

# 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.

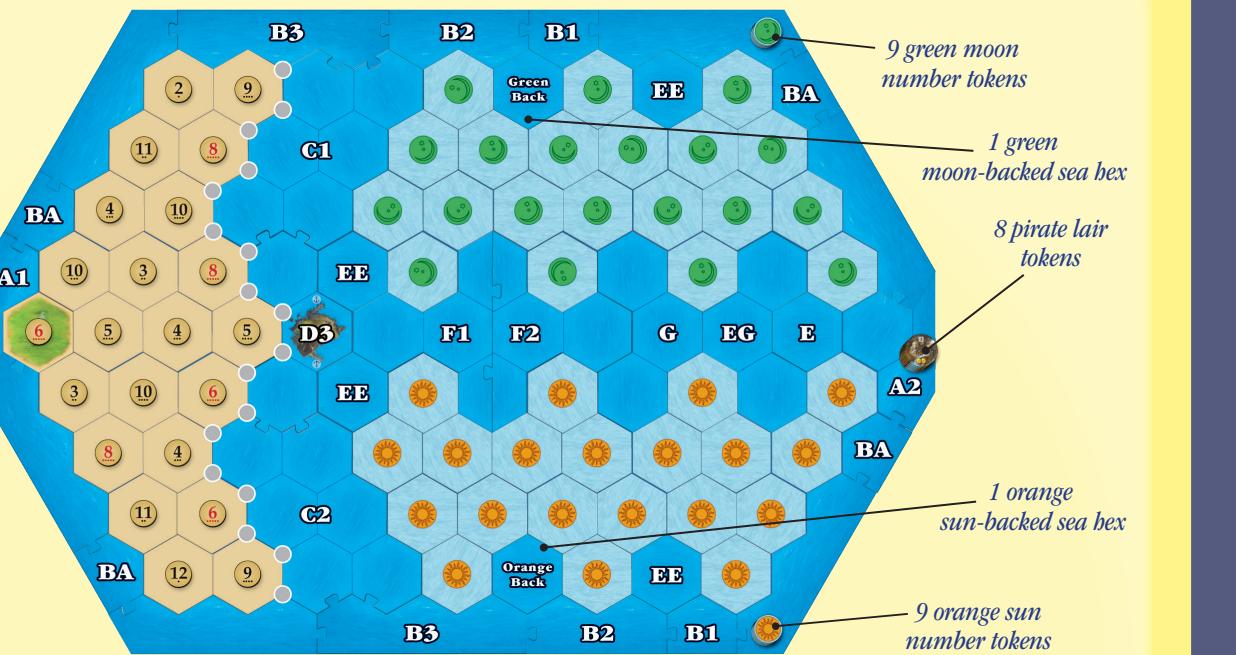
#### Creating the Starting Island

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

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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).

**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

### Game Components Required for All 5-6 Player Scenarios

- Explorers & Pirates components required for each corresponding scenario (see each scenario).
- CATAN game components listed on the “PIECES FROM BASE CATAN” sorting tile. Place these components into the bag with the sorting tile.
- CATAN 5-6 game components listed on the “CATAN 5-6 PLAYER EXTENSION PIECES” sorting tile.
- Various components from this extension, depending upon which scenario you are playing (see each scenario).



x 15 ea.



x 5 ea.

## 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.

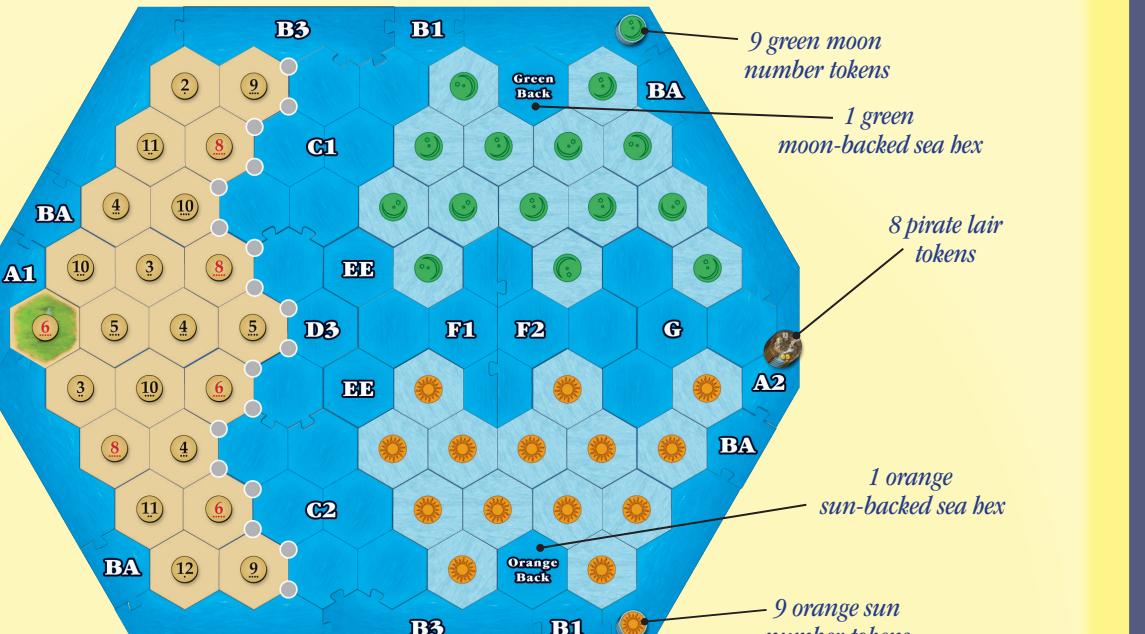
Shuffle all 21 hexes face down, then randomly distribute the terrain hexes face up in the area of the starting island.

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.

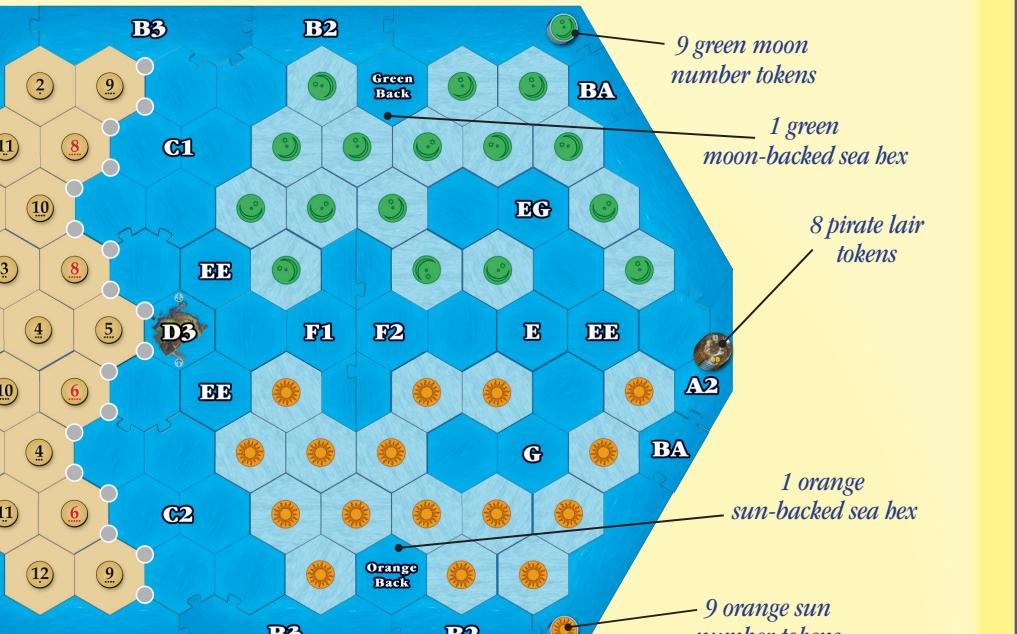
Shuffle the 8 pirate lair tokens face down and place the stack on the game board frame as shown in Example 2.

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:



#### 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.

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.

## 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:

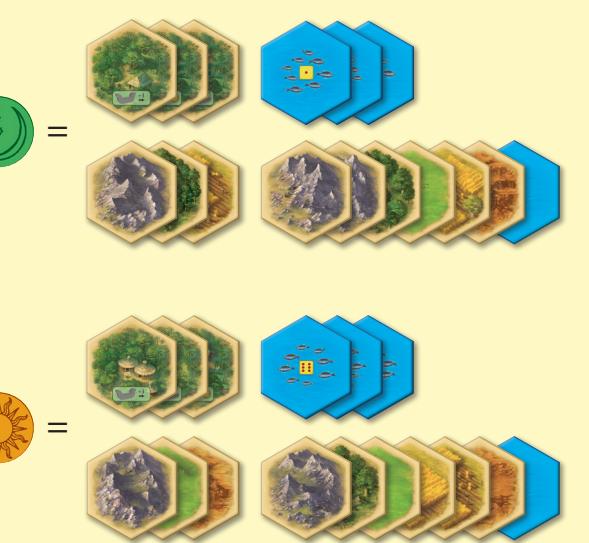
- 14 standard hexes (12 terrain hexes and 2 sea hexes) and all 12 number tokens from the bag containing the "STANDARD HEXES + NUMBER TOKENS—GREEN & ORANGE" sorting tile.
- 6 terrain hexes and number tokens from the bag containing the "HEXES + NUMBER TOKENS—E&P 5-6" sorting tile.
- 6 spice hexes from 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:

