

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 *Cities & Knights* and each *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. During 2008, we will publish the most useful possible scenario combinations at www.catan.com. Just stop by our website once in a while to see what's new!

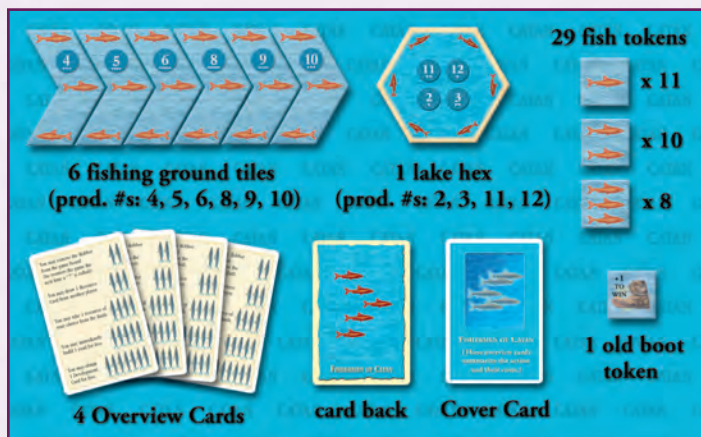
THE FISHERMEN OF CATAN

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 the peaceful days for the fish of Catan are definitely over...

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:



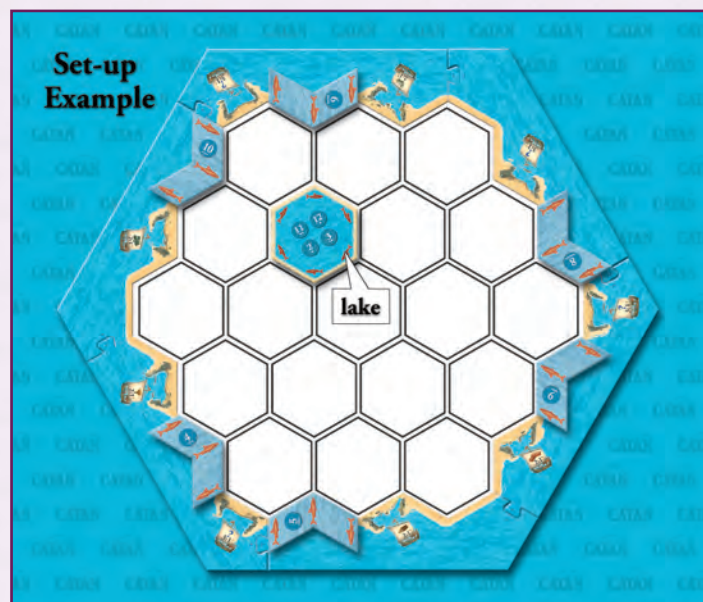
WHAT IT IS ABOUT

The coasts and lakes of Catan are teeming with fish, but fish has been a rare, though known commodity, in Catan. So, what could be more obvious than sending fishermen to the shores of Catan to retrieve the precious goods from the depths of lake and ocean?

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...

SPECIAL 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 *The Settlers of Catan* apply. The changes are described on the next page.

ADDITIONAL RULES

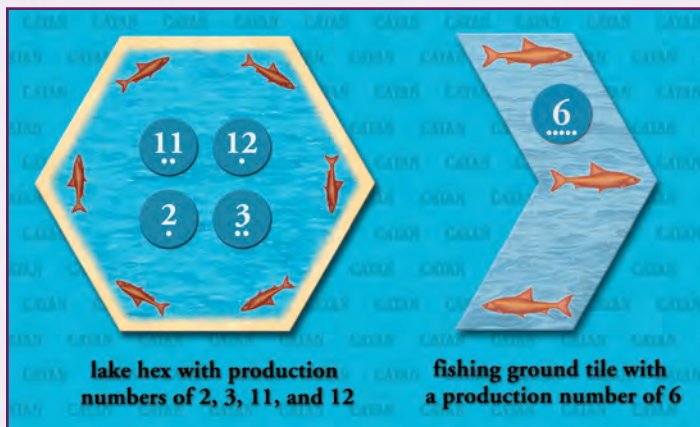
Fishing

Each fishing ground tile touches 3 coast 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.



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 fishMove the robber off the board (do not steal any cards) until he is to be moved 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 fishDraw 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 may not 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 may not hand in 2 tokens with 3 fish each and that way move 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 resources: do not count them against your hand limit and do not discard them when a "7" is rolled on the dice. Similarly, the robber cannot be used to steal fish tokens.
- **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.
- **When the fish tokens are depleted:** When the last face-down fish token is drawn, turn over all the used fish tokens and mix them up again to form a new supply.
- **No trading fish:** Fish tokens may not be traded between players.

AN OLD BOOT ...

If you draw the *old boot*, you must reveal it immediately! During your turn after rolling the dice, you can give the old boot away. You can give the boot to any other player who has the same or more victory points than you. But, if you alone have the most points, you must keep the old 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 basic *Settlers* game. The old boot is therefore not a negative victory point. Anyone who owns it merely needs one additional victory point to win.

END OF THE GAME

The game ends as soon as a player has enough points during his turn to win (10 normally, 11 if you have the old boot).