., during the same turn) make use of the advantage depicted on the spice hex. For each advantage there are 2 villages that confer its power (one in the northern unexplored area, and one in the southern unexplored area).

- 1. Swift Voyage:** The inhabitants of 2 villages are experienced seafarers and help the players to move their ships faster.



The “Swift Voyage” advantage immediately increases the number of movement points of all your ships by 1. All of your ships now have 5 movement points instead of 4. If you are friends with both villages marked with the “Swift Voyage” advantage, your ships have 6 movement points per turn. If you pay 1 wool, you can increase the number of movement points for a ship by 2 more points. Thus, the maximum number of movement points possible for your ships is 8.

Note: The Swift Voyage advantage can immediately be applied to the ship that delivered the crew to the hex as long as the hex was not just discovered by this ship.

- 2. Pirate Bonus:** The inhabitants of 2 villages are experienced fighters against the pirates and increase your chances to successfully chase away a pirate ship.



One village depicts the face of a die with 5 pips, the other village depicts the face of a die with 4 pips. If you are friends with one of these villages, you drive away an opponent’s pirate ship not only by rolling a “6” but also by rolling the number depicted on the village. If you are friends with both villages, you drive away the pirate ship by rolling a “6,” “5,” or “4.”

- 3. Fast Gold:** The inhabitants of 2 villages are experienced merchants. They buy resources and give gold in return.



If you are friends with one of these villages, once during your trade and build phase you may sell any 1 resource card from your hand for 1 gold from the supply (put your card into the supply and take 1 gold from the supply). If you are friends with both villages, you may sell 1 resource for 1 gold two times during your trade and build phase.

ENDING THE GAME

You win “SPICES FOR CATAN” if you have 15 VPs on your turn.

SCENARIO 5: EXPLORERS & PIRATES

EXPLORERS & PIRATES

This is the last scenario in this expansion. It is also the most epic in scope. It includes all three missions “PIRATE LAIRS,” “FISH FOR CATAN,” and “SPICES FOR CATAN.” Enjoy!

GAME BOARD SET-UP

Assembling the Game Board Frame

If you have the board from scenario 4 already set up, use example 17 as a guide to extend the frame as follows. Add the B1 frame pieces to the edge. Use sea hex E to fill the gap between hex D2 and sea hex piece F1. Place sea hex piece G to the right of sea hex piece F2. Use one of the orange sun-backed sea hexes (sea side facing up) to fill the gap between sea hex pieces G and A2. Otherwise, build the frame exactly as shown in example 17 below.

Creating the Starting Island

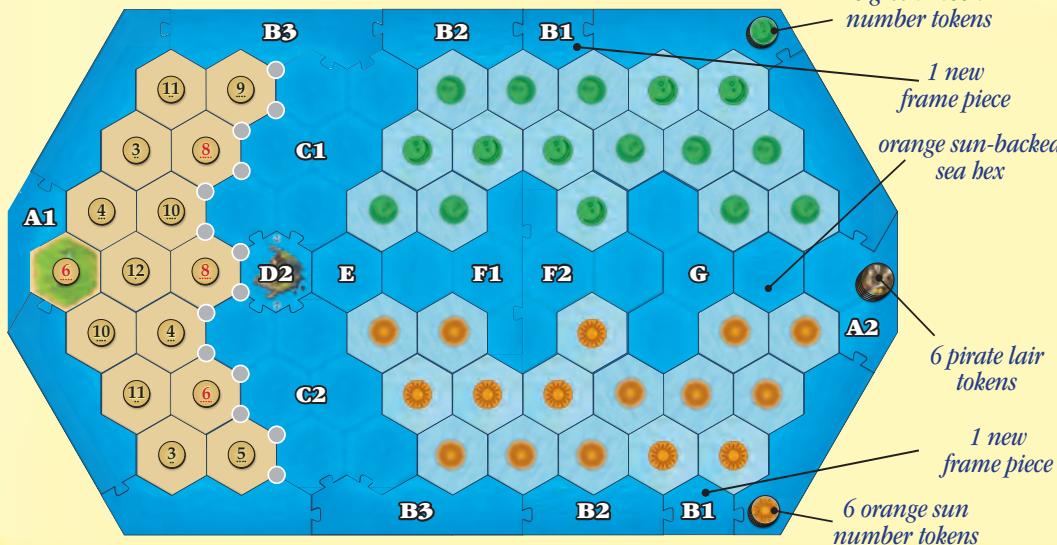
Shuffle the chosen terrain hexes and place them randomly in the area of the starting island, terrain side face up. Afterwards, place the number tokens as shown in example 17.

Assembling the Unexplored Areas

Remove 1 sea hex from the green moon-backed standard hexes. Combine the remaining 7 standard hexes, plus 3 fish hexes, 3 spice hexes, and 3 pirate lair hexes (all with green backs), and shuffle. Place them, green moon icon face up, in the northern unexplored area.

Do the same with the orange sun-backed hexes in the southern unexplored area.

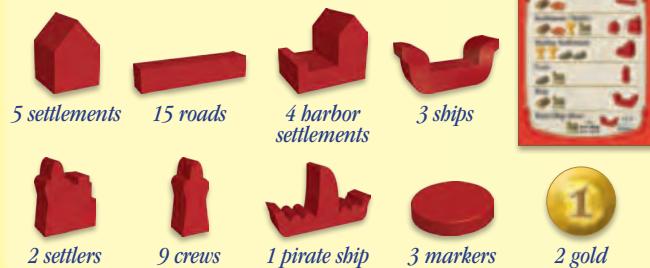
Example 17:



PREPARATION

- Each player takes pieces as shown below.
- Place the “PIRATE LAIRS,” “SPICES FOR CATAN,” and “FISH FOR CATAN” mission cards and the corresponding VP cards beside the game board. Each of you places 1 of your markers on the “S” space of the mission cards.
- Place the 24 spice sacks beside the game board.
- Place the 6 fish hauls beside the game board.
- Shuffle the 6 pirate lair tokens, number side down, and place them as a stack beside the game board.

Each player chooses a color and takes:



SET-UP PHASE

Use the free set-up method described in scenario 2, page 10.

THE MISSIONS

All three missions are in play (“PIRATE LAIRS,” “FISH FOR CATAN,” and “SPICES FOR CATAN”). Use all game rules as described in scenarios 1, 2, 3, and 4.

END OF THE GAME

You win “EXPLORERS & PIRATES” if you have 17 VPs on your turn.



SCENARIO 5: EXPLORERS & PIRATES

EXPLORERS & PIRATES 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 4.

The two sets of hexes in the illustration marked “Green Back” and “Orange Back” must be taken from the bag containing the “STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE” sorting tile.

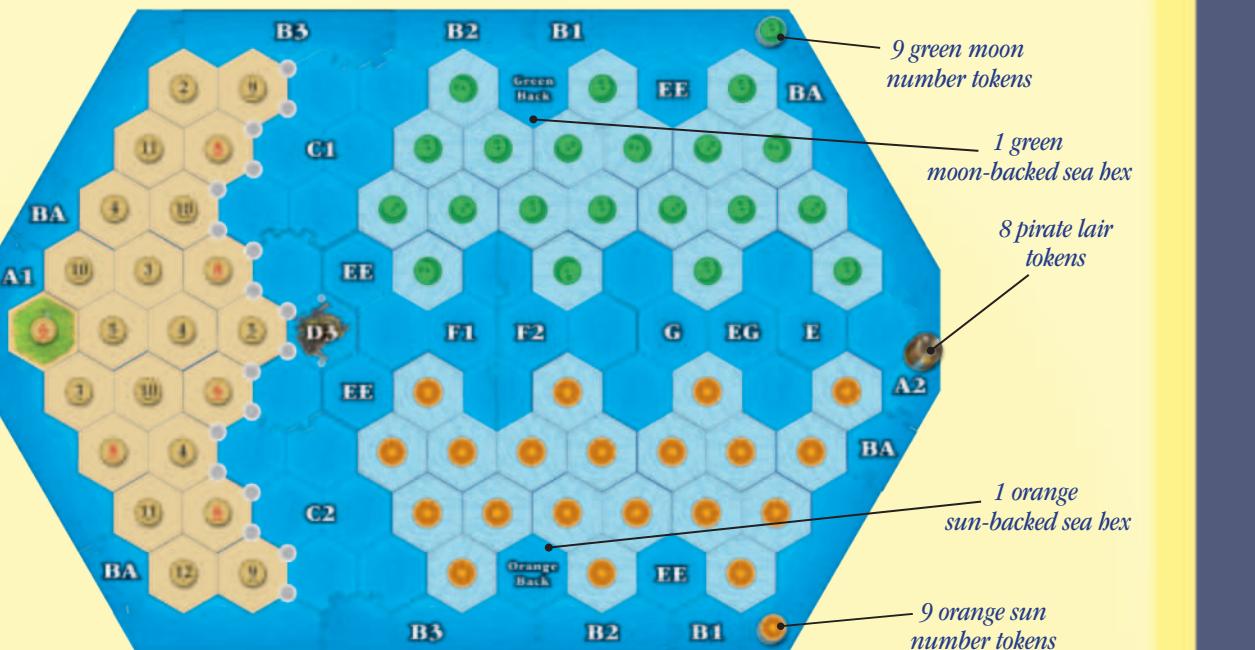
Creating the Starting Island

Set up the starting island as described in “Pirate Lairs 5-6.”

40 unexplored hexes used in this scenario:



Example 4:



Assembling the Unexplored Areas

Select the following components for the unexplored areas:
 • 14 standard hexes (12 terrain hexes and 2 sea hexes)
 and all 12 number tokens, from the bag containing the “STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE” sorting tile.

- 6 terrain hexes and number tokens from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- All 6 gold fields and pirate lairs from the bag containing the “PIRATE LAIRS” sorting tile.
- 2 gold fields and pirate lairs from the bag containing the “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 6 fish hexes from the bag containing the “FISH FOR CATAN” sorting tile.
- 6 spice hexes from the bag containing the “SPICES FOR CATAN” sorting tile.

Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 4.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 4.

ADDITIONAL RULES

GAME PLAY

All of the rules from *Explorers & Pirates* for 2-4 players apply when playing 5-6 players.

New Rules for 5-6 Players

The paired player rules are explained in *CATAN 5-6*. Changes specific to *Explorers & Pirates* 5-6 are:

Player 1	Player 2
• Roll for production (mandatory)	
• Trade with other players and the supply	• Trade with the supply only
• Build	• Build
• Ship movement and actions	• Ship movement and actions

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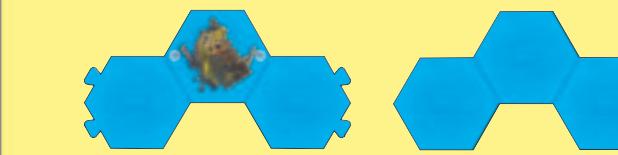
WAIT! You must have the following items before you can use this extension:

- CATAN
- CATAN 5-6 Player Extension™ (aka CATAN 5-6)
- CATAN – Explorers & Pirates™ (aka Explorers & Pirates)

GAME COMPONENT OVERVIEW & PREPARATION

Before Your First Game

Detach the die-cut parts from their cardboard frames and put the large “tri-hex” parts “D3” and “EG” into the *CATAN – Explorers & Pirates 5-6 Player Extension* (aka *Explorers & Pirates* 5-6) box.



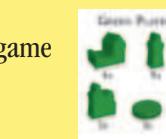
Put all game components listed below into a bag:

- 1 “HEXES + NUMBER TOKENS—E&P 5-6” sorting tile.
- 4 sea hexes (marked “EE”)
- 6 standard hexes “E” green moon icon: mountains, forest, fields
- orange sun icon: mountains, pasture, hills
- 6 number tokens (green: 2, 5, 9; orange: 3, 4, 10)
- 2 gold field hexes (1 green moon; 1 orange sun)
- 2 pirate lair tokens: 9, 10



Put the remaining sets of game components each into their own bag:

- “GREEN PLAYER’S PIECES” sorting tile, 1 green building costs card, 22 green game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “BROWN PLAYER’S PIECES” sorting tile, 1 brown building costs card, 22 brown game pieces (4 harbor settlements, 9 crews, 3 ships, 2 settlers, 3 markers, and 1 pirate ship)
- “E&P 5-6 FISH & SPICES” sorting tile, 2 fish hauls, 12 spice sacks



Place these components into a bag with the sorting tile.

Note: When playing with 5-6 players, we recommend that you skip Scenario 1 (Land Ho!) and move straight to Scenario 2 (Pirate Lairs).

SCENARIO 2: PIRATE LAIRS

PIRATE LAIRS 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 1.

The two sets of hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.

Please note: In this scenario use the back side of the "D3" piece without the "Council of Catan" Island.

Creating the Starting Island

Place the hexes and number tokens in the area of the starting island. For this purpose, use the contents of the 2 bags containing the "PIECES FROM BASE CATAN" and the "CATAN 5-6 PLAYER EXTENSION PIECES" sorting tiles.

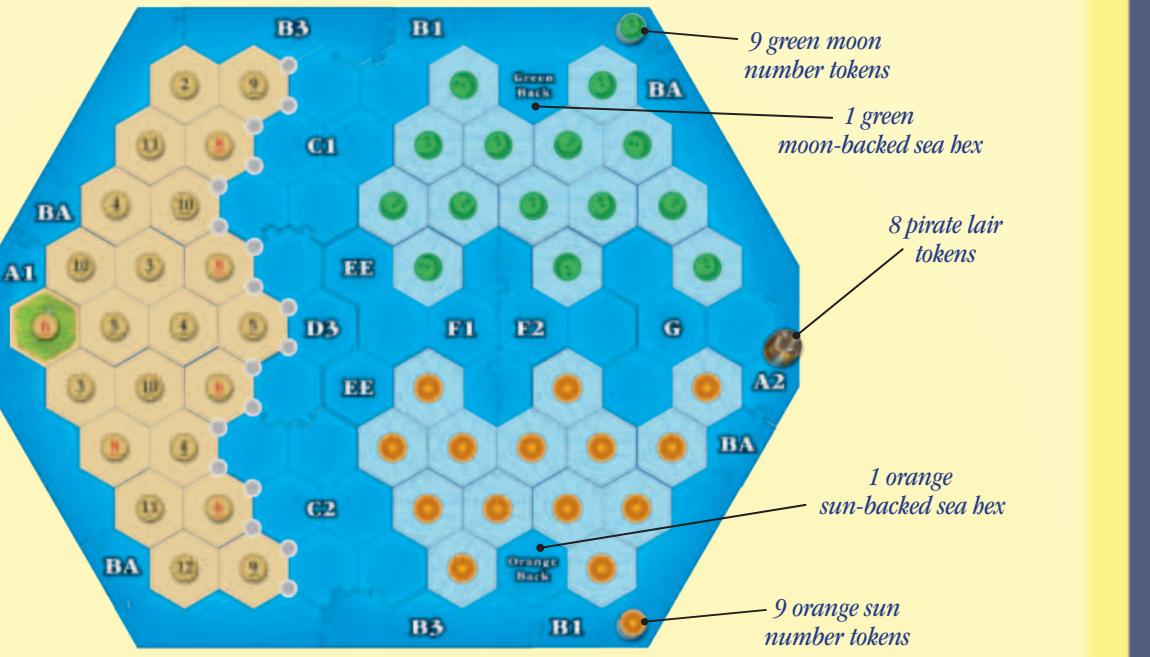
Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

Place all 22 number tokens exactly as shown in Example 1.

28 unexplored hexes used in this scenario:



Example 1:



SCENARIO 3: FISH FOR CATAN

FISH FOR CATAN 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 2.

The two sets of hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.

Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6."

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 12 terrain hexes (2 of the extra standard sea hexes are not used) and all 12 number tokens from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "HEXES + NUMBER TOKENS—E&P 5-6" sorting tile.
- 6 gold fields and pirate lairs from the bag containing the "Pirate Lairs" sorting tile.
- 2 gold fields and pirate lairs from the bag containing the "HEXES + NUMBER TOKENS—E&P 5-6" sorting tile.
- 6 fish hexes from the bag containing the "FISH FOR CATAN" sorting tile.

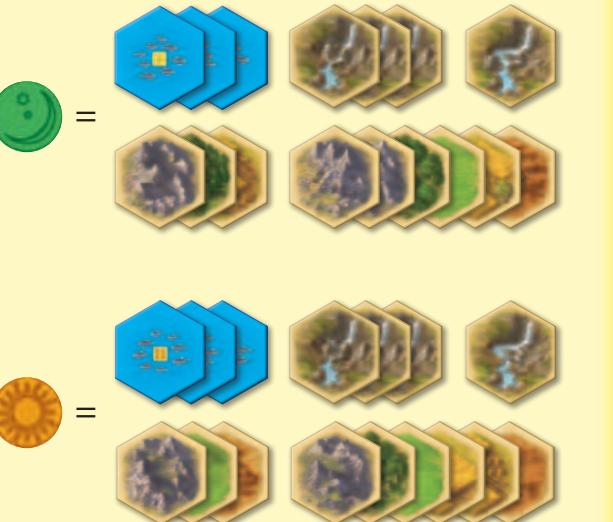
Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack icon side up and place them as shown in Example 2.

Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 2.

32 unexplored hexes used in this scenario:



=



=



Example 2:



SCENARIO 4: SPICES FOR CATAN

SPICES FOR CATAN 5-6

GAME BOARD SET-UP

Assembling the Game Board Frame

Assemble the game board frame as shown in Example 3.

The two sets of hexes in the illustration marked "Green Back" and "Orange Back" must be taken from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.

Creating the Starting Island

Set up the starting island as described in "Pirate Lairs 5-6."

Assembling the Unexplored Areas

Select the following components for the unexplored areas:

- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "HEXES + NUMBER TOKENS—E&P 5-6" sorting tile.
- 6 spice hexes from the bag containing the "SPICES FOR CATAN" sorting tile.
- 6 fish hexes from the bag containing the "FISH FOR CATAN" sorting tile.

Additional Preparations

Separate the hexes into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

Separate the number tokens into two stacks according to the orange or green icon on the back. Shuffle each stack, icon side up, and place them as shown in Example 3.

32 unexplored hexes used in this scenario:



=



Example 3:

