



Game Contents

5 perforated boards containing:

- 2 game board edge pieces

- 4 overview cards

- 4 water hexes

- 3 jungle hexes

- 2 volcano hexes

- 1 river (gold) hex

- 92 colony tokens:

 - 24 discovery tokens (jungle)

 - 22 gold tokens

 - 22 ore tokens

 - 24 gem tokens

20 exploration camps ("bases", 5 per colour)

4 war fleets (1 per colour)

1 pirate (black war fleet)

1 game instructions









Introduction

The scenario described here is an altered edition of the scenario "Die Kolonien" ("The Colonies"), which was first published in the book "Die Siedler von Catan - Das Buch zum Spiel". The scenario in this edition contains new and additional game material.

These instructions refer to the current version of Die Siedler von Catan and Seefahrer with plastic figures. It is possible to play this scenario with older versions of the game; the slightly different setup is shown on the last page.



1. MATERIALS

											Total
Home Island and sea	20	4	4	5	5	0	0	0	0	0	38
Colonies	3	0	0	0	0	5	3	3	3	2	19*
Base game/ Seefahrer hexes	19	4	4	5	5	5	3	2	0	0	47
New	4	0	0	0	0	0	0	1	3	2	10
Total	23	4	4	5	5	5	3	3	3	2	57
Number chips	2	3	4	5	6	8	9	10	11	12	Total
Home Island	1	2	2	2	2	2	2	2	2	1	18
Colonies	1	1	1	1	1	1	1	1	1	1	10

Trade harbours: 5× 3:1, 1× wheat, 1× sheep, 1× wood, 1× clay
 Also needed: approx. 10 Catan tokens (victory point tokens)

2. INTRODUCTION

Some rules of the base game and Seefährer are changed. Only those that are specifically mentioned here have been altered. If a rule is not mentioned here then the rules of the base game and Seefährer are still valid.

3. PREPARATION

Set up the game board as shown above. The areas marked with "?" are left empty for now. Shuffle the trade harbours and place them randomly at the shown places. Shuffle the hexes to be used for the colonies and place them face down in a stack on the table. There are 19 hexes in the stack and 18 free spaces on the board. 1 hex will always be left over.

The 10 number chips for the colonies are also to be shuffled and placed face down on the table. Sort the colony tokens by kind (discovery/jungle, gold, ore, gems).

Every player needs 5 settlements, 4 towns, 15 roads, 3 ships, 1 war fleet and 5 bases of their colour.

4. GAME SETUP

4-player game: The rules for this phase are the same with one exception: the first settlement must be placed on the coast facing the colonies and a ship is placed next to it! No road is placed. The second settlement can be placed as you wish.

3-player game: Every player places an additional third settlement starting with the first player (who placed the second settlement last).

5. ALTERED RULES

Overview:

5a) Ships	5b) Colonies	5c) Colony Tokens	5d) Volcanoes
5e) Robber and Pirate	5f) War Fleets	5g) Special Victory Points	

5a) Ships

In contrast to Seefährer, the ships are not placed in a row, but move from intersection to intersection. That is why there are only 3 ships per player.

- Ships can discover colonies, create bases and transport colony tokens home. (See 5b Colonies)
- The player can move his ships at any point during his turn after rolling the dice and distributing the raw materials (he can even move ships that were built during the same turn).
- It is possible to build, move ships, build again, and so on.

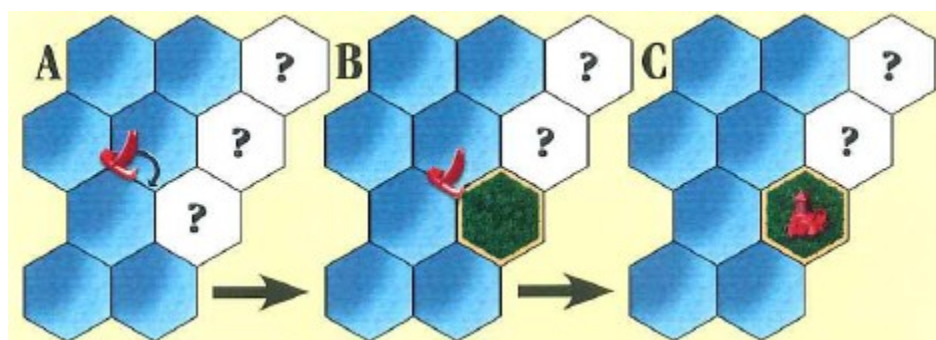
- The maximum range of the ships is defined by the higher number on the dice. For example 3 and 5: the player may move every ship up to 5 intersections.
- A ship's movement must not end on an intersection occupied by another ship. It also cannot be built on an occupied intersection. The ship can move across occupied intersections (no matter if it is occupied by his own ship or another player's ship). A ship cannot move across an intersection occupied by the pirate.
- A ship's movement must not end on an intersection with a settlement belonging to another player. A ship can move across another player's settlement. A ship's movement can end on an intersection with occupied by the player's own settlement.

5b) Colonies

There are valuable and exotic hexes to be discovered in the colonies, for example the urgently needed ore - but also discoveries, gems and gold used to directly gain victory points, Development Cards (Entwicklungskarten) or other resources. However, to use these colonial goods they first have to be transported across the sea to the Home Island. But even before that the colonies have to be discovered.

How to discover land and place bases

- If a ship reaches an intersection next to an undiscovered area a hex is drawn from the stack and placed face-up on the field. If it is a water area the ship may move on if the maximum movement range (as dictated by the dice roll) is not yet reached. If it is a land hex the ship is removed (to the player's stack of game pieces) and one of the player's bases is placed in the centre of the newly-discovered hex. The player also receives a corresponding colony token (in some cases it has to be converted right away, see below). If there is no number printed on the discovered hex a number chip has to be drawn and placed on the hex - even if it is the desert. (There must not be 2 red numbers next to each other. If that would be the case then draw another chip and reshuffle the remaining chips.)



A: Player red moves his ship to an intersection next to an undiscovered area

B: A hex is drawn, the jungle is placed on the board

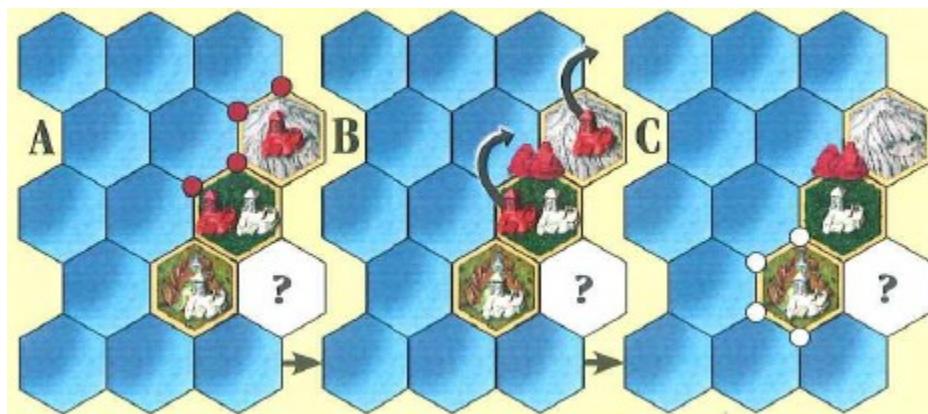
C: the ship is converted into a base and receives a "Discovery" colony token

Important: If a ship discovers new land it HAS to be converted to a base!

- If a ship reaches a colonies hex that has already been discovered, the player can choose to either convert the ship to a base or keep exploring by ship.

Building settlements on the coast of the colonies

- Bases allow the creation of settlements on the coast of the colony. To create a settlement adjoined to one land hex a player needs a base on this hex. To create a settlement adjoined to 2 land hexes a player needs bases on both of the hexes. If these conditions are met and the distance to other settlements is taken into consideration, the usual material is needed to build the settlement. The base/bases are removed as soon as a settlement is built. The settlement is now ready to produce colony tokens.



A: Player red has 2 bases and can create a settlement at the shown places.

B: A red settlement is created and the bases are removed.

C: As soon as it is player white's turn he can create a settlement at the shown locations.

Discovering with roads

- If a player has created a settlement on the coast of a colony he can continue to explore the colony by road. Roads are created according to the usual rules and costs. As soon as the road reaches an undiscovered area a hex is drawn and placed on the board. The player receives a colony token and a number chip is drawn. (A road is not converted into a base as soon as it reaches new land). New settlements can be created as usual on the road, no bases are needed.

Further Rules

- To create a second or third settlement on one hex the player has to build roads, or create new bases through ships.
- Settlements in the colonies can never be converted into cities.

5c) Colony tokens

If the number of a colony hex is rolled, the settlements on this area produce colony tokens. The tokens are placed next to the settlement: mountains produce ore, rivers produce gold, deserts produce gems, jungles produce discoveries. A volcano produces one colony

token of the player's choice. Every settlement can store 3 tokens. If there are already 3 plates tokens, the settlement does not produce any more.

- To use colony tokens they have to be transported by ship to a settlement or city on the Home Island.
- A ship can transport up to 3 colony tokens at any one time.
- Loading and unloading does not cost any movement points. So it is possible to move to a colony settlement, load cargo, and move on back towards the Home Island.
- You cannot move cargo from ship to ship. So chain transport is not an option!
- Colony tokens can be moved along the player's own roads during his turn. Ships can also be directly loaded with tokens from settlements that are connected with the settlement the ship is docked.
- As soon as a ship loaded with colony tokens reaches a settlement or city on the Home Island, the tokens are converted immediately if possible:
 - 1 ore token converts to 1 ore resource card
 - 1 gold token converts to 1 resource card other than ore
 - Discovery tokens are collected. As soon as the player has 3 they are converted into a victory point (Catan token)
 - Gem tokens are collected. As soon as the player has 2 they are converted into 1 Development Card (Entwicklungskarte)
- Colony tokens are not materials! They cannot be traded, they cannot be stolen as soon as they are on the home island and they do not count if the 7 is rolled. The monopoly card cannot be targeted on colony tokens.

5d) Volcanoes

- Settlements on a volcano produce a colony token of the player's choice. This is powerful but also dangerous. Every time a volcano produces colony tokens it erupts. One dice is rolled. The number stands for the intersection that is destroyed. If a settlement is destroyed stored colony tokens can be moved via roads. If that is not possible then they are also destroyed.
- An erupting volcano does not damage roads, ships or bases.
- If there are single roads left behind a new settlement can be created there later.
- The die rolled for the erupting volcano does not change the primary result or the range of any ships.

5e) Robber and Pirate

- There is no Robber!
- The pirate starts off the board and joins the game as soon as the first 7 is rolled, or a Knight Card is played.
- The pirate is placed on an unoccupied intersection with at least 1 water area next to it. He must not be placed adjoined to the frame/edge of the board.
- If a 7 is rolled, a Knight Card is played, or if the pirate is driven away by a war fleet, the active player has to move the pirate to another free

intersection.

- If the pirate is placed on an intersection next to another player's ship or colonial settlement, the active player may choose one colony token from the ship or colonial settlement and take it. The stolen token is converted immediately, if possible.
- If the pirate is placed next to another player's Home Island settlement or city the active player may take a resource card from that player's hand.
- Naturally, only **one** colony token or **one** resource card is stolen from **one** player.
- Bases cannot be robbed.
- The pirate blocks the intersection it is placed on (as mentioned above).
- A settlement cannot be created on the intersection that the pirate is currently placed on.
- The pirate does not block roads, so colony tokens can still be transported, or another road can be built.

5f) War fleets

- Every player has one war fleet.
- Building a war fleet costs 2 wood and 1 sheep.
- When built, a war fleet is placed in the centre of a water hex.
- The war fleet protects the ships, settlements and towns on the 6 intersections of the hex from being robbed.
- The pirate cannot be placed on one of the 6 intersections protected by a war fleet. If a war fleet is moved to an area with the pirate on one of the intersections, the pirate will be driven away. The active player moves the pirate and may rob another player as described above.
- The war fleet can be moved. It may be done one time per turn and costs one sheep. If the pirate is driven away by moving the war fleet the active player may rob another player.
- The war fleet cannot be moved on the same turn that it was built.
- The pirate can be moved by playing a Knight Card and driven away by building or moving a war fleet in the same turn. (If a 7 was rolled it can theoretically even be moved 3 times by the same player in the same turn, robbing other players 3 times.)

5g) Special victory points

- The Longest Road is not valid.
- Largest Army is valid.

END OF THE GAME

4-player game: the winner is the player who reaches 11 victory points first and it has to be his/her turn.

3-player game: the winner is the player who reaches 12 victory points first and it has to be his/her turn.

HINTS

It might be best to place the colony tokens next to the settlements and ships and not underneath them. While transporting plates it might be better to move the ship the whole distance (of that turn) first and then move the plates. It is easier to count the range travelled that way.

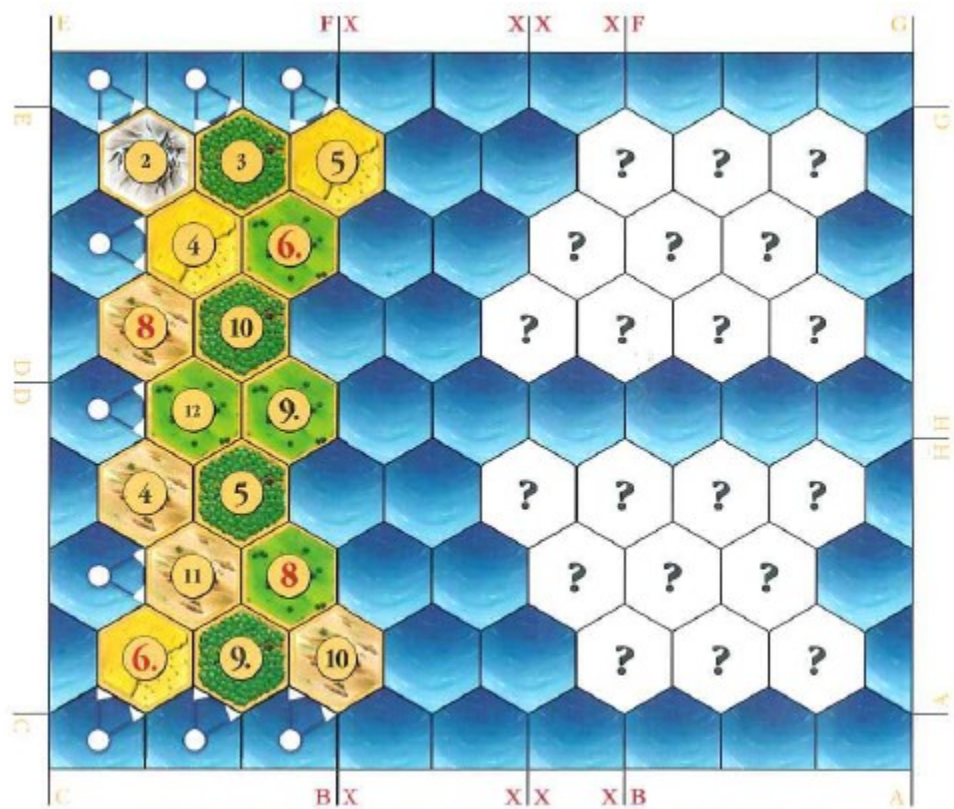
SETUP VARIATIONS

The number chips of the Home Island should stay the same, the areas underneath might be varied.

The colonies can also be varied in shape and in hexes used. The distance between Home Island and colony should at least be 2 water areas. Have fun exploring!

Setup for older versions of Catan and Seafarers

Setup for the older version: see image and table below:



	 Water	 Wheat	 Hills	 Forest	 Pasture	 Mountain	 Desert	 Gold	 Jungle	 Volcano	Total
Home Island and sea	17	3	4	4	4	1	-	-	-	-	33
Colonies	6	-	-	-	-	4	3	3	3	2	21*
Number chips	2	3	4	5	6	8	9	10	11	12	Total
Home Island	1	1	2	2	2	2	2	2	1	1	16
Colonies	1	1	1	1	1	1	1	1	1	1	10*

Trade harbours: 5× 3:1, 1× wheat, 1× sheep, 1× wood, 1× clay

Trade harbours from the Base Game: none

All images are from the original German rulebook (KOSMOS Verlag 2007).

Initial German to English translation was done by Mr. Schuster.

Translation expanded and laid-out by Tim Dawson - please contact me (tim_d) on www.boardgamegeek.com if you see any mistakes!

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