

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.

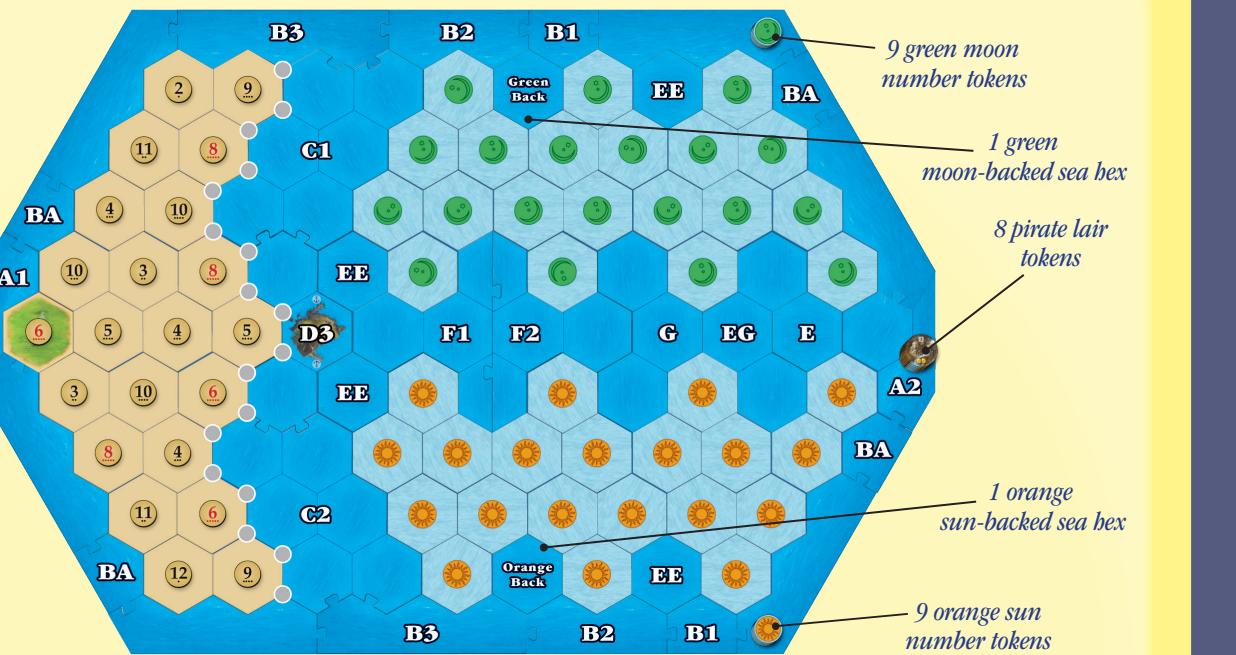
Creating the Starting Island

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

CREDITS

Author: Klaus Teuber

5th Ed. Development Team: Pete Fenlon, Arnd Fischer, Ron Magin, Benjamin Teuber, Guido Teuber

Art: Michael Menzel, Pete Fenlon

Graphic Design: Pete Fenlon, Michaela Kienle, Ron Magin

Production: Ron Magin, Pete Fenlon, Az Sperry

Tile Component Design: Andreas Klober

Translation: Gavin Allister

Wooden Piece Design: Klaus Teuber

Special Thanks: Brea Blankenfeld, Robert T. Carty, Jr.,

Sebastian Castro Casas, Coleman Charlton, Morgan Dontanville, Chris Funk, Alex Colón Hernández, Stephanie Newman, Donna Prior, Anne Reynolds, Kelli Schmitz

Original Product Development: TM-Spiele and Sebastian

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Player 1



Player 2



Player 3



Player 4



Player 5



Player 6



Player 7



Player 8



Player 9



Player 10



Player 11



Player 12



Player 13



Player 14



Player 15



Player 16



Player 17



Player 18



Player 19



Player 20



Player 21



Player 22



Player 23



Player 24



Player 25



Player 26



Player 27



Player 28



Player 29



Player 30



Player 31



Player 32



Player 33



Player 34



Player 35



Player 36



Player 37



Player 38



Player 39



Player 40



Player 41



Player 42



Player 43



Player 44



Player 45



Player 46



Player 47



Player 48



Player 49



Player 50



Player 51



Player 52



Player 53



Player 54



Player 55



Player 56



Player 57



Player 58



Player 59



Player 60



Player 61



Player 62



Player 63



Player 64



Player 65



Player 66



Player 67



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.

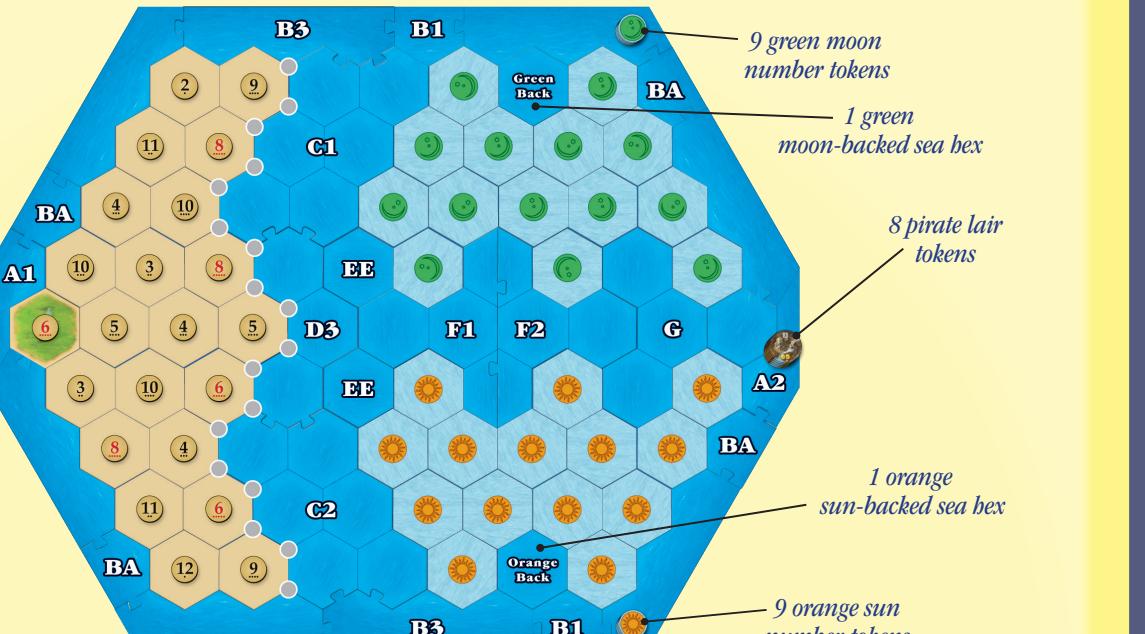
Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

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.

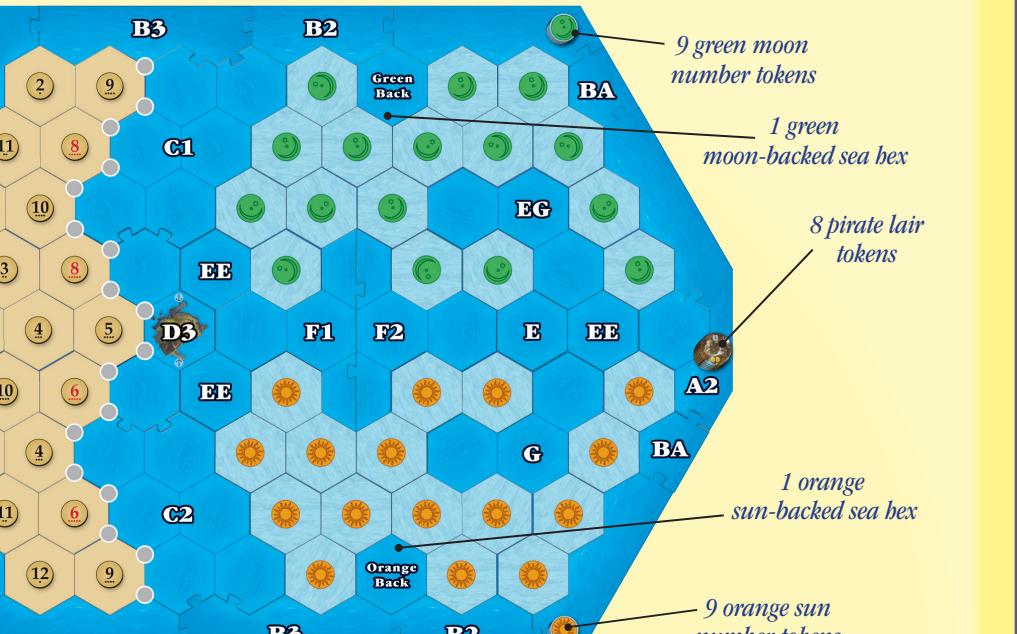
32 unexplored hexes used in this scenario:



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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:



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Example 3:

