I like how in Explorers and Pirates you do get something for if you discover a hex and its sea you get some gold, unlike in Seafarers the fog islands you don’t get anything for discovering a sea hex.

What each scenario is about

Scenario 1 heading for new shores is a gentle introduction to Catan with building ships. You will probably explore only 1 island in this expansion. Most of your focus will still be on the main island.

Scenario 2 the four islands is where you will likely settle on 2 islands. Each island is more substantial, compared to heading for new shores where only the big island in the lower right corner is substantial.

Scenario 3 the fog islands introduces the new mechanic of discovery of undiscovered tokens.

Scenario 4 through the desert is unique because by building roads through the desert, you are ‘crossing the ocean’. Also scenario 4 is the only example of where the gold hexes are reachable by land. All other gold hexes must be reached with ships.

Scenario 5 allows you to earn development cards and harbors as rewards.

Scenario 6 is about establishing contact with the islands in the middle.